



Swiss Super 7's Senior Men & Women Season 2022-23

TOURNAMENT MANUAL

In case of discrepancies between the French and English versions of this manual, the French Version supersedes the English one.

Swiss Rugby Union



1 Introduction:

This tournament manual is designed to provide all key details and tournaments rules for all Swiss Super 7's senior men's and Swiss Super 7's senior women's competitions for the 2020-21 season.

2 Qualification process for the Rugby Europe Club 7s Championship:

The teams that finish first in the Swiss Super 7's Final men and women will win the title of Swiss Rugby 7's Champion and will be qualified for the European Club 7s Championship that Rugby Europe will organize. In case of refusal of the champion to participate in the European Championship, the team having had the best ranking and wishing to participate will be qualified.

3 Conditions of Participation:

The FSR has endeavoured to provide conditions of participation that serve as a reference point for all team managers and officials.

Registration is made within the time limit announced, by registration form at the FSR secretariat and is validated upon receipt of the registration form by the FSR secretariat.

By signing the registration form, you have accepted all the rules and conditions described in this manual.

The FSR would like to remind all teams that all 7's competitions are played according to ALL World Rugby Rules and Regulations <http://www.laws.worldrugby.org/index.php?variation=2>

4 Modification of the conditions of participation:

The FSR reserves the right, at any time (whether before or during the Tournament), to establish or modify rules and give instructions on the conduct of the Tournament, or on matters relating to the Tournament, including the content of these Terms of Participation. All such rules and instructions, when established and communicated, are immediately applicable to each participating team and Team Member, and such rules and instructions shall be deemed to be automatically included in these Terms of Participation.

5 Documents to be provided for the Competition:

Each team will have to fill in and submit a game sheet on Sportlomo before the first game.

For the teams (Entente or mixed team) which do not have a Sportlomo account, a game sheet (in appendix of this document) will have to be given to the tournament director before the first game with the **signed** authorizations of the presidents of the clubs where the players are licensed (in appendix of this document)

6 Criteria for team participation:

The following teams can participate in the Swiss Super 7's:

6.1 Clubs

Clubs registered with the FSR with players licensed with the FSR for that club.

6.2 Second and third teams of Clubs

If a club participates with two or more teams in a tournament, changing players between teams is not allowed.

6.3 Rugby 7s Clubs

Rugby 7s clubs registered with the FSR with players licensed by the FSR for that club and players licensed by the FSR in other clubs. In the latter case, the player may only participate with the written agreement (document attached) of the President of the club where the player holds the licence.

6.4 Ententes and Mixed Teams

Ententes or Mixed-Teams are allowed to participate. These are teams composed of players who are licensed in different Swiss clubs. They can win the title "Swiss Rugby 7s Champion." The prerequisite is the written agreement (document attached) of the Presidents of the clubs where the players are licensed.

The clubs are jointly and severally responsible for the payment of the costs and sanctions of the Ententes/Mixed Teams. Red and yellow cards against players of Ententes and Mixed-Teams are to be paid by the club for which the player is licensed.



7 Criteria for player participation:

Only players with an FSR license can participate in the Swiss Super 7's. It is not possible to make a license specifically for this tournament except for the cases described in article 16 bis of the competition regulations part 2 of the FSR (http://www.suisserugby.com/fileadmin/content/documents/222_Reglement_Licences_2.1_FR.pdf)

A player may only participate in one 15-a-side match or 7-a-side tournament per weekend.

Age Criteria: Any player under the age of 18 years will not normally participate in adult rugby, however, over-classifications (surclassements) are possible for players aged 17 years as defined in Article 116 of the Competition Regulations 1 (http://www.suisserugby.com/fileadmin/content/administration/regulations/2020-21_FR_Reglement_des_Compétitions_1_V0.4_CLEAN.pdf).

Insurance of the players: application of art. 9 of the competition regulations part 1 (http://www.suisserugby.com/fileadmin/content/administration/regulations/2020-21_FR_Reglement_des_Compétitions_1_V0.4_CLEAN.pdf).

The insurance is the responsibility of the player. The FSR and the organizing club decline all responsibility.

8 Control

For Swiss Super 7's tournaments, FSR officials may check the identity of all players. Each player must be able to provide a current ID.

9 Competition format and dates for the year 2022

Swiss super 7's Men and Women :

- Round 1= October 1st, Lausanne
- Round 2= October 29th, Solothurn
- Round 3=February, 18th, venue tbc
- Round 4= March, 12th, venue tbc
- Round 5= Mai, 27th and 28th, Neuchatel

Swiss super 7's Finals Men and Women :

- Finals= July 1st and 2nd, venue tbc

10 Process of qualification for the final

For the men, 12 teams will qualify for the final. Teams will be awarded points according to their participation and ranking in the 3 rounds:

- 1 point per participation (for stages 1, 2,3, 4, 5)
- 4 points for the losers of the semi-finals (for stages 1, 2, 3, 4)
- 8 points for the loser of the final (for stages 1, 2, 3, 4)
- 10 points for the winner (for stages 1, 2, 3, 4)

There will be no points awarded for the ranking of stage 5 (Neuchâtel) because foreign teams and therefore not eligible for the Swiss super 7's final are participating in this tournament

The first 12 teams at the end of the 5 stages will qualify for the final. The other teams will be able to participate in the open tournament. If teams have the same number of points they will be separated as follows:

1. The team that has participated in the greatest number of stages
2. The number of definitive expulsions (red cards) of a team in all the matches counting for this ranking, taking into account all red cards whatever their origin (players,coaches, managers, etc.).
3. The best team in terms of direct confrontations (wins)
4. The number of tries scored in all the matches counting for this ranking.
5. The draw.

For women, all teams are qualified up to a limit of 12. If there are more teams qualified then the same system as for the men will be used

11 Team composition

Teams must be composed of maximum 12 players and a maximum of 4 coaching staff.



All players must keep the same shirt number throughout the tournament. Failure to do so may result in a penalty. All staff members must be licensed with the FSR. It is the responsibility of all participating clubs to ensure that the composition of their teams conforms to the World Rugby Laws and Regulations and in particular to the recommendations regarding the return to play after the downtime due to the Coronavirus crisis.

12 Tournament rules

12.1 World Rugby Rules of the Game

Tournaments shall be played in accordance with the current World Rugby Rules of the Game and World Rugby Regulations, subject to the additional specifications contained in this Tournament Manual.

https://www.laws.worldrugby.org/?domain=7&modified_form=2&mf_section=31&language=FR

12.2 Organization of the competition

As the number of teams participating in the different stages is variable, the competition format will be communicated together with the order of matches at the latest on the Monday before the competition.

However, we will still use the same model for pool matches on a round robin basis. No overtime will be played in the pool matches. Points will be awarded for these matches on the following basis:



If a team deliberately refuses to play, or deliberately abandons a game in progress, without the prior consent of the referee, then that team will be expelled from the tournament.

If a team has been expelled from the tournament for any reason:

- This team will be considered as having received no points in the pool matches and having scored no tries or points in the pool matches
- For the purpose of determining the pool standings, all results of matches against this team will be considered null and void. This means that all points awarded in matches against the expelled team will be forfeited and any tries and points scored or conceded in matches against that team will not be taken into account in determining pool standings.
- These teams may also be subject to additional disciplinary action.

Depending on the format of the stage, final stages will be organised and also communicated by the Monday before the stage

12.3 Determination of the ranking of the pool phase

12.3.1 Pool standings will be determined by competition points as outlined in Section 14.2 above.

12.3.2 If, at the end of the pool phase, two teams are tied on points then the ranking of these 2 teams will be determined by the result of the match between these 2 teams. The team that won this match will be placed higher in the pool ranking.



- 12.3.3** If the match between the two teams tied on points at the end of the pool phase is a draw, the following process will be used to determine the places.
- (i) The "for and against" point difference (points scored - points conceded) for each respective team in all pool matches will be taken into account. The team with the better point difference will be ranked higher in the pool standings - if the tie is not resolved:
 - (ii) The difference in tries scored "for and against" by each respective team in all pool matches will be taken into account. The team with the better try difference will be ranked higher in the pool standings: if the tie is still not resolved then:
 - (iii) The team with the highest number of points in the pool matches will be ranked higher in the pool competition table: if the tie is still not resolved then:
 - (iv) The team that scored the most tries in the pool matches will be ranked higher in the pool's competition table: if the tie is still not resolved then:
 - (v) The tie will be resolved by a draw between the captains of the teams concerned.

- 12.3.4** If at the end of the pool phase more than two teams are tied on points, the following process shall be used to determine the standings:
- (i) The difference in points scored "for and against" by each respective team in all pool matches will be taken into account. The team with the better point difference will be ranked higher in the pool standings: if the tie is not resolved then:
 - (ii) The difference in tries scored "for and against" by each team in all pool matches will be taken into account. The team with the better try difference will be ranked higher in the pool standings, if the tie is not resolved:
 - (iii) The teams involved will be ranked according to the number of points scored in all pool matches. The team with the highest number of points scored in the pool matches will be ranked higher in the pool standings, if the tie is not resolved then:
 - (iv) The teams involved will be ranked according to the number of tries scored in all pool matches. The team scoring the most tries in the pool matches will be ranked higher in the pool standings: if the tie is not resolved then:
 - (v) The tie will be resolved by a coin toss between the team captains involved.

12.4 Duration of matches

The duration of the games, including the finals, will be seven (7) minutes per half with a two minute break at half time.

12.5 Draws

In the final rounds, in the event of a tie at the end of regulation time, overtime will be played until a winner is determined. There will be a two (2) minute break at the end of regulation time and before the game is resumed. Overtime shall be played in five-minute periods. After each period, the teams shall change sides without interruption. In overtime, the team that scores first will be declared the winner immediately. The team managers and the referee will conduct a coin toss to determine the team that will kick off the overtime and to select the side.

12.6 Interruption of a match

With the exception of the voluntary interruption of a match and consecutive expulsions in case a match has to be stopped after its beginning the following procedure applies:

12.6.1 Pool matches

- (i) When a pool match is abandoned at half-time or at any time during the second half, the result and the points and tries scored by each team during the match shall stand.
- (ii) When a pool game is abandoned during the first half, the result shall be declared a draw.



(iii) When a pool match has been declared a draw, each team shall be awarded two match points for that match and all points and tries scored shall be counted toward the total points and tries scored by each team in all its pool matches.

12.6.2 Knockout Matches

(i) When a match is interrupted at half-time or at any time during the second half, the result shall stand. If the two teams are tied, Rule 13.3.3 shall be used to determine the winner by taking into account the points scored in all games of the tournament. However, if one of the teams has participated in a pool where a team has been expelled for any reason, the matter shall be referred to the Disciplinary Committee who shall decide the most appropriate method of determining the winner of the knockout match.

(ii) If a match has been abandoned during the first half, the result shall be declared a draw and Article 13.3.3 shall be used to determine the winner by taking into account the points scored in all matches of the tournament. However, if one of the teams has participated in a pool where a team has been expelled for any reason, the matter shall be referred to the Disciplinary Committee who shall decide the most appropriate method of determining the winner of the knockout match.

12.7 Replacements

12.7.1 A match shall be played by a maximum of seven players from each team on the pitch. A player may be substituted in case of injury or as a substitution. A team may make a maximum of five substitutions. Substitution of a player due to bleeding or concussion is permitted even when the 5 substitutions have already been made.

A player who has been replaced due to injury may not return to play in the same match.

No substitutions may be made without the referee's permission, and only during a stoppage in play.

12.7.2 As the entity with overall responsibility for the tournament, FSR will promote World Rugby's "Recognize & Remove" concussion management which will be in force during this tournament. This means that any player who has been unconscious for any length of time or is showing symptoms of concussion MUST be immediately removed from the field of play for care and monitoring and CANNOT return to the field of play, see concussion section.

Please see the following link to World Rugby to learn more about concussion management and the need to "Recognise & Remove." www.playerwelfare.com/concussion

12.8 Expelled Players

A player sent off the field (red card), will not be allowed to play again for the rest of the tournament and his case will be treated by the disciplinary committee.

A player who is temporarily expelled (yellow card) 3 times during the tournament, will not be allowed to play again for the rest of the tournament and his case will be treated by the disciplinary committee.

12.8.1 Temporarily suspended player

When a player has been temporarily suspended (ejected), they must move to the designated ejection area and remain there for the duration of the temporary suspension.

The duration of the exclusion (2 minutes) begins as soon as the referee blows the whistle to restart the match after the card has been issued.

The management of the exclusions will be assured by the referee with the Tournament Commissioner.



12.9 Team Shirts - Color Conflicts

If possible, teams should have 2 sets of jerseys with predominantly different colors. For all games where there is a color conflict, a coin toss will determine which team must change jersey colors. NOTE: Please ensure before the start of the game that there is no jersey conflict at the time of the kickoff toss. (cf. 13.13).

12.10 Access to the field of play

Only players, the referee, assistant referees, tournament directors, water carriers and medically trained persons, in order to treat an injured player, may enter the playing area. During the break, coaches and water carriers may enter the playing area, but they must leave before play resumes and must not do anything that would delay the resumption of play.

12.11 Toss

1st game of each day

The draw to decide the kick-off and the choice of the field will take place 10 minutes before the kick-off.

All other matches

The toss will take place during halftime of the previous game. One member of each team must be present at the toss. It does not have to be the captain, it can be another player or a member of the management team. If a team representative does not show up for the toss, the toss is automatically won by the team that was present at the time.

All coin tosses will take place near the officials' table at the halfway line of the field.

13 Conduct of the matches

13.1 Warm-up

Pre-game warm-up

Teams will warm up for their game on a practice field close to the main field of play. Priority for warm-up will be given to teams playing in the next game.

For the first games of each game day, the teams that will play next will be allowed to warm up on the main field of play before their game.

Substitute warm-up

Substitute players are allowed to warm up in the opposing team's end zone without a ball or tackle bag.

13.2 Tournament Officials

Tournament officials are representatives appointed by the FSR to be responsible for the conduct of a tournament in accordance with the World Rugby Rules of the Game, including referees, assistant referees, and/or any others specified in writing by the FSR:

- Tournament Director
- Field commissioner
- 1 Referee Manager
- Referees.

14 Medical services

The FSR will provide a medical assistance team (Samaritan) at Field 1. Field 2 is located near the hospital and next to the ambulance station.



Details regarding hospitals and other medical assistance will be provided prior to the tournament. Please note that if a player must be removed from the field of play and taken to the hospital, the team manager must designate a member of his staff to accompany the player for the duration of the hospitalization. In addition, if a player must be hospitalized beyond the duration of the team's stay in Lugano the team manager must designate a person to stay with the player until they can be brought home.

IN THIS CASE, THE TOURNAMENT DIRECTOR MUST BE INFORMED IMMEDIATELY.

15 Anti-doping

Each participating club and team member agrees to comply with the provisions and requirements of World Rugby Regulation 21 and the Swiss Olympic Doping Statute 2021 and any decisions made thereunder.

16 Tournament Disciplinary Rules

16.1 General obligations

Participating clubs are reminded that they are responsible for the conduct of their team members and other persons attending the Tournament in an official capacity and for ensuring that their conduct is consistent with the requirements and that matches are played in a sporting manner.

Each participating club and team member agrees to accept and abide by the provisions and requirements of the Tournament Disciplinary Rules and any decisions made thereunder. Each participating club also acknowledges its responsibility and accountability for the acts and/or omissions of other persons present at the tournament in an official capacity for the club.

All participating teams must verify that the players scheduled to participate in the Tournament:

- (i) do not have any pending disciplinary proceedings regarding unfair play and/or misconduct;
- (ii) do not have any appeals pending in connection with the foregoing;
- (iii) are not subject to suspension from the Game as a result of any disciplinary, appeal or other proceedings.

16.2 Protests

All protests during the tournament must be filed, (before, during or after the tournament), with the tournament director who will make the final decision based on the FSR rules. Protests to be upheld must be filed in accordance with FSR rules.

http://www.suisserugby.com/fileadmin/content/documents/226_Reglement_juridique_1.2_FR_COMPLET.pdf

17 Administrative documents

(next Pages)



FEDERATION SUISSE DE RUGBY

FEUILLE DE MATCH SWISS SUPER SEVEN'S MATCH SHEET SWISS SUPER SEVEN'S MATCHBLATT SWISS SUPER SEVEN'S

LIEU / VENUE ORT	DATE DATUM	HOST CLUB
EQUIPE / TEAM / MANNSCHAFT ^{*1}	CLUBS ^{*1}	

No.	NOM / NAME	PRÉNOM / 1 ST NAME / VORNAME	LICENCE, ID / LICENSE, ID	CHECK ^{*2} <input type="checkbox"/>

OFFICIELS / OFFICIALS / OFFIZIELLE

1				
2				
3				
4				

VALIDATION / VALIDATION / BESTÄTIGUNG

	EQUIPE / TEAM / MANNSCHAFT	HOST CLUB
NOM / NAME		
SIGNATURE / UNTERSCHRIFT		

^{*1} En cas d'ententes et Mixed Teams: indiquer les clubs participants / In case of Ententes and Mixed Teams: specify participating Clubs / Bei Ententes und Mixed Teams : teilnehmende Clubs angeben

^{*2} A remplir par le Host Club / to fill in by Host Club / Auszufüllen durch den Host Club



AUTORISATION DE JEU POUR UNE MIXED TEAM
AUTHORIZATION PLAYING FOR MIXED TEAM

Je soussigné _____, Président du club de _____
I, the undersigned, _____, club's President of _____

autorise les joueurs suivants à participer aux Swiss super 7's avec l'équipe _____
authorises the following players to participate in the Swiss super 7's with the team

Liste des joueurs/Players List

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Signature et cachet du club