



RUGBY REGULATIONS

Last Update 31.07.2024

1. Organization

- a. The Sports Department of the 22nd Maccabiah will be responsible for the Rugby competition of the 22nd Maccabiah.
- 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 22nd Maccabiah and registered in 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 (Rugby 7's only)
- e. Each country – except Israel – may enter two teams for each of the following Rugby 15's and Rugby 7's competitions:
 - 1) U18 Boys (2007-2010)
 - 2) U18 Girls (2007-2010)
- f. For MWU registration purposes, all 15's and 7's players and coaches will be registered under "Rugby".
- g. 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)
- h. Each 15's team may consist of a maximum of 26 players. Each 7's team may consist of a maximum of 12 players plus a maximum of 2 travelling reserves in case of injury. 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 plus 2 travelling reserves 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, including designation of travelling reserves, 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 22nd Maccabiah will determine the venues and times of the Rugby competition and teams will be notified accordingly.
- b. The Sport Department 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 World Rugby International Rules and Regulations.
- b. The Sports Department is authorized to change the type of balls, if necessary. These decisions will be final.

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 5 teams:

- a. The competition will be played on a league basis of a single round robin. In 15's only, if there are 5 teams in the competition, then the round robin competition will be limited to 3 games per team, and the 3 round robin games will be determined by seeding from the previous Maccabiah (The higher seeded teams will play the lower seeded teams). 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 equality persists, 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: "22nd 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 - i under System B will apply to games played as per clauses i and j above.

SYSTEM B: 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 21st 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 21st 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 22nd 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 to i of System A also apply to System B.
- c. The Semi-final games will be played on the cross 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 "22nd 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 extra times of 15 minutes each, 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 C: 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 21st Maccabiah (or new team), will be placed in Group A. The teams seeded 2 and 6, according to their places in the 21st 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 21st 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 22nd 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 a cross 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 "22nd 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 extra times of 15 minutes each, 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.





5. Players

- a. Before the start of the tournament, each team will submit to the Sports Department and to the Tournament 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, including travelling reserves, may be in uniform and in the bench area during the game. The maximum number of players who may be in the team bench area during games is 14. One or two travelling reserve players may be inserted on the 12-player roster, in place of an injured player or players, prior to submitting the game roster. Traveling reserves may only be added to the pre-game 12 player team roster if one of the 12 rostered participants is ruled medically unable to compete for the remainder of the Maccabiah 7s competition by the approved tournament doctor. Once a player is ruled to be medically unable to play and is replaced by a travelling reserve player, the injured player may not participate again during the Maccabiah 7s competition. 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 2007-2010), 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 Sports Department will select a Referees' Committee, which in turn will appoint the referees of the competition.

8. General

- a. These regulations are but one part of the complete 22nd 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.

