



FRAUEN 7's EM TESTSPIELE

So. 23 März 2008
@ Rattenfängerstadion, Laaer Str. 80
A-2100 KORNEUBURG



TEAMS

Pool A



Pool B





FRAUEN 7's EM TESTSPIELE

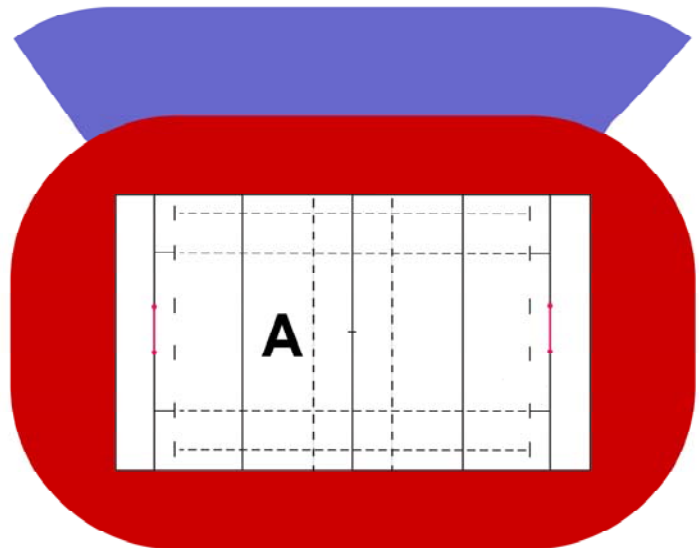
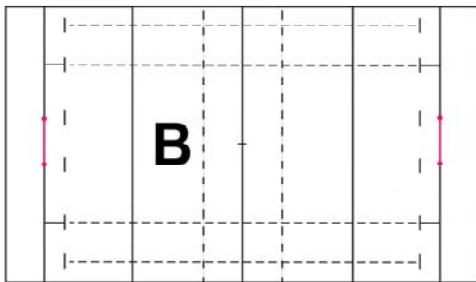
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AUSTRAGUNGSORT

Laaer Strasse

P



Rattenfängerstadion
Korneuburg



2008
ÖSTERREICH AM BALL



FRAUEN 7's EM TESTSPIELE

So. 23 März 2008 → 09:00-16:00



GAME SCHEDULE

Pitch	Match	Time					
A	1	9:30	A5	Serbia	-	Czech Republic	A1
B	2	9:30	B5	Bosnia and Herzegovina	-	Poland	B1
A	3	9:50	A2	Bulgaria	-	Finland	A3
B	4	9:50	B2	Croatia	-	Austria	B3
A	5	10:10	A1	Czech Republic	-	Luxembourg	A4
B	6	10:10	B1	Poland	-	Hungary	B4
A	7	10:30	A2	Bulgaria	-	Serbia	A5
B	8	10:30	B2	Croatia	-	Bosnia and Herzegovina	B5
A	9	10:50	A3	Finland	-	Luxembourg	A4
B	10	10:50	B3	Austria	-	Hungary	B4
A	11	11:10	A1	Czech Republic	-	Bulgaria	A2
B	12	11:10	B1	Poland	-	Croatia	B2
A	13	11:30	A3	Finland	-	Serbia	A5
B	14	11:30	B3	Austria	-	Bosnia and Herzegovina	B5
A	15	11:50	A2	Bulgaria	-	Luxembourg	A4
B	16	11:50	B2	Croatia	-	Hungary	B4
A	17	12:10	A1	Czech Republic	-	Finland	A3
B	18	12:10	B1	Poland	-	Austria	B3
A	19	12:30	A4	Luxembourg	-	Serbia	A5
B	20	12:30	B4	Hungary	-	Bosnia and Herzegovina	B5
Touch Rugby Demo-spiel							
A		12:50		Team 1	-	Team 2	
Semi-Final / Halb-Finale Plate							
B	21	13:10	3. A	Pool A Place 3	-	Pool B Place 4	4. B
B	22	13:30	4. A	Pool A Place 4	-	Pool B Place 3	3. B
Semi-Final / Halb-Finale Cup							
A	23	13:10	1. A	Pool A Place 1	-	Pool B Place 2	2. B
A	24	13:30	2. A	Pool A Place 2	-	Pool B Place 1	1. B
Touch Rugby Demo-spiel							
A		13:50		Team 1	-	Team 2	
match for place 9 / match de classement place 9 / Spiel um Platz 9 (Bowl-Finale)							
A	25	14:10	5. A	Pool A Place 5	-	Pool B Place 5	5. B
match for place 7 / match de classement place 7 / Spiel um Platz 7							
A	26	14:30	L21	loser match 21	-	loser match 22	L22
match for place 5 / match de classement place 5 / Spiel um Platz 5 (Plate-Finale)							
A	27	14:50	W21	winner match 21	-	winner match 22	W22
match for place 3 / match de classement place 3 / Spiel um Platz 3							
A	28	15:10	L23	loser match 23	-	loser match 24	L24
match for place 1 / match de classement place 1 / Spiel um Platz 1 (Cup-Finale)							
A	29	15:30	W23	winner match 23	-	winner match 24	W24
Super Cup							
A		16:10		ALL STARS TEAM	-	MOCK EURO CHAMP	

16:45 - "2008 Österreich am Ball" Rugby Trophy Awards Ceremony



7'S RUGBY LAW VARIATION

LAW 3: NUMBER OF PLAYERS – THE TEAM

3.1 MAXIMUM NUMBER OF PLAYERS ON THE PLAYING AREA

Maximum: each team must have no more than seven players on the playing area.

3.4 PLAYERS NOMINATED AS SUBSTITUTES

A team may nominate no more than five replacements/substitutes.

A team can substitute or replace up to three players.

3.12 SUBSTITUTED PLAYERS REJOINING THE MATCH

If a player is substituted, that player must not return and play in that match even to replace an injured player.

Exception: A substituted player may replace a player with a bleeding or open wound.

LAW 5: TOSS TIME

5.1 DURATION OF A MATCH

A match lasts no longer than fourteen minutes plus lost time and extra time. A match is divided into two halves of not more than seven minutes playing time.

Exception: A competition final match may last no longer than twenty minutes plus lost time and extra time. The match is divided into two halves of not more than ten minutes playing time.

5.2 HALF TIME

After half time the teams change ends. There is an interval of not more than one minute. During a competition final there is an interval of not more than two minutes.

5.6 PLAYING EXTRA TIME

When there is a drawn match and extra time is required, the extra time is played in periods of five minutes. After each period, the teams change ends without an interval.

LAW 6: MATCH OFFICIALS

6.A. REFEREE

6.A.12. DUTIES OF THE REFEREE AFTER THE MATCH

Add extra paragraph:

Extra Time - Toss.

Before extra time starts, the referee organises a toss. One of the captains tosses a coin and the other captain calls to see who wins the toss. The winner of the toss decides whether to kick off or choose an end. If the winner of the toss decides to choose an end, the opponents must kick off and vice versa.

LAW 9: METHOD OF SCORING

9.B CONVERSION KICK

9.B.1 TAKING A CONVERSION KICK

Amend

(c) The kick must be a drop kick.

Delete (d)



Amend

(e) The kicker must take the kick within forty seconds of a try having been scored. The kick is disallowed if the kicker does not take the kick in the time allowed.

Amend*9.B.3 THE OPPOSING TEAM*

- (a) All the opposing team must immediately assemble close to their own 10-metre line.
- Delete (b)
- (c) Delete 3rd paragraph "When another kick is allowed....."

9.B.4. EXTRA TIME – THE WINNER

In extra time, the team that scores points first is immediately declared the winner, without any further play.

LAW 10: FOUL PLAY

Note: Temporary Suspension: When a player has been temporarily suspended, the players period of suspension will be for a period of two minutes.

LAW 13: KICK OFF AND RESTART KICKS**Amend***13.2 WHO TAKES THE KICK OFF AND RESTART KICK*

(c) After a score, the team that has scored kicks off with a drop kick which must be taken at or behind the centre of the half-way line.

Penalty: Free Kick at the centre of the half-way line.

Amend*13.3 POSITION OF THE KICKER'S TEAM AT THE KICK OFF*

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 non-offending team at the centre of the half-way line.

Penalty: Free Kick at the centre of the half-way line.

Amend*13.7 KICK OFF OF UNDER 10 METRES AND NOT PLAYED BY AN OPPONENT.*

If the ball does not reach the opponents 10-metre line, a free kick is awarded to the non-offending team at the centre of the half-way line.

Penalty: Free Kick at the centre of the half-way line.

Amend*13.8 BALL GOES DIRECTLY INTO TOUCH*

The ball must land in the field of play. If it is kicked directly into touch, a free kick is awarded to the non-offending team at the centre of the half-way line.

Penalty: Free Kick at the centre of the half-way line.

Amend*13.9 BALL GOES INTO THE IN-GOAL*

(b) If the opposing team grounds the ball, or if they make it dead, or if the ball becomes dead by going into touch-in-goal or on or over the dead ball line a free kick is awarded to the non-offending team at the centre of the half-way line.

Penalty: Free Kick at the centre of the half-way line.



LAW 20: SCRUM

DEFINITIONS

Amend 2nd paragraph:

A scrum is formed in the field of play when three players from each team, bound together in one row, close up with their opponents so that the heads of the players are interlocked. This creates a tunnel into which a scrum half throws in the ball so that the players can compete for possession by hooking the ball with either of their feet.

Amend 4th paragraph:

The tunnel is the space between the two rows of players.

Amend 6th paragraph:

The middle line is an imaginary line on the ground in the tunnel beneath the line where the shoulders of the two rows of players meet.

Amend 7th paragraph:

The middle player is the hooker.

Delete paragraphs 9, 10 and 11.**Amend****20.1 FORMING A SCRUM**

(f) Number of players: three. A scrum must have three players from each team. All three players must stay bound to the scrum until it ends.

Penalty: Penalty Kick.

Delete Exception

(h) The referee will call "crouch" then "touch". The front rows crouch and using their outside arm each prop touches the point of the opposing prop's outside shoulder. The props then withdraw their arms. The referee will then call "pause". Following a pause the referee will then call "engage". The front rows may then engage. The "engage" call is not a command but an indication that the front rows may come together when ready.

Penalty: Free Kick

Note: The engagement process above is now identical to senior law.

Amend**20.8 FRONT ROW PLAYERS**

(c) Kicking out. A front-row player must not intentionally kick the ball out of the tunnel or out of the scrum in the direction of the opponent's goal line.

Penalty: Penalty Kick.

LAW 21: PENALTY AND FREE KICKS

Amend**21.3 HOW THE PENALTY AND FREE KICKS ARE TAKEN**

(a) Any player may take a penalty or free kick awarded for an infringement with any kind of kick: punt, drop kick but not a place kick. The ball may be kicked with any part of the leg from below the knee to the toe but not with the heel.

Amend**21.4 PENALTY AND FREE KICK OPTIONS AND REQUIREMENTS**

(b) No delay. If a kicker indicates to the referee the intention to kick at goal, the kick must be taken within thirty seconds of the penalty having been awarded. If the 30 seconds is exceeded the kick is disallowed, a scrum is ordered at the place of the mark and the opponents throw in the ball.

