



## Competition Format and Rules

### Gold Coast 2018 Commonwealth Games Competition Format

The rugby sevens program at the Gold Coast 2018 Commonwealth Games consists of men's and women's tournaments, for the first time in an international multisport event.

#### Competition format:

There are 16 teams in the men's tournament and eight teams in the women's tournament. They consist of two phases: pool round and knockout round.

Tournament seedings are determined by World Rugby. The duration of all matches (including medal matches) is 14 minutes; two halves of seven minutes each, counting down to zero, with a two-minute halftime interval.

Events	Event phase
<b>Women</b>	Pool round: two pools of four teams
	Knockout round: - placing matches for fifth – eighth - semifinals - finals: bronze medal match and gold medal match
<b>Men</b>	Pool round: four pools of four teams
	Knockout round: - placing matches for fifth – eighth - semifinals - finals: bronze medal match and gold medal match

#### Competition progression:

For both tournaments, there will be no quarterfinals. Placing matches will take place for gold medal, bronze medal, fifth-sixth place and seventh-eighth place.

#### Women's tournament:

Teams will be placed in two pools of four teams each. Within each pool, all teams will play each other (three matches per team/six matches in each pool).

Match points:

- Win = three points
- Draw = two points
- Loss – one points

Following the completion of the pool round, the following rules will be used to populate the knockout round brackets:

- Teams will be ranked in their pool according to total number of points
- In the case of two or more teams having equal total match points, refer to tiebreak rules



The top two teams in each pool (A1, B1, A2, B2) will be placed in pre-determined slots in the knockout round bracket:

- Semifinals brackets will be set as follows:  
B1 v A2  
A1 v B2
- The winners of the semifinals will proceed to the gold medal match and the losing teams to the bronze medal match

The bottom two teams in each pool (A3, B3, A4, B4) will be placed in pre-determined slots in the placing matches for fifth – eighth.

- B3 v A4
- A3 v B4

The winners of each match proceed to the fifth – sixth placing match and the losing teams to the seventh – eighth placing match.

#### **Men's tournament:**

Teams will be placed in four pools of four teams each. Within each pool, all teams will play each other (three matches per team/six matches in each pool).

Match points:

- Win = three points
- Draw = two points
- Loss – one points

Following the completion of the pool round, the following rules will be used to populate the knockout round brackets:

- Teams will be ranked in their pool according to total number of points
- In the case of two or more teams having equal total match points, refer to tiebreak rules

The top team in each pool (A1, B1, C1, D1) will be placed in pre-determined slots in the knockout round bracket:

- Semifinals brackets will be set as follows:  
B1 v C1  
A1 v D1
- The winners of the semifinals will proceed to the gold medal match and the losing teams to the bronze medal match

The second-placed team in each pool (A2, B2, C2, D2) will be placed in pre-determined slots in the placing matches for fifth – eighth.

- B2 v C2
- A2 v D2

The winners of each match proceed to the fifth – sixth placing match and the losing teams to the seventh – eighth placing match.

Teams ranked third and fourth in their respective pool will be eliminated and not progress to the knockout phase.

Teams that do not progress to the knockout phase will receive a final tournament ranking based on the following rules:

- Teams ranked third in their pool will receive a tournament ranking between nine and 12, according to their total number of match points



- In the case of two or more teams having equal total match points, refer to tiebreak rules
- Teams ranked fourth in their pool will receive a tournament ranking between 13 and 16, according to their total number of match points
- In the case of two or more teams having equal total match points, refer to tiebreak rules

### **Competition rules**

#### **Team composition:**

Matches can be played with fewer than seven players in each team. When that happens, all the Laws of the Game apply, except that each team must have a minimum of five players on the pitch (at least three players in the scrum at all times and a minimum of two backs).

If a team falls below five players for any reason, the game is stopped, and the incident will be referred to the Disputes Committee who will determine appropriate action.

#### **Tiebreak rules**

#### **Pool round:**

A match in the pool round can end in a draw. If, at the completion of the pool round, two teams are tied for any position in the pool, the team that won the match between those teams will be ranked higher in the pool.

If the match between the two teams was a draw or more than two teams are level on match points, the following criteria will be used in the following order:

- The team which has the best difference between points scored and points conceded in all its pool matches
- The team which has the best difference between tries scored and tries conceded in all its pool matches
- The team which has scored most points in all its pool matches
- The team which has scored the most tries in all its pool matches
- If none of the above produce a result, then it will be resolved with a coin toss

Teams nine - 12 and 13 - 16

Same rules apply as pool round

#### **Knockout round:**

For all matches in the knockout round, if teams are tied at full-time, the winner is determined by sudden-death extra time.

After a break of two minutes, during which the referee organises a coin toss with team managers to decide which team will kick-off from which end, the extra time is played in periods of five minutes. The team which scores first in extra time will immediately be declared the winner without further play. If additional periods of extra time are required, teams change ends without interval.

#### **Replacements and substitutions:**

A match is played by no more than seven players in each team on the field of play. A player may be replaced on account of injury or substitution. A team may nominate no more than five substitutes. A team can substitute up to five players. Temporary replacements for a blood injury or head injury assessment are permitted. A player who has been replaced through injury may not resume playing the same match except if temporarily replaced. A player who has been



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substituted may not resume play in the same match except as a temporary replacement. For Head Injury Assessment, World Rugby Laws of the Games will be followed.

**Penalties/disqualification rules:**

A severe or cynical offence may result in a yellow card, which means the offender spends two minutes in the sin-bin. For very serious offences, the referee can issue a red card, which means the offender is sent off for the rest of the match. Two yellow cards also equal a red.

**Protests/appeals:**

The protests and appeals process will be run according to World Rugby rules and regulations.