

Midnight Rugby Law Variations

There is an over-riding obligation on the players to observe the laws
and to respect the principles of fair play”

-International Rugby Board

Format

In each pool game, the points will be awarded as follows:

- 4 points for a win
- 2 points for a draw
- 1 point for scoring 4 or more tries
- 1 point for a loss of 7 points or less

On the completion of the pool games, the teams will be ranked based on their total points.

If, at the completion of the pool phase, two or more teams are level on points, then the following criteria shall be used in the following order until one of the teams can be determined as the higher ranked:

1. The team with the least number of Red Cards shall be the higher ranked
2. The team with the least number of Yellow Cards shall be the higher ranked
3. The team which has scored the most tries in all of its Pool Matches shall be the higher ranked
4. The team which has the best difference between points scored for and points scored against in all of its Pool Matches shall be the higher ranked.

If the teams are still tied after these criteria, then the winner shall be determined by the toss of a coin.

Pool allocation

GROUP W
Thunder Box Ragers - USA
Stockholm Exiles RFC - SWEDEN
Helsinki RC - FINLAND
Linna RC - FINLAND
Warriors RC - FINLAND

GROUP A
Rahoo Rangers - IRELAND
The Lions - BRITAIN & IRELAND
French Flair - FRANCE
Warriors RC - FINLAND

GROUP B
Glas Manchots - FRANCE
RC Miesnieki - LATVIA
Helsinki RC - FINLAND
Youth- FINLAND

Game Schedule

FRIDAY				
PITCH 1			PITCH 2	
16.00		Captains meeting		
16.20	1	Helsinki RC v Warriors RC		
16.40	2	Rahoo Rangers v Warriors RC		
17.00	3	French Flair v The Lions	4	Thun. Box Ragers v Linna RC
17.20	5	Warriors RC v Exiles RFC	6	Glas Manchots v Youth
17.40	7	Helsinki RC v RC Miesnieki	8	Linna RC v Helsinki RC
18.00	9	Rahoo Rangers v The Lions	10	French Flair v Warriors RC
18.20	11	Thunder Box Ragers v Exiles RFC	12	Linna RC v Warriors RC
18.40	13	Glas Manchots v RC Miesnieki	14	Helsinki RC v Youth
19.00	15	Th. Box Ragers v Warriors RC	16	The Lions v Warriors RC
19.20	17	Rahoo Rangers v French Flair	18	Helsinki RC v Exiles RFC
19.40	19	Glas Manchots v Helsinki RC		
20.00	20	Linna RC v Exiles RFC		
20.20	21	RC Miesnieki v Youth		
20.40	22	Thun. Box Ragers v Helsinki RC		
SATURDAY				
10.00	23	2nd Group A v 3rd Group B		
10.20	24	2nd Group B v 3rd Group A		
10.40	25	1st Group A v 4th Group B		
11.00	26	1st Group B v 4th Group A		
11.20	27	2nd v 3rd		
11.40	28	1st v 4th		
12.00	29	BOWL: Loser 24 v Loser 25		
12.20	30	BOWL: Loser 23 v Loser 26		
12.40	31	Loser 28 v 5th		
13.00	32	PLATE: Winner 23 v Winner 26		
13.20	33	PLATE: Winner 24 v Winner 25		
13.40	34	Loser 27 v 5th		
14.00		Belly Sliding!		
14.50	35	Loser 27 v Loser 28		
15.10	36	SPOON: Loser 29 v Loser 30		
15.35	37	BOWL: Winner 29 v Winner 30		
16.00	38	CUP: Loser 32 v Loser 33		
16.30	39	PLATE: Winner 27 v Winner 28		
17.00	40	PLATE: Winner 32 v Winner 33		

*From games 31, 34 and 35 the best placed team wins the Baltic Cup and the worst 'wins' the Wooden Spoon!

Men

The teams will be in two groups and play each team in their group once on Friday.

On completion of the group play the 8 teams will be ranked according to the above criteria and the Saturday knockout games will take place as per the schedule.

Teams will advance through the knock out stage until the final positions are determined:

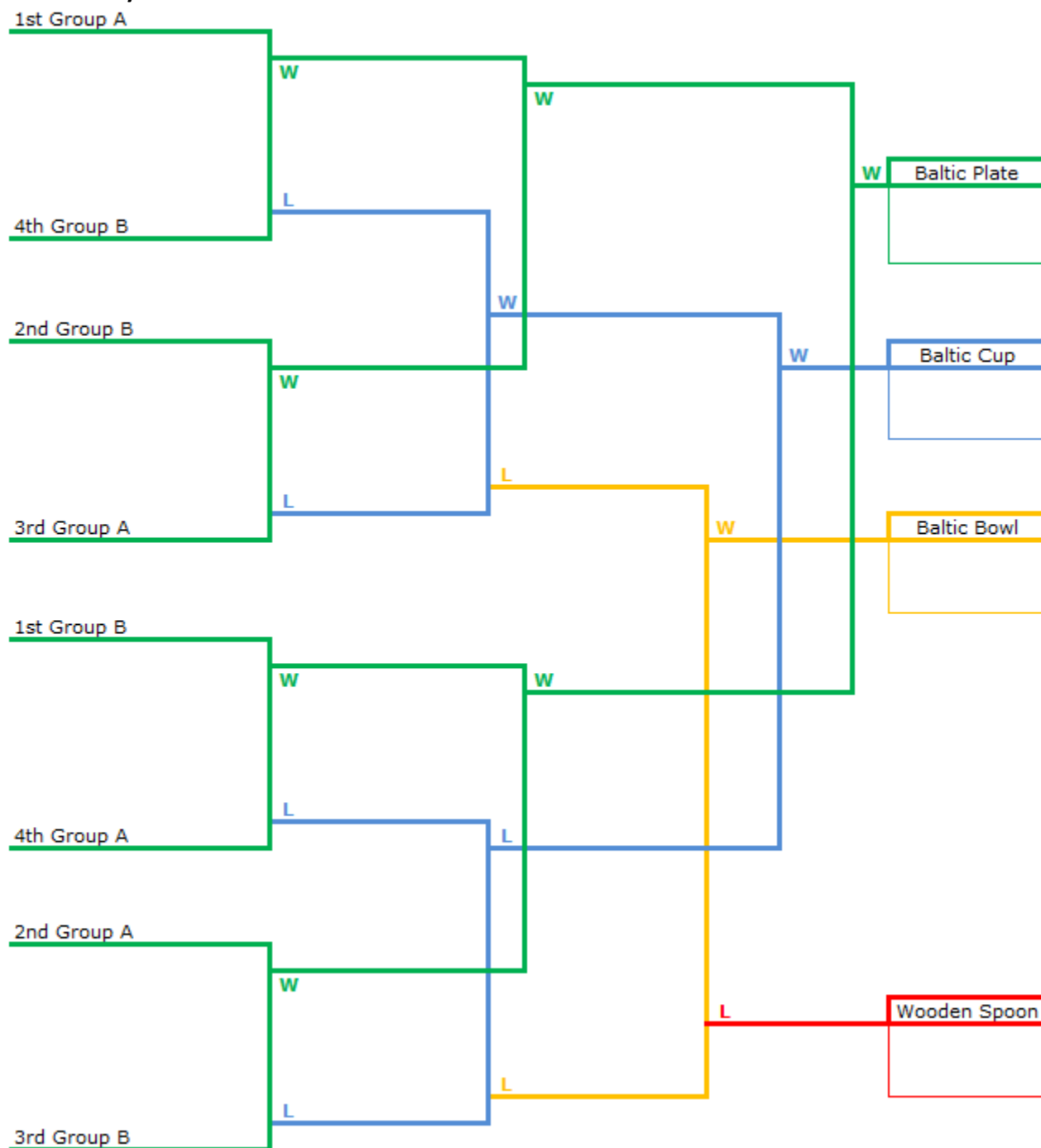
1st – Baltic Plate

3rd – Baltic Cup

5th – Baltic Bowl

8th – Wooden Spoon

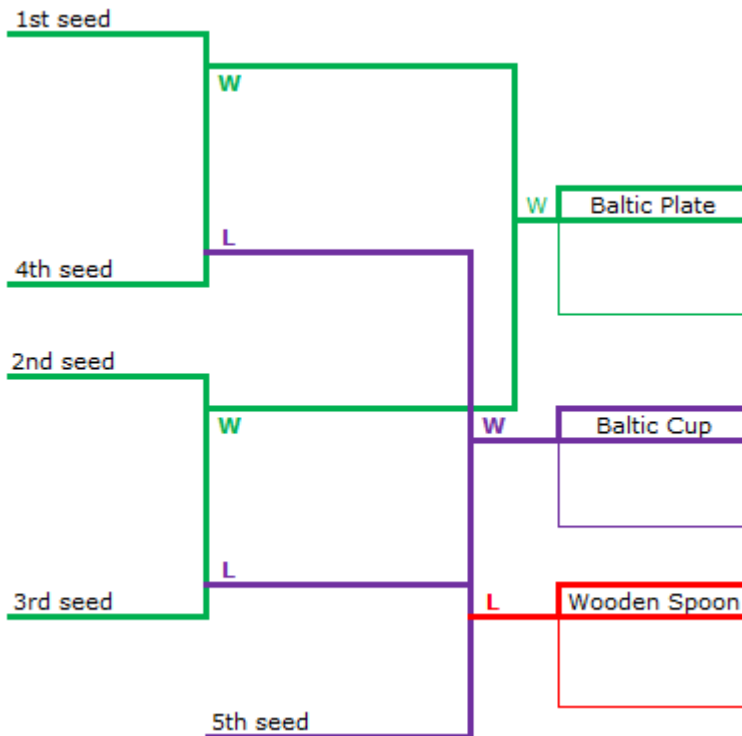
Men's Saturday 'knock-out' draw



Women

There are five women's teams playing in one pool. Pool games will be played on Friday. On Saturday two semi-finals will take place with 1st v 4th and 2nd v 3rd. The two winners will advance to the final and will compete for the Women's Baltic Plate. The losers of the semi-final will join the 5th ranked team in a three way playoff match with the winner of this taking the Baltic Cup and the loser left with the Wooden Spoon.

Women's Saturday 'knock-out' draw



Team Composition

Men's team shall have no more than 10 players on the playing field at any one time, selected from a maximum of 15 players who must all be assigned to that game prior to kick off, while for ladies teams no more than 7 players on the playing field at any one time, selected from a maximum of 12 players who must all be assigned to that game prior to kick off. Teams exceeding this number will be deducted two tournament points per game where the quota is exceeded.

Within these limits, players may be replaced on a rolling substitution basis with no limits, other than the substitutions may only be made during stoppages.

A person appointed as a referee for this tournament will not be permitted to be the Match Referee for any match where their parent team is playing.

No person shall enter the playing field during a match, except for trained medical staff who may enter at any time to tend to an injured player. "Water Boys" may enter the playing area during a stoppage in play. The clothing worn by these personnel shall be distinctive in order to allow easy and rapid identification.

Timings

The duration of games will be 8 minutes each way with a 2 minute interval. No extra time provision will be made for group games. The plate final games will be 10 minutes each way with a 2 minute interval. When there is a draw in final games, extra time is played in periods of five minutes. The first kick off will be taken by the team that kicked off first. After each period, the teams change ends without an interval. In extra time, the team that scores first is immediately declared the winner, without any further play.

Ladies matches will all be 7 minutes each way with an interval of 2 minutes. The ladies final game will be 10 minutes each way with a 2 minute interval.

In order to expedite matches, teams are requested to exit the playing field immediately and conduct the after match pleasantries off the field.

Variations

Tournament Laws will follow the spirit of the Laws for Seven-A-Side, specifically:

- The team that scores shall restart
- All kicks at goal shall be drop kicks and taken by the try scorer. In order for expediency, the kicker may be permitted by the match referee to take the kick from behind the goal posts towards the half way line, but only on the same line that would be taken as if it was in front of the posts.
- A kick must be taken within 30 seconds of the try or penalty being awarded. The kick will be disallowed, and a scrum awarded to the opposition, if the kicker does not kick in the time allowed.
- Following a try, the opposing team will assemble on their own 10-metre line, NOT behind the try line.
- Free kicks will be awarded at the centre of the half-way line for the following infringements:
 1. Kick off taken in the wrong place (13.2)
 2. Player in front of the ball at kick off (13.3)
 3. Kick off of under 10 meters and not played by an opponent (13.7)
 4. Ball goes directly into touch (13.8)
 5. Ball goes into the in-goal where it goes dead or is immediately made dead (13.9)
- For men a scrum must have five players from each team at all times, forming the front row and second row ('locks'), and must stay bound to the scrum until it ends. Failure to do so will result in a Free Kick to the non-offending team.
- For women a scrum must have three players from each team at all times, forming the front row, and must stay bound to the scrum until it ends. Failure to do so will result in a Free Kick to the non-offending team.

Sending Off And Sin Bin

Any player sent off (Red Card) by a referee, under Law 10, will not be allowed to play again in the Tournament. A player who is sent to the Sin Bin (Yellow Card) shall be temporarily suspended from play for a period of two (2) minutes of actual playing time. The player shall stand behind the opposition's goal posts and await permission to re-join the game from the referee.

Final Decisions

The rules of the tournament, including their interpretation and any additional rules, are at the sole discretion of the 'Midnight Rugby Tournament' 2015 organisers of the Helsinki Rugby Football Union Club, whose decisions shall be final.