

E.S.R.C. THE ELEPHANTS

7S RULES DOCUMENT



TOURNAMENT ORGANISATION

Chair: Nina van Mourik
Commission: Lucas Rabou
Roan Brinkhorst
Ebba Vogel
Michiel Van De Vijver
Youri Van Pinxteren

Contact:

Email: wedstrijdsecretaris@elephants.nl
Phone (Whatsapp): +31 6 82049248 (Michiel)

Deadlines:

Team registration: 30th April 2026
Payment: 30th April 2026
Player list: 24th May 2026 (template will be provided after registration)

TOURNAMENT RULES

1. Team Size & Match Times

Classification	Squad size	POOL & KNOCK OUT
All	12	7 MINUTES, 1 MINUTE BREAK, 7 MINUTES

2. Registration

The invitation link you have received must be completed and returned fully completed by submitting the form. Returning the form confirms that the tournament rules have been distributed by Tournament organization to all concerned parties, and that all rules and agreements are therefore agreed upon. If teams do not make themselves aware of rules and are unable to play, they will concede a walk-over, unless the opposition agree to rule amendments for that game. There is no obligation for the opposition to agree to the amendments.

The provided contact person stated on the form should be available via phone and able to access email on the tournament day, after games as communication of fixtures for Sunday / any other issues will be addressed this way. Alternatively the club / organisation could allocate one person to handle all teams under their association, details of which should be advised to the Tournament Organization.

Players must be students or up to 1 year post-graduation and comply with the qualifications necessary to participate in student sports competitions under the NSK guidelines. If necessary, each player should be able to provide proof of enrolment and prove that they are qualified to play. The fulfilment of a cluster squad list will be required to be filled in in full by the leading association, oversight of participation from all parties is not the responsibility of the tournament organization.

Players may only represent one team. Players assigned to a cluster team may only play for their cluster. Extraordinary exceptions (such as replacement for injury) can be made through consulting the Tournament Director.

Regarding who is eligible to play in what competition, the tournament will comply with the standards of Rugby Nederland. I.e.: Only players eligible to play in the national women's leagues are eligible to play in the ladies competition.

The team registration deadline is: 23:59 **30th April 2026**

3. Tournament Day Registration

On the day of the Tournament, the coach is required to register the presence of their squad at the venue with the Marshal on their pitch at least half an hour before the team's first game.

On the day of the tournament, each team should follow the procedure of section 4. Presence for the first matches is expected from each team, if any circumstance arises that may cause a team to arrive late, this should be communicated clearly to the Tournament Organisation by contacting them via the provided phone number.

4. Match Registration and Timing

The 12 players specified on the squad list as well as up to three coaches should be inside the pitch ropes. The five substitutes shall be identified by bibs or by turning shirts inside out. The difference should be clear enough for the referee.

Coaches, Players and assigned Referees must register with the Marshal at least five minutes before each game. Each team must be able to provide one touch judge if necessary.

Teams must be ready to start immediately at the programmed time and the pitch becoming available.

Where games have two halves there will be a one minute interval between halves. Teams must change ends and be ready to restart.

Teams must vacate the pitch immediately when the match is finished to allow the next game to start.

5. Kick-off, Restarts and Ends

There will be no coin toss. The team named first in the fixture list will choose which side of the field and the second named team will start the game. If a team is late for kickoff, the match will be deemed a walkover (see section 7)

6. Results

The Referee will sign and give the result slip for the match to the Pitch Marshal in the Playing Area.

It is then the responsibility of the coach or captain of each team to approach the Pitch marshal after the game to sign the form. In case a team forgets to/does not sign the form, they cannot appeal any decision made.

These forms will be maintained at the Scorer's area and in the event of a dispute over the result of a match, the Referee's decision, having consulted the result slip, will be final. The Referee shall mark on the result slip for each game the name of the team that scored the first points (see sections 7 and 8.).

7. League Tables

League Points will be awarded as follows:

- 4 points for a win or a walk-over*
- 2 points for a draw
- 0 point for a loss
- 1 bonus point for scoring 4 tries or more in total
- 1 bonus point for losing by 7 points or less

In the event of a walk-over, the score will be deemed to be 28-0 including 4 tries in favour of the side that was ready to play. The Pitch Marshal shall determine when a side is more than three minutes late in being on the field ready to play, in which case a walkover shall be awarded.

Where teams are equal on points at the pool stage, the position in the pool shall be determined as follows:

- In points scored difference in the pool; if equal, then;
- In tries scored difference in the pool; if equal, then;

- In tries scored in the pool; if equal then;
- In the number of tries scored in the match(es) between them; if equal, or if more than 2 teams, then;
- The team that scored first in the first match between them; if no score, or if more than 2 teams, then;
- the team with the best disciplinary record (number of cards) throughout the tournament to date as determined by the Tournament Director (a red card shall be considered equivalent to three yellow cards) , if equal, then
- Best of three coin toss between team Captains presided over by a Referee

8. Play-Offs, Quarter-Finals, Semi-Finals and Finals

For knock-out stages, in case of a draw score line at the end of normal time:

- Extra time of five minutes will be played (no change to number of players who finished normal time). This will be "Golden Score" i.e. first score wins. The Referee will toss a coin with captains to decide which team will start extra time.

In the event that there is no score in extra time:

- the winner will be the team that scored the most tries in normal time:
if that is equal,
- the team that scored the first points in normal time will be declared the winner.

If there was no score in normal time:

- the result will be decided by a best of three coin tosses between the Captains of both teams presided over by the Referee (Captain of first named team to call first).

9. Referees

Referees shall be provided through the Tournament Organization. All referees are regarded as Neutral parties.

10. Touch Judges

Touch Judges to be provided by teams.

The Touch Judge's duties are to indicate where the ball went out of play and which side has put in. The Touch Judge should indicate the defensive offside line at line outs, free kicks and penalties to assist the defending players. This is their limit of the duties of the touch judge, any extra responsibilities can be ordered by the assigned referee. The Touch Judge will not make any recommendations on action to the Referee unless requested. The referee holds the right to order a replacement of a touch judge.

11. Pitch Marshals

The Marshals duties are to co-ordinate coach and officials prior to the start of the game to ensure games start on time. Note the name of the team scoring first in each game. Receive Referee's score cards and get them signed by coaches to pass on to Score Tent. Monitor time of sin bin players, monitor missed games for sent off players. Recover pitch balls and flags from Touch Judges at end of each game.

12. Playing Laws

The World Rugby Laws of Rugby Union will be played with the Seven-a-side Variations applying.

13. Substitution of Players

Rolling substitutions will apply with no restriction on how many substitutions can be made, other than that the squad for each game is a maximum of 12 players, however they must be when there is a stoppage in play (scrum, lineout, try etc.), not during live play. provided that the number of players on the field does not exceed the maximum at any time while the ball is in play.

14. Yellow Card

Any player sent to the sin-bin by the Referee's "yellow card" will be required to stand beside the Pitch Marshal for a period not less than two minutes of actual play. The Pitch Marshal will monitor the time and indicate to the Referee when the sin bin period is over.

15. Send Off

Any player sent off the field by the Referee "red card" will not be permitted take further part in the game. Coaches are requested to adhere to the Referee's ruling and counsel the player.

A Disciplinary Committee will be convened by the Tournament Director as chair: to also include the Head of Referees and one Member of the Tournament Organisation (who is not playing in the tournament). The Disciplinary Committee shall decide if and when the player shall be allowed to play again in the tournament.

Any player receiving second "red card" during the tournament will take no further part in any game.

16. Instructed Substitution

In the event of an offence would warrant a "yellow card", a warning shall be given and in case the offence is repeated the Referee shall instruct the coach that the player must be substituted. Once a player is substituted at the Referee's instruction, that player may not take further part in the game. In the event of serious foul play the Referee may award a "red card" in which case the rules in Rule 15 above shall apply. The coach should ensure that the players involved fully understand what the offence was.

17. Balls

Each team is to supply its own rugby balls for practice. Each team will be provided with one tournament ball for which they are responsible. A pitch/match ball will be made available at each game by the Pitch Marshall.

18. The Playing Area

The Roped off area around the pitch may only be entered by officials, medics and players & coaches stated above and involved in the game in progress: the only permissible exception being to attend to an injured player.

The substitutes shall remain in the substitute area and not walk the line.

The restriction on numbers inside the ropes and where they should be is to firstly ensure the safety of players and spectators and secondly to ensure better viewing for the maximum possible number of people. Referees are encouraged to address encroaching spectators wherever they feel it is necessary to keep the playing area clear.

Please stress this to your coaches, players and spectators - A failure to comply can result in sanction by the Tournament Director, including possible forfeit of a match in the case of repeated infringements.

19. Liability and Risk

Rugby is a contact sport and from time to time injuries occur.

It is the responsibility of all Clubs and their players that all team members have adequate and effective medical insurance.

Teams enter the Tournament entirely at their own risk. ERSC The Elephants and their management, Tournament Organisation and members accept no liability whatsoever for any incident, accident, loss or damage occurring as a result of participation therein. By entering the tournament you accept this waiver and indemnify ERSC The Elephants and their management, Tournament Organisation and members from any and all injury, loss or damage incurred by the team, players or anyone affiliated therewith howsoever caused. If you do not accept both this waiver and the indemnity, you should not enter the tournament.

20. Mouth Guards

ESRC The Elephants and the Tournament Organisation recommends the use of gum shields / mouth guards by all players.

21. Valuables & Belongings

Players, Coaches and spectators are responsible for their belongings. ESRC The Elephants and their management, Tournament Organisation and members accept no liability whatsoever for any loss or theft. ESRC The Elephants cannot provide a safe space for every team to store their belongings. The RC Eindhoven clubhouse will be closed, changing rooms will remain unlocked, and other areas used by tournament organisation may not be used to store belongings.

Please stress to your participants that they should leave belongings behind under caution, our recommendation is for players to carry their belongings with them to the bench area when playing, and otherwise keep it with you.

22. Tournament Director

(a) The Tournament Director is the ultimate authority for the interpretation of these rules. His decision on interpretation and application of these tournament rules shall be final, save in the case of a clear rules error/unclarity.

(b) The Tournament Director may, at his sole discretion and at any time, make any judgement, announcement or ruling necessary for the safe, fair and timely running of the tournament, including amendment of these rules. Any such action by the Tournament Director shall, without recourse, be binding on the respective teams, players, coaches or affected persons.

(c) The Tournament Director may, at his sole discretion, ask for any player, coach or other party to be removed from the playing area, particularly where he believes the player is at a severe physical disadvantage or other heightened risk of injury.