

## TOURNAMENT RULES

The 2023 World Military Rugby Union Championship, called **CMMR2023**, is organized in France by the Ministry of the Armed Forces, National Center for Defense Sports (CNSD) and the Regional Rugby League of Brittany (LRBR).

It is administered by an organizing committee referred to below as **COCMMR2023**.

### 1. COMPOSITION OF DELEGATIONS

The size of a delegation hosted in France for the 2023 Military World Rugby Championship can only include a maximum of 38 people.

#### 1.1 Composition of a delegation

A delegation will be composed of:

- A head of delegation;
- A Doctor;
- A maximum of 32 players registered in the **Tournament Team** described below.

The distribution of the functions of the members of the delegation other than players (technical, sports and paramedical staff) is the responsibility of the head of mission.

During each match, a delegation may register 22 players on the match sheet or 23 if the 3 positions of "freehead prop", "hooker" and "headlock prop" are each covered by two players.

#### Sidelines

During each match, 4 people are authorized to appear on the match sheet, to be chosen from:

- Two coaches ;
- A field assistant;
- A healer;
- A Doctor.

The presence of a doctor authorizes the registration of a fifth person on the match sheet.

Apart from the persons above, a physical trainer is authorized to supervise his team in the authorized warm-up area. In the absence of a warm-up, he must position himself with the substitutes or in the stands and is not authorized to stay on his team's bench.

### 1.2 Registration of a delegation – *Tournament Team*

The registration of a delegation made online will include a **Tournament Team of 40 players** within which medical substitute players may be called during the competition.

### 1.3 Replacement of players during the tournament

A delegation may, at its own expense, replace a player in the event of an injury duly confirmed by the delegation doctor who will provide a medical certificate to the independent doctor of the Championship.

A replaced player must return his accreditation allowing him to access the official places of residence, training and match venues of his delegation.

A replaced player may only continue to stay in France at the financial expense of his delegation or at his own expense. The organization will not be able to provide accommodation.

In the event that a replaced injured player continues his stay in France, the organization will be able to provide him with an invitation to attend his team's matches as a spectator as well as invitations to official events related to the organization of the event.

A player replacing an injured player will be taken care of by the organization as soon as he has joined his delegation.

### 1.4 Referee

Each delegation is offered the opportunity to come to France by providing an official referee to the organization.

This referee will then be entirely taken care of by the organization, which will ensure his accommodation with all the referees of the competition, his transport for the official events related to the event and his functions during the organization of the meetings.

The intention of a delegation to make the trip by making a referee available to the delegation must be made when confirming the registration requested no later than **2023 February, 15<sup>th</sup>**.

## 2. TOURNAMENT FORMAT

### 2.1 Group Stage

The 12 teams will be divided into 3 pools of 4 teams during the draw organized in France in March in the presence of the Defense attachés of the participating nations.

Fiji, United Kingdom and France, ranked in the first three places of the IDRC 2019, will be the three top seeds of the pools.

This group phase will consist of pools matches in which all the teams in a pool will play a match against each other for a total of 6 matches per pool, 18 matches in total.

## 2.2 Point system

The following number of match points will be awarded for each match:

- Victory 4 points
- Draw 2 points
- Defeat 0 points
- 4 or more tries scored 1 point (offensive bonus)
- Defeat by 7 points or less 1 point (defensive bonus)

No points will be awarded to a team excluded from the tournament or a team which refuses to play a match or abandons a match in progress without having received instructions from the Match officials or the Match Commissioner.

When no points are awarded to a team for a given match, the victory and therefore 4 points will be awarded to their opponent. For the avoidance of doubt, bonus points will not be awarded.

If a team is excluded from the tournament, all the match points it would have accumulated prior to its exclusion will be withdrawn and its opponents, in the context of the matches played prior to its exclusion, will receive the 4 match points for a victory (which will replace any number of match points obtained from the match in question against the excluded team). All ground points scored or conceded in the context of the matches in question will be withdrawn and will not be taken into account in the official classification of the pool concerned and the statistics of the team in the context of the tournament.

## 2.3 Classification at the end of the pool stage

At the end of the pool stage, the teams in a group will be ranked from 1 to 4 and declared Winner, Second, Third and Fourth of the group.

If at the end of the group stage, two or more teams from the same group have the same number of match points, the following criteria will be used to determine the team with the best ranking:

1. The winner of the match between the two teams tied;
2. The team with the best difference in field points, scored and conceded in all matches played in the pool;
3. The team with the best difference between tries scored and tries conceded in all pool matches;
4. The team having scored the highest number of field points in all group matches;
5. The team that has scored the most tries in all pool matches;
6. If after all these criteria, from 1 to 5, the tie remains, the winner will be the team ranked in the best position in the World Ranking of the IDRC World Cup played in 2019 in Japan or, failing that, in the World Rugby World Ranking as of August 15, 2023.

## 2.4 Qualification at the end of the group stage.

All teams will play a second competitive phase in which they will play two knockout matches.

**Championship:** 4 teams will compete for the title of **World champion** and the ranks from **2 to 4**.

**Trophy:** 4 teams will compete for ranks from **5 to 8**.

**Challenge:** 4 teams will compete for ranks from **9 to 12**.

#### 2.4.1 CHAMPIONSHIP

The three teams declared winner of the pool phase will play in the final **Championship** phase.

The three teams declared Second in the pool stage will be ranked between them from 1 to 3 according to the following criteria:

1. The team with the best difference in field points, scored and conceded in all matches played within the pools;
2. The team with the best difference between tries scored and tries conceded in all pool matches;
3. The team having scored the highest number of field points in all group matches;
4. The team that has scored the most tries in all pool matches;
5. If after all these criteria, from 1 to 4, the tie remains, the ranking will be made according to the world ranking of the IDRC World Cup played in 2019 in Japan or, failing that, the World Rugby world ranking dated 2023, August 15<sup>th</sup>.

**The "Second" team ranked No. 1 will play in the final Championship phase.**

#### 2.4.2 TROPHY

The other two "Second" teams will compete in the final **Trophy** phase.

The three teams declared "Third" in the pool stage will be ranked between them from 1 to 3 according to the following criteria:

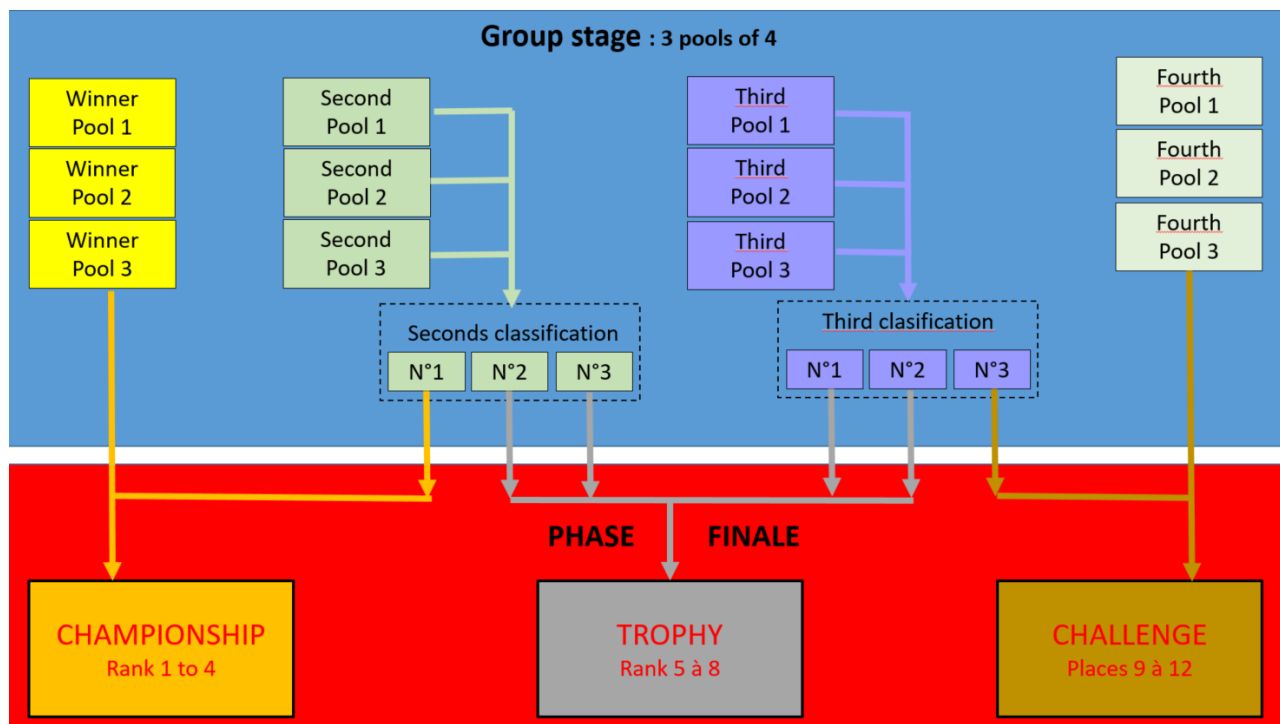
1. The team with the best difference in field points, scored and conceded in all matches played within the pools;
2. The team with the best difference between tries scored and tries conceded in all pool matches;
3. The team having scored the highest number of field points in all group matches;
4. The team that has scored the most tries in all pool matches;
5. If after all these criteria, from 1 to 4, the tie remains, the ranking will be made according to the world ranking of the IDRC World Cup played in 2019 in Japan or, failing that, the World Rugby world ranking dated 2023, August 15<sup>th</sup>.

**The two "Third" teams ranked 1 and 2 according to the above criteria will compete in the final Trophy phase.**

#### 2.4.3 CHALLENGE

The "Third" team ranked 3 according to the above criteria will play the Challenge final phase with the 3 teams ranked "Fourth".

## 2.5 Endgame



The semi-finals of the **CHAMPIONSHIP**, **TROPHY** and **CHALLENGE** final phases will be the subject of a draw organized on Monday 2023, August 28<sup>th</sup>, at the organization's CP located in Pontivy in the presence of all the heads of mission.

- The two winners of the **CHAMPIONSHIP** semi-finals will compete for the title of 2023 military world champion.
- The two losers of the **CHAMPIONSHIP** semi-finals will compete for the **bronze final**.
- The two winners of the **TROPHY** semi-finals will compete for places **5** and **6**.
- The two losers of the **TROPHY** semi-finals will compete for places **7** and **8**.
- The two winners of the **CHALLENGE** semi-finals will compete for places **9** and **10**.
- The two losers of the **CHALLENGE** semi-finals will compete for places **11** and **12**.

### Ties at the end of the final phase matches.

In the event of a tie at the end of a finals match, the winner will be determined according to the following criteria and in order:

#### A. Extension

After a 5-minute break, two 10-minute overtimes will be played (with a 5-minute break for the change of sides) in their entirety. For the avoidance of doubt, the teams must remain on the Field of Play. The Match Referee will conduct a toss (coin) during the 5-minute break to determine which team will kick off and

direction of play Team B will have a choice of heads or tails. The captain of the team that wins the toss (Toss) has the choice between:

- Take the kick-off, and therefore the opposing team will choose its side;
- Choose your side, and therefore the opposing team will kick off.

### **B. Sudden Death**

If, at the end of extra time, there is still a tie and after a 5-minute break, a maximum of 10 additional minutes will be played. At the end of overtime, the teams switch sides and the team that kicked off the first period of overtime will also kick off the sudden death period. The first team to score points will be declared the winner of the match (sudden death).

### **C. Kicking test**

If at the end of this sudden death period no team is declared the winner, a kick-off event will be held between the two teams according to the instructions set out below. The winner of this event will be declared the winner of the match.

The following procedures will be applied:

- All Players and match officials must remain inside the playing area. The Referee will ask the captains of the two teams to come to the center of the field and conduct a Toss. Team B will choose heads or tails. The winner of the toss will choose the team that kicks first.
- Only Players who are inside the game when the sudden death period ends can be nominated. For the avoidance of doubt, no substituted Player (due to injury and/or bleeding), temporarily or permanently excluded who was not on the field of play at the time of the conclusion of the period of sudden death will not be able to take part, at any time whatever, in this test. The Players chosen and the order in which those Players will kick need not be determined at the start of this event.
- Match officials and team members should gather at the halfway line. Team members should stay on the other side of the halfway line, on the side that was not chosen to perform the kicks. With the exception of the Referee, the two assistant referees and two ball boys, no one will be authorized in the playing area set up for this event.
- The five Players of each team will kick from three different areas, all on the 22-meter line, defined below:
  - First zone, directly in front of the posts;
  - Second zone, on the 15m line to the left looking at the posts;
  - Third zone, on the 15m line to the right looking at the posts;
  - Fourth zone, on the 5m line to the left looking at the posts;
  - Fifth zone, on the line of 5m on the right looking at the posts.
- The Referee will start this test by calling the first selected Player of the team who must kick the first kick. Once the Player has kicked, the Referee will call a Player from the opposing team to kick from the same area.
- The next two Players (one from each team) will kick from the second zone and so on until the Players of each team have kicked (the Players kicking respectively following the third then the fourth then the fifth zone) or until one team is no longer able to tie the score of the other team with the remaining number of kicks.
- In the event of a tie in the number of successful kicks after the first five kicks, the event will continue on a "sudden death" basis, following the same order of scorers as in the first series of kicks.

- The trial will continue with two kicks each time (one by each team), respecting the order of changing zones above (and repeating the process if necessary) until a Player lands his kick and the Player of the other team misses the same kick. In this case, the team of the Player who took the kick is declared the winner of the match.

Rules in force throughout the kicking test:

- Players must be designated immediately when requested by the Referee. Once the ball has been returned to the Player's hands in the shooting range, that Player has one minute to kick. If the Player exceeds this time allowed, the Referee will disallow the kick.
- After each attempt, the Referee will record the Player's number and whether the kick was successful or not. The Match Commissioner will note the same information on his official match report.
- The success or not of an attempt is the sole decision of the Referee, who may, according to his own decision, request the assistance of the assistant referees. The decision of the Arbitrator will be final and enforceable.
- Once the player has taken his kick, he must go to the place where his team is standing, behind the center line, on the side which is not used for the event.

### 3. COMPLIANCE WITH THE RULES

#### 3.1 Authority of the referee to prevent an injured player from continuing to play

Reminder of the **World Rugby 3.22-c** rule

In particular, a player is considered injured if the referee decides (with or without medical advice) that it **would be inadvisable for the player to continue. The referee orders that player to leave the playing area.**

#### CONCUSSION PROTOCOL – BLUE CARD:

When a referee detects obvious sign(s) of concussion or suspects a concussion, he signals this by showing a blue card.

The blue card results in the permanent exit of the player concerned from the playing area.

Any match official may bring a suspected concussion to the attention of the referee.

The technical staff who suspect a concussion can also decide to permanently remove the player concerned from the playing area, resulting in the application of the exit protocol.

***All the competition referees [referees from foreign delegations and French referees] will take part in a training session on the application of the blue card rule before starting the competition.***

***As part of the player protection measures enacted by World Rugby and the French Rugby Federation, all delegation doctors will take part, before the start of the competition, in an awareness-raising action on the management of concussion protocols and the recovery protocol.***

#### 3.2 Observance of the rules of the game 3.5

Compliance with the Rules of the Game and relevant World Rugby Regulations is essential in the conduct of the Tournament. In the event of a proven violation of Rule 3.5 (number of sufficiently experienced and trained players on the front line) by a Team, the violation will be submitted to the consideration of the Tournament Dispute Committee.

In the absence of any mitigating circumstances, the following penalty may be applied:

- Withdrawal of all match points for the match in question (including bonus points). in the Tournament Team (list of 40 players provided before 15/07/2023) in order to cover any last-minute injuries within the 48-hour injured player replacement period.

For the record concerning Frontline Players:

- The registration of 23 players on the match sheet for a match requires the presence of six trained players on the front row;
- The presence of only five trained players on the front row limits the registration of players on the match sheet for a match to 22.

The presence in the delegation and in the Tournament Team of players who are sufficiently experienced and trained on the front line is the responsibility of each head of delegation who will certify that they respect the rules in force in the rugby sports federation of their country.

### **3.3 Delayed, Postponed, Abandoned and Canceled Matches**

In the interests of the teams, the start of matches on schedule will be the priority in all cases. However, in certain circumstances deemed necessary and/or appropriate by the Organizing Committee, matches may need to be delayed, postponed, abandoned or cancelled. Any decision relating to this situation will be communicated to the Teams by the COCMMR2023 Match Commissioner.

In the event of a match being delayed, postponed, abandoned or canceled because of a participating delegation not acting on the instructions of a Match official or a Match Commissioner, the said participating delegation will, in accordance with the provisions of the 'Participation Agreement, subject to COCMMR2023 sanctions relating to the match withdrawal and/or other sanctions.

#### **3.3.1 Pools Matches**

##### Delayed matches

If a pool match cannot start at the scheduled time, said match will be considered delayed. Any decision relating to the delay of a match will be taken as soon as possible on the day of the match and communicated to the Teams by the Match Commissioner.

##### Matches postponed and canceled

If a group match cannot start on the day of the scheduled match, said match will not be postponed to the following day and will be considered cancelled. In this case, the Match result will be declared a draw and the teams will each receive two match points and no score recorded. For the avoidance of doubt, no bonus points will be awarded.

##### Abandoned matches

If a group match is interrupted after the start and cannot be finished on the same day, said match will not be rescheduled the next day and will be considered abandoned.



In this case, the procedures below will apply:

1. If a match had to be abandoned either at half-time or during the second half of the match, the score at the time the match was abandoned will stand and be used to determine the result of the match.
2. If a match had to be abandoned during the first period of the match, the result will be declared null for the scoring of match points, but each team will retain the score that was theirs at the time of the abandonment of the match. Any bonus points for four tries scored at the time of abandonment will also be retained by any team involved in an abandoned pool match.

### **3.3.2 Knockout Matches**

#### Delayed matches

If a knockout match cannot start at the scheduled time, said match will be considered delayed. Any decision relating to the delay of a match will be taken as soon as possible on the day of the match and communicated to the Teams by the Match Commissioner.

#### Matches postponed

If a knockout match cannot start on the day of the scheduled match, said match will be considered postponed and rescheduled to be played within two days of the scheduled match day, or such longer period as determined by the COCMMR2023.

#### Abandoned matches

If a knockout match is interrupted after the start and cannot be finished on the same day, said match will be considered abandoned.

In this case, the procedures below will apply:

1. If a match had to be abandoned either at half time or during the second half of the match, the score at the time the match was abandoned will stand and be used to determine the result of the match.

If the result above is a parity score, the winner, determined against the following criteria in chronological order, will be:

- The team that has scored the most tries in that particular match;
- The team with the highest number of match points in the group stage;
- The team with the best difference between all points scored and conceded in all its matches in the tournament;
- The team with the best difference between tries scored and conceded in all of its matches in the tournament;
- The team having scored the highest number of field points in all its matches in the tournament;
- The team that has scored the most tries in all its matches in the tournament;
- If after the above criteria the tie remains, the winner will be the best-ranked team at IDRC 2019 or the team whose nation occupies the best place in the World Rugby rankings as of 15/08/ 2023. This last criterion will not apply in the context of the final, if the winner of the final cannot be determined from the above criteria, the two Teams will be declared co-winners.

2. If a match had to be abandoned during the first half of the match, said match will be replayed on the two days following the scheduled date of said match in its entirety at the same stadium, or if necessary, at another stadium stipulated by the COCMMR 2023.

#### Canceled matches

If a knockout match cannot start within two days of the date of said match, or is abandoned before half time, and cannot be postponed or rescheduled within this period, said match will be considered cancelled.

In this case, the winner of the canceled match, determined according to the following criteria in chronological order, will be:

- The team with the highest number of match points in the group stage;
- The team with the best difference between all points scored and conceded in all its matches in the tournament;
- The team with the best difference between tries scored and conceded in all of its matches in the tournament;
- The team having scored the highest number of field points in all its matches in the tournament;
- The team that has scored the most tries in all its matches in the tournament;
- If after the above criteria the tie remains, the winner will be the best-ranked team at IDRC 2019 or the team whose nation occupies the best place in the World Rugby rankings as of 15/08/ 2023. This last criterion will not apply in the context of the final, if the winner of the final cannot be determined from the above criteria, the two Teams will be declared co-winners.