



RUGBY REGULATIONS

Last Update 27.05.2022

1. Organization

- a. The Rugby Committee of the 21st Maccabiah will be responsible for the Rugby competition of the 21st Maccabiah, subject to the approval of the MWU Sports Department and the ISC.
- b. The Rugby competition will be conducted according to the World Rugby Laws of World Rugby. The English text will be binding.
- c. Participation in the Competition is open to any athlete who is in possession of a Participant card, issued by the Organizing Committee of the 21st Maccabiah and registered the Rugby competitions.
- d. Each country may enter one team only for each of the following Rugby 15's and Rugby 7's competitions:
 - 1) Open Male
 - 2) Open Female
 - 3) U18 Boys (2004-2005)
 - 4) U18 Girls (2004-2005)
- e. For MWU registration purposes, all 15's and 7's players and coaches will be registered under "Rugby".
- f. A country may enter one team in the 15's competition and one team in the 7's competition, in each gender and age group, separate and distinct from each other without cross-over players (A cross-over player is one who is entered on both a 15's and 7's roster). Each 15's team may consist of a maximum of 26 players. Each 7's team may consist of a maximum of 12 players. If a country registers one team in the 15's competition and, in the same age and gender group, one team in the 7's competition, and shall register a player or players for both the 15's and 7's teams, then it's 15s team may consist of a maximum of 30 players and it may enter up to a maximum of 12 players from its 15's roster ("cross-over players") in the 7's competition, provided that the country timely indicates the entry of its 7's team in the relevant MWU entry forms. All cross-over players must be listed on their respective 7's team's official form which must be submitted with entry form #3. No 7's team can change its list of players on the official form after it has been submitted prior to the commencement of the 7's tournament.



REMARK: It is intended that no competitive advantage be given to a 7s team whose country also enters a 15s team, by utilizing a larger player pool. This is why all “crossover” players must be designated on the roster before the 7’s tournament begins, and the roster may not be changed during the tournament. However, “crossover” players from 15’s teams must be listed as part of Entry Form #3.

2. Venues and Times

- a. The Sport Department of the 21st Maccabiah will determine the venues and times of the Rugby competition and teams will be notified accordingly.
- b. The Rugby Committee, upon Maccabiah Sport department approval, is authorized to change the venues and times of the competitions. These decisions will be final.

3. Game Ball

- a. The games will be played with balls as specified in the International Rules and Regulations.
- b. The Rugby Committee is authorized to change the type of balls, if necessary, but only with prior approval of the Maccabiah Sports Department.

4. System of Competition

PREFACE; As Rugby is a body contact sport, it is imperative that there is at least a one-day break between games, more if possible.

SYSTEM A: With the participation of up to 4 teams:

- a. The competition will be played on a league basis of a single round robin. In Juniors 7s, if there are only three teams, then the competition will be played on a league basis of a double round robin.
In Women's Open 7s, if there are only three teams, then the competition will be played on a league basis of a double-round robin, followed by a gold medal game for the top two placed teams after the double round robin.
- b. The order of games will be determined by a draw.
- c. The winning team will score 3 league points, the loser none. In the event of a draw each team will score 1 league point.
- d. The team, which accumulates the most league points, will take first place and the other teams will be placed according to the number of league points gained.
- e. If the number of league points achieved by two or more teams is equal, then the team which won the head-to-head game(s) against the other team with the same number of league points will take the higher place.
- f. If the result of the head-to-head game(s) does not break the tie, then the team with the higher game point difference will take the higher place.



- g. In the event of equality, both in the number of league points and game points difference, the number of tries scored will decide, i.e., the team scoring the larger number of tries will take the higher place in the table.
- h. In the event that equality still persists, the higher placing will be taken by the team with the higher number of game points.
- i. In the event that equality still persists, after all the above described, then the teams will be placed by a draw.
- j. The first two teams in the league will compete for the title: "21st Maccabiah Champion"
- k. The teams in places 3 and 4 in the league will compete for the third place.
- l. The rest of the teams will be placed according to their league order.
- m. The provisions as per clauses f - l under System C will apply to games played as per clauses i and j above.

System B: With the participation of 5 teams:

- a. In 7s, the competition will be played on a league basis of a single round robin, followed by a gold medal game for the top two placed teams and a bronze medal game for the teams placed three and four.
- b. In 15s, there will be a preliminary round of competition, with each team playing two games. The gold and silver medal winning teams from the immediate past Maccabiah will not play each other, and the games will be assigned based upon seeding from the results of the last Maccabiah: Efforts will be made to have higher seeded teams play lower seeded teams.
- c. The order of round robin games in 7s and preliminary round games in 15s will be determined by a draw.
- d. Paragraphs B - l of System A also apply to System B.
- e. In 15s, after the preliminary round, there will be semifinal games. The team in first place will play the team in fourth place and the team in second place will play the team in third place.
- f. In 15s, the winners of each semifinal game will play for the Gold and Silver medals.
- g. In 15s, the losers of each semifinal game will compete for the Bronze medal.
- f. Paragraphs f – l of System C also apply to System B.

SYSTEM C: With the participation of 6 teams:

- a. The teams will be divided into two groups (Group A and Group B) of 3 teams. In 15's, the teams will be seeded and put into the two groups according to their places in the 20th Maccabiah. The two finalists will head the groups and the rest of the teams will be seeded in the serpentine system. Teams which did not participate in the 20th Maccabiah, will be placed in a group based upon its final placement in the most recently past Maccabiah Games in which it participated. New, first-time entries will be



- seeded next after all teams which have previously participated. If there are more than one new first-time entries, they will be divided into groups by a draw. In the event that one or more teams will not appear, and a situation arises whereby a group is short of two teams, the team placed last will be moved from one group to another. In 7's, the teams will be placed into the two groups by a public draw under the supervision of the Rugby Committee of the 21st Maccabiah, the MWU Sports Department and approval of the ISC.
- b. The teams in each group will play other teams in the same group on a round robin basis. Paragraphs B - I of system A also apply to system B.
 - c. The Semi-final games will be played on the knock-out system, i.e., the team placed first in Group A will play against the team placed second in Group B and the team placed second in Group A will play against the team placed first in Group B.
 - d. The two winning teams in the semi-finals will play in the final game for the title "21st Maccabiah Champion" – the two losing teams in the semi-finals will play for 3rd and 4th places.
 - e. The teams placed third in each group will play each other for 5th and 6th places.
 - f. In the knockout system for the 15's competition, if after 80 minutes the game is not decided, it will be extended for another 2 x 15 minutes, following an intermission of 5 minutes.
 - g. In the knockout system for the 7's competition, if after 14 minutes the game is not decided, it will be extended, following a 3-minute intermission, until a team score. The first team that scores will be declared the winner (sudden death). If no team scores in the first 7-minute sudden death period, there will be a 1-minute intermission followed by another 7-minute sudden death period.
 - h. If after extension of time, the game is still undecided, then the result will be determined by 5 alternates 30-meter penalty kicks by each team from straight in front of the poles. Lots will be drawn to decide which team will kick first.
 - i. Only those players who have actually participated in the game, when it ended, will be entitled to participate in the 30-meter kicks. Each 30-meter kick will be taken by a different player.
 - j. The team scoring the highest number of conversions will be the winner.
 - k. If the game is still undecided after the 5 penalty kicks, the teams will continue with the 30-meter alternate kicks until one team has scored one conversion more than the other team, out of an equal number of penalty kicks.
 - l. A player may kick a second time only after all the other players, entitled to participate in the kick have already kicked.

SYSTEM D: With the participation of 7 teams:

- a. The teams will be divided into two groups (Group A and Group B), one with 3 teams and one with 4 teams. In 15's, the teams seeded 1 and 7, according to their places in the 20th Maccabiah (or new team), will be placed in Group A. The teams seeded 2



and 6, according to their places in the 20th Maccabiah (or new team), will be placed in Group B. The team seeded 3, as above, will be placed in Group A or B by a blind, public draw. The team seeded 4 will then be placed in the opposite group as the team seeded 3. After placement of teams seeded 3 and 4, the team seeded 5 will be placed in Group A or B by blind, public draw. The group in which the team seeded 5 is placed will be the group with four teams. Teams which did not participate in the 20th Maccabiah will be placed in a group based upon its final placement in the most recently past Maccabiah Games in which it participated. New, first-time entries will be seeded next after all teams which have previously participated. If there are more than one new first-time entries, they will be divided into groups by a draw. In the event that one or more teams will not appear, and a situation arises whereby a group is short of two teams, the team placed last will be moved from one group to another. Preliminary Round: In the group with three teams, each team will play the other two teams. In the group with four teams, the top two seeded teams will play the bottom two seeded teams. In 7's, the teams will be placed into the two groups by a public draw under the supervision of the Rugby Committee of the 21st Maccabiah, the MWU Sports Department and approval of the ISC. Paragraphs C - I of system A also apply to system C.

- b. The Semi-final games will be played on the knock-out system, i.e., the team placed first in Group A will play against the team placed second in Group B and the team placed second in Group A will play against the team placed first in Group B.
- c. The two winning teams in the semi-finals will play in the final game for the title "21st Maccabiah Champion" – the two losing teams in the semi-finals will play for 3rd and 4th places.
- d. The teams placed third and fourth in the group with four teams will play each other. The winner will then play the team that placed third in the group with three teams for 5th and 6th places.
- e. In the knockout system for the 15's competition, if after 80 minutes the game is not decided, it will be extended for another 2 x 15 minutes, following an intermission of 5 minutes.
- f. In the knockout system for the 7's competition, if after 14 minutes the game is not decided, it will be extended, following a 3-minute intermission, until a team scores. The first team that scores will be declared the winner (sudden death). If no team scores in the first 7-minute sudden death period, there will be a 1-minute intermission followed by another 7-minute sudden death period.
- g. If after extension of time, the game is still undecided, then the result will be determined by 5 alternates 30-meter penalty kicks by each team from straight in front of the poles. Lots will be drawn to decide which team will kick first.
- h. Only those players that have actually participated in the game, when it ended, will be entitled to participate in the 30-meter kicks. Each 30-meter kick will be taken by a different player.
- i. The team scoring the highest number of conversions will be the winner.



- j. If the game is still undecided after the 5 penalty kicks, the teams will continue with the 30-meter alternate kicks until one team has scored one conversion more than the other team, out of an equal number of penalty kicks.
- k. A player may kick a second time only after all the other players, entitled to participate in the kick have already kicked.

SYSTEM E: With the participation of 8-11 teams:

- a. The teams will be divided into 2 groups. In 15's, the teams will be seeded and put into groups according to their places in the 20th Maccabiah. The two finalists will head the groups and the rest of the teams will be seeded in the serpentine system. Teams, which did not participate in the 20th Maccabiah, will be placed in a group based upon its final placement in the most recently past Maccabiah Games in which it participated. New, first-time entries will be seeded next after all teams, which have previously participated. If there are more than one new first-time entries, they will be divided into groups by a draw. In the event that one or more teams will not appear, and a situation arises whereby a group is short of two teams, the team placed last will be moved from one group to another. In 7's, the teams will be placed into the two groups by a public draw under the supervision of the Rugby Committee of the 20th Maccabiah, the MWU Sports Department and approval of the ISC.
- b. The teams in each group will play other teams in the same group on a round robin basis. In 15's only, if there are 9-11 teams in the competition, the round robin competition will be limited to 3 games per team. In a group with more than 4 teams, the 3 round robin games will be determined by seeding from the previous Maccabiah (The higher seeded teams will play the lower seeded teams).
- c. In 15's, the games in the groups will be played according to paragraphs e – l in System B (except e - remaining teams will play for places 5 – 10, as applicable). There will not be semi-final games. After the preliminary round robin, the first-place teams in each group will play each other for the title of "21st Maccabiah Champion" and the second-place teams in each group will play each other for 3rd and 4th places. The third-place teams will play each other for places 5 and 6.
- d. In 7's, games in the groups will be played according to paragraphs b – l in System B (except e - remaining teams will play for places 5 – 10, as applicable). There will be semi-final games in accordance with paragraphs c and d in System B. Paragraphs C - l of system A also apply to system D.

SYSTEM F: With the participation of 12 teams:

- a. The teams will be divided into four groups (Groups A, B, C and D) of 3 teams. In 15's, the teams will be seeded and put into the four groups according to their places in the 20th Maccabiah in the serpentine system. Teams which did not participate in the 20th Maccabiah will be placed in a group based upon its final placement in the most recently past Maccabiah Games in which it participated. New, first-time entries will be seeded next after all teams which have previously participated. If there are more than



one new first-time entries, they will be divided into groups by a draw. In the event that one or more teams will not appear, and a situation arises whereby a group is short of two teams, the team placed last will be moved from one group to another. In 7's, the teams will be placed into the four groups by a public draw under the supervision of the Rugby Committee of the 21st Maccabiah, the MWU Sports Department and approval of the ISC.

- b. The teams in each group will play other teams in the same group on a round robin basis. Paragraphs f - l of SYSTEM B also apply to SYSTEM D
- c. The Semi-final games will be played as follows: the team placed first in Group A will play against the team placed first in Group D. The team placed first in Group B will play against the team placed first in Group C.
- d. The two winning teams in the semi-final games will play in the final game for the title "21st Maccabiah Champion" – the two losing teams in the semi-final games will play for 3rd and 4th places.
- e. The second-place teams in each group will play each other in accordance with the same format in sections c and d of System D, to determine places 5-8. The third-place teams in each group will play each other in accordance with the same format in sections c and d of System D, to determine places 9-12. Paragraphs C - l of system A also apply to system E.
REMARK: In the 15s competition, the goal is to limit the competition to a maximum of 4 games per team for the health and safety of the players. Should a team cease to play in the competition, or be suspended before the competition is completed, all scoring by the team will be cancelled and made invalid.

5. Players

- a. Before the start of the tournament, each team will submit to the Rugby Committee officials a list of all its players, on an official form. Before the start of each game, each team will give the referee a list of its players designated to play in the game.
- b. In 15's, a maximum of 26 players on the team may be registered for each game, with a maximum of 11 substitutes permitted (15 + 11). In 7's, a maximum of 12 players on the team may be registered for each game, with a maximum of 5 substitutes permitted (7 + 5). All players must be pre-designated on the game roster. The number for each player listed on the game roster should be identical to the number marked on the shirts he is wearing. All players on the team may be in uniform and in the bench area during the game.
- c. A player whose name does not appear on the official roster will not be permitted to play in the competition.

REMARK: The number of substitutes has been expanded for the health and safety of the players, and to add depth due to the combination of 15's and 7's competitions.

6. Duration of Game

- a. In Open 15's, there will be 2 x 40-minute halves, with an intermission of up to 10 minutes.



- b. In U18 15's (born 2004-2005), there will be 2 x 35-minute halves.
- c. In 7's, there will be 2x7 minute halves (including finals), with an intermission of 1 minute.

In order to avoid dehydration and heat stress it is in the discretion of the referee to stop the game every quarter (i.e., half-way into each half) for one minute, to enable players to drink water. Players are not permitted to leave the field during that period.

7. Referees

The Rugby Committee will select a Referees' Committee, which in turn will appoint the referees of the competition, subject to the approval of the MWU Sports Department.

8. General

- a. These regulations are but one part of the complete 21st Maccabiah regulations and must be read along with the instructions found in the Maccabiah Basic Regulations.
- b. In the event of a discrepancy between the regulations written here and those appearing in the Maccabiah Basic Regulations, the regulations written here will prevail, apply and be binding.