

Les Parisiennes 2016

Sports Rules

Common Rules for the 4 sports

Lateness of a Team

The organization reserves the right to withdraw a team in case of excessive lateness. The validity of the reason of a lateness will be determined by the organization.

Fair-play rule

A fair-play award can make the final decision on their ranking, according to the following scale:

- A yellow card is worth 1 point.
- A red card resulting from two yellow cards is worth 2 points.
- A red card is worth 3 points.

In the event of a final ranking decision by the fair-play award, the team with the less points wins.

The organization reserves the right to exclude a player or responsible for the rest of the tournament for particularly inappropriate behaviour.

Rugby rules

The rules in force for the tournament 'Les Parisiennes Sciences Po' are those in specified by World Rugby (ex-International Rugby Board (IRB)), January, 1st of the current year, except for the following specific points. The regulation is the same for men's and women's tournaments.

Foul Play

Red card: definitive suspension from the game. The organization can exclude a player for the rest of the tournament for particularly inappropriate behaviour.

Yellow card: temporary suspension of 2 minutes from the game on the dedicated chair near the field.

Number of players and Substitutions

Each team is composed of 7 players during the game, and a maximum of 5 substitutes. 5 substitutions are allowed per game, apart from substitutions due to an open injury or bleeding.

Pitch and Duration of a game

All games are played on a regular rugby field (100meters/70meters)

A pool-phase game lasts 2x7minutes, with a 2-minute half-time.

A playoff game lasts 2x10minutes, with a 2-minute half-time.

In the event of a draw at the end of a playoff game, the teams play an extra time of 2x5minutes, without half-time. The teams switch sides at the end of the first 5 minutes. The game stops as soon as first points are scored. The first team to score during the extra time wins the game.

Games and Ranking

A victory is worth 3 points, a draw is worth 2 points and a defeat is worth 1 point. In the event of the forfeit of a team, the team in question will be marked as defeated 0-15, and shall be granted no point. 3 points shall go to the other team.

- **Pool Phase**

All 6 teams participating to the tournament will be assigned a number between 1 and 6. Teams shall then be sorted into two different pools (A & B). The games within these pools shall be held in the following order:

Pool A: Team 1 - Team 3; Team 2 - Team 3; Team 1 - Team 2.

Pool B: Team 4 - Team 6; Team 5 - Team 6; Team 4 - Team 5.

At the end of the pools phase, if two or three teams of the same pool have the same number of points, the pool table will be established according to the following criteria, in the following order of priority:

1. General goal average (difference between points won and points lost)
2. Specific goal average (result of the game between the two concerned teams)
3. Best offense
4. Fair-play award
5. Decision taken by drawing lots

- **Playoff games**

The playoff games are organized according to the pool table.

1st Pool A - 2nd Pool B

1st Pool B - 2nd Pool A

3rd Pool A - 3rd Pool B

The points system is the same as the one applied in the pools phase.

In case of a draw at the end of a playoff game, the teams play an extra 2x5minutes, without half-time. The teams switch sides at the end of the first 5 minutes.

The game stops as soon as the first points are scored. The first team to score during the extra time wins. If there is no winner at the end of the extra time, teams play a kicking competition according to the « sudden death » rule. Each kick will consist in a drop goal from the 22-metre line. The game ends when a team scores and the other fails. The successful team wins.

At the end of the playoff games, if two or three teams have the same amount of points, the order will be established according to the following criteria, in order of priority:

1. Specific goal average (result of the game between the two concerned teams)
2. General goal average (difference between points won and points lost)
3. Best offense
4. Fair-play award
5. Decision taken by drawing lots

The points received during the playoff games are added to those received during the pool phase games. The two teams with the most points are qualified for the final. The two following teams play for third place. The two teams with the least points play for fifth place.

- **Final and Ranking Games**

At the end of the playoff games, the amount of points earned by the teams determines the final and ranking games:

- Game for the fifth place: 4th - 5th
- Game for the third place: 3rd - 4th
- Final: 1st - 2nd

In the case of a draw at the end of the game for fifth place, the game for third place or the final, the teams play an extra 2x5 minutes playing time, without half-time. The teams switch sides at the end of the first 5 minutes. The game stops as soon as the first points are scored. The first team to score during the extra time is therefore the winner of the game. If there is no winner at the end of the extra time, teams play a kicking competition according to the « sudden death » rule. Each kick will consist in a drop goal from the 22-metre line. The competition stops when a team scores and the other fails. The successful team wins.

Bonus point:

If a team wins a game while scoring at least 3 more tries than its opponent, it receives 1 bonus point, added to the 3 points received for the victory. This bonus does not apply in case of the forfeit of the team's opponent.

Specific Rugby rules

- **Conversion goal**

The kicker must take the kick within 40 seconds from the time the try has been awarded. The kick has to be a drop kick. The kick is cancelled if the kicker does not take the kick within the time allowed.

- **Kick-off and Restart Kicks**

A team kicks off by a drop kick taken at or behind the centre of the half way line.

At the start of the game, the team whose captain won the toss will either kick off or choose a side of the pitch.

After a score, the team that to score kicks off with a drop kick taken at, or behind, the centre of the half way line. All the kicker's team must be behind the ball when it is kicked. If they are not, a free kick is awarded to the other team at the centre of the half way line.

During the kick-off or the restart kicks, the ball must reach the opponents' 10-metre line. If the ball does not reach the opponent's 10-metre line and that it is not played by the opponent, there is a sanction for the kicking team. The sanction is a free kick at the centre of the half way line, for the other team.

The ball must land in the field. If it is kicked directly into line-out, there is a sanction. The sanction is a free kick at the centre of the half way line, for the other team.

If the ball is kicked into the opponents' in-goal without having touched or having been touched by a player, if the opposing team grounds the ball, or if the ball is declared a dead ball (by going into touch-in-goal, or on or over the dead-ball line) there is a sanction. The sanction is a free kick from the centre of the half way line, for the other team.

- **Scrum and line-out**

A scrum is done without impact. A scrum must concern three players from each team. All three players must stay bound to the scrum until it ends.

Sanction: a penalty kick.

The aptitude « 1st Ligne » is not an obligation.

During a line-out, the opponent can compete for the ball in the air.

- **Penalty kick and free kick**

When granted a penalty kick or a free kick, the kicker must take the kick within 30 seconds of the moment the kick was awarded. If it is not, a scrum is granted to the opponent.