Sport Terminology

Terminologie du sport

As of WED 21 OCT 2026

Term	Definition
Assistant Referee	An assistant referee is responsible for signalling, touch, touch-in-goal and indicating foul play.
Captain	The player nominated by a team to lead that team, consult the referee and select options relating to referee decisions.
Citing Commissioner	A Citing Commissioner views all matches and may cite a player for an act of foul play which in their opinion would have warranted that player to be sent off. This is often done after the game following video review.
Citing Commissioner Warning (CCW)	Citing Commissioners shall be entitled to issue a Citing Commissioner Warning to an athlete who has in their opinion committed an act(s) of foul play which falls just short of warranting that the athlete concerned be sent off in circumstances where the act of foul play was not subject to a yellow or red card.
Conversion	When a player scores a try it gives the player's team the right to attempt to score a goal by taking a kick at goal. This is a conversion kick. A conversion kick must be a drop-kick. The kicker must take the kick within 30 seconds of a try having been scored. The kick is disallowed if the kicker does not take the kick in the time allowed. Value: 2 points.
Dead	The ball is dead when the ball is in touch, the referee blows the whistle to stop play or following an unsuccessful conversion.
Disciplinary Officer	The Disciplinary Officer manages the process of disciplinary hearings for players charged with foul play or misconduct. The Disciplinary Officer may undertake investigations into such disciplinary/misconduct incidents.
Drop Goal	A player scores a drop goal by kicking a goal from a drop-kick in general play. The team awarded a free kick cannot score a drop goal until the ball next becomes dead, or until an opponent has played or touched it, or has tackled the ball carrier. Value: 3 points.
Drop-kick	After being intentionally dropped to the ground from the hand or hands, the ball is kicked as it rises from its first bounce.
Foul Play	Anything a player does within the playing enclosure that is contrary to Law 9 governing obstruction, unfair play, repeated infringements, dangerous play and misconduct.
Goal/Penalty goal	The ball is place-kicked or drop-kicked over the opponents' cross-bar from the field of play.
Half Time	The interval between the two halves of the match.
Head Injury Assessment (HIA)	An off-field screen performed on any head injured player who meets identified and defined criteria. A Criteria 1 sign or symptom results in an immediate and permanent removal from the game. A Criteria 2 sign or symptom indicates that the player is removed for 12 minutes for an off-field assessment. A 'failed' HIA begins the relevant Return to Play protocols
In-goal	The area on the field of play where a try can be scored. It is bounded by the try line, the dead ball line and the touch-in-goal lines. The portion of the touch line within the in-goal area is known as the touch in-goal line.
Judicial Appeal Officer	A Judicial Appeal Officer may adjudicate on appeals arising from the decisions of the Judicial Officer.
Judicial Officer	A Judicial Officer will adjudicate on all disciplinary matters in relation to the event.

Sport Terminology

Terminologie du sport

As of WED 21 OCT 2026

Term	Definition
Lineout	When the ball goes over either sideline (into "touch") play is restarted with a lineout. Two lines are formed by players from each team. The ball is thrown between the lines. Teams may lift players to contest for the ball. In sevens, a lineout usually has three players from each team in it.
Match	A match is a contest between two teams. It consists of two halves. The duration of all the matches is 14 minutes; two halves of 7 minutes each, with a two minute half-time interval. A match in the pool round can end in a draw. If a match in the knock out round ends in a draw, a series of 5 minute "sudden death" extra time periods will be played until a winner is determined. After each extra time period, the teams will change ends without interval. The team which scores first in extra time will immediately be declared the winner without further play.
Obstruction	When a player attempting to play is illegally impeded and prevented from doing so.
Open Play	The period after a kick-off, restart kick, free-kick, penalty or set piece and before the next phase, or the period between phases of play, excluding when the ball is dead.
Penalty	Penalties can be awarded for many reasons in rugby. A severe or cynical offence may result in a yellow card, at which time the player spends two minutes in the sin-bin and the team plays the ensuing period a player down. For very serious offences, the referee can issue a red card, which means the offending player is sent off for the remainder of the match and is subject to a disciplinary hearing and possible further period of suspension.
Penalty Goal	A player scores a penalty goal by kicking a goal from a penalty kick. Value: 3 points.
Penalty Try	If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded between the goal posts. No conversion is attempted. Value: 7 points.
Recognise and Remove (RR)	For players aged 18 or younger at the commencement of the Tournament, a head injured player must not return to play if a Criteria 1 or a Criteria 2 sign or symptom applies. The off field screen is not performed in this situation, if a Criteria 2 sign and symptom applies the player aged 18 or younger is permanently removed from the game.
Red Card	A card, red in colour, shown to a player who has been sent off for breaking the World Rugby foul play laws. A player who receives two yellow cards in the same match will be sent off (automatic red card). A player who is sent off takes no further part in the same match. This player can not be replaced.
Referee	The official responsible for the conduct of the competition in accordance with the official World Rugby laws and for maintaining discipline and order on the playing field during the competition.
Referee Manager	World Rugby will appoint a Referee Manager who is responsible for all the match officials and who will be the point of contact for the IF Delegate on all related matters.
Replacement (during a match)	A player may be replaced on account of injury or for tactical purposes. A team may nominate and use up to five replacements. A rolling tactical replacement system will be implemented for the tournament. A tactically replaced player may return to the match, as long as no more than five replacement interchanges are made in total. If a match goes to extra time, each team is allowed a sixth replacement. Temporary replacements for Head Injury Assessments and blood injury are permitted.

Sport Terminology

Terminologie du sport

As of WED 21 OCT 2026

Term	Definition
	The World Rugby "Recognise and Remove" protocol will be implemented in this tournament for players aged 18 or younger at the start of the relevant event. If a player is removed under this protocol, the player may not return to the match. A player who has been replaced through injury may not resume play in the same match except if temporarily replaced (i.e. for HIA or blood injury). No replacement may be made except with the permission of the referee, and only during a stoppage in play.
Scorer/World Rugby Scorer/Match Recorder	The scorer is responsible for keeping an accurate record of the score and records all player movements onto, and off, the field of play (i.e. replacements).
Shirt Number	The shirt number (1-12) that is assigned to all players who participate in any match in the Rugby Sevens competition. Once assigned a number, a player will retain this number for the duration of the competition.
Sideline/Touchline	The lines running along the sides of the pitch. When a ball in play crosses the sideline and meets the elements of Laws 18.1 and 18.2, it has gone into "touch". The sidelines may also be called touch lines.
Sin Bin	The designated area in which a player shown a yellow card must remain for two minutes playing time.
Sudden Death	The team which scores first in extra time will immediately be declared the winner without further play.
Technical Zone	Defined perimeter area on the sideline to accommodate the team management, medics, water carriers and replacements.
Try	A try is scored when an attacking player is first to ground the ball in the opponents' in-goal (on or over the goal line). Value: 5 points.
Yellow Card	A card, yellow in colour, shown to a player who has been cautioned and temporarily suspended for two minutes playing time. A player who receives two yellow cards in the same match will be sent off (automatic red card).

Note:
For further information please consult: www.world.rugby