

Sports Tours Festival Regulations, Rules and Information

The festival will be played in accordance with The Rugby Football Union Regulations 24/25:

| Structure | | Dimensions | | Game Play | | | | | Kicking | | Festival Info | |
|-----------|-----------|--------------------|------------------|-----------|---------------------|------------------------------|---------------------|---------------------|-------------------|---------|-----------------|--------------------|
| Age | Format | Max Pitch Size (M) | Scoring Zone (M) | Scrum | Scrum Contest | Lineout | Ruck | Maul | From Hand | At Goal | Max Minutes E/W | Total Playing Time |
| U7 | 4-a-side | 20 x 12 | 5 x 12 | No | N/A | N/A - Free Pass | N/A | N/A | No | No | 10 | 50 |
| U8 | 6-a-side | 45 x 22 | 5 x 25 | No | N/A | N/A - Free Pass | N/A | N/A | No | No | 10 | 50 |
| U9 | 7-a-side | 60 x 30 | 5 x 30 | No | N/A | N/A - Free Pass | No | No | No | No | 15 | 60 |
| U10 | 8-a-side | 60 x 35 | 5 x 35 | 3 | Uncontested | N/A - Free Pass | 1 Supporting Player | 1 Supporting Player | No | No | 15 | 60 |
| U11 | 9-a-side | 60 x 43 | 5 x 43 | 3 | Strike, no push | N/A - Free Pass | 2 Supporting Player | 2 Supporting Player | Yes (No Fly Hack) | No | 20 | 70 |
| U12 | 12-a-side | 60 x 43 | 5 x 43 | 5 | Strike, no push | N/A - Free Pass | Yes | Yes | Yes (No Fly Hack) | No | 20 | 70 |
| U13 | 13-a-side | 90 x 60 | 6 x 60 | 6 | Strike, no push | N/A - Free Pass | Yes | Yes | Yes | No | 25 | 80 |
| U14 | 15-a-side | 100 x 70 | 6 x 70 | 8 | No.8 Pickup and run | Uncontested | Yes | Yes | Yes | No | 25 | 80 |
| U15 | 15-a-side | 100 x 70 | 6 x 70 | 8 | Fully contested | Uncontested – lift permitted | Yes | Yes | Yes | No | 30 | 90 |
| U16 | 15-a-side | 100 x 70 | 6 x 70 | 8 | Fully contested | Fully contested | Yes | Yes | Yes | No | 35 | 90 |
| U18 | 15-a-side | 100 x 70 | 6 x 70 | 8 | Fully contested | Fully contested | Yes | Yes | Yes | No | 35 | 90 |

Sports Tours Rugby Festivals

All age groups will be played in accordance with the RFU age grade regulations. Sports Tours continue to fully support the RFU in their efforts to promote participation and fair play through their core values. The RFU Core Values include; Teamwork, Respect, Enjoyment, Discipline and Sportsmanship.

We would like to encourage all teams to be mindful of these values whilst participating in our festivals.

U7 to U11

Mini Rugby will be non-competitive and no scores will be recorded or displayed at the festival to encourage fair play and enjoyment.

U12 to U18

Competitive rugby will be played at all our events throughout the UK where league tables and results will be displayed.

These age groups will play a competitive format, determined by the number of team entries.

Scoring (for U12 to U15 teams)

U12 – U15: A try is worth 1 point – no conversions.

General

- Match balls to be provided by team shown on schedule as “home team”.
- The “home team” kicks off/free pass to start, no toss of a coin required. The away team will select the end.
- Tag: Teams must provide their own belts and tags.
- Teams must bring an alternative kit or set of bibs to be worn in the event of a colour clash or have a change of kit.
- Teams must have a manager or team coach in charge

Referees

Under 7 to Under 8:

Sports Tours will not provide referees for this age group and the home team coach will provide a referee

Under 9 to Under 15:

- Sports Tours will provide referees for U9 to U15 fixtures
- If, for any unforeseen circumstances, Sports Tours cannot provide a referee for a fixture then the "home team" shown on the fixture schedule will provide the referee / coach to officiate the game. If the home team does not have someone to officiate, then the away team should provide a referee. If no referee is available, the game will become void, and no points will be awarded.

Proof of Age

All players should be registered with the RFU Registration database.

The Manager/Coach must have available the original/photocopy of photo ID. The ID will be inspected in the event of a query. Or photo of RFU GMS Record of the player

Forfeiting Games

Teams must complete all scheduled fixtures as per the tournament schedule. Any team withdrawing from a fixture will be subject to a 3-point penalty in their respective league standings.

Prior to Match

All teams must be ready to start the game five minutes prior to their scheduled kick off. If teams are not ready to start a scheduled game, then the points can be given to the opposition at the discretion of the tournament committee.

Number of Players Per team, Substitutions & Players

There is no official maximum squad size, although coaches must ensure that each player receives equal playing time.

Rolling substitutions are permitted throughout the game and a player substituted can return to the game. Both teams must always start the game with an equal number of players.

Insurance

We recommend that all teams should take out insurance provided by either the RFU or Sports Tours Ltd. Please refer to our booking conditions for further information.

Conversions & Penalty Kicks

There will be no conversion drop goals or penalty kicks in any age group to allow for maximum playing time.

Tag Playing Rules

- Players must clearly display tags on both hips at all times.
- Players must pass the ball backwards – no kicking at any time.
- No contact, handing off or 'guarding' tags.
- Aim to keep 2 hands on the ball at all times.
- When the ball carrier is tagged the ball must be passed to a team mate within 3 seconds.
- Once tagged the ball carrier must attempt to stop as soon as possible.
- A free pass is used to start the game after an infringement and to restart the game by the non-scoring team after a try.
- A free pass will be awarded for a 'knock on', forward pass or if the ball goes out of play.

Tagging

A tackle is made by removing one of the attackers' tags and shouting 'tag' while raising it in the air. The defender must hand the tag back to the attacker after the pass before rejoining the game. The attacker cannot rejoin the game until both tags are in place. NO TAGS ON THE FLOOR AT ANY TIME.

Conditions of Pitches

If a referee deems any pitch to be unplayable, the referee is to report this immediately to the tournament committee who will decide on how to proceed next.

Code of conduct Players:

- Abide by the rules of the tournament and decisions made by the officials and referees.
- Play fairly and demonstrate good sportsmanship both on and off the pitch.
- Play by the laws of the game.
- Do not argue with the referee.
- Play fairly and demonstrate good sportsmanship both on and off the pitch.

Coaches and Parents

- Act as a positive role model to all young players.
- Be familiar with, and abide by, the RFU child protection guidance in relation to verbal and emotional abuse.
- Remember children play sport for their enjoyment not yours.
- Acknowledge good individual and team performance from all youngsters irrespective of which team they play for.
- Respect match official's decisions - Remember, they provide an opportunity for youngsters to play and enjoy rugby.
- Never verbally abuse players, match officials, fellow spectators or coaches.
- Acknowledge effort and good performance rather than the "win at all costs" ethic.
- Verbally encourage all youngsters in a positive way. If you do want to shout make sure it is 'for', not 'at', the players.
- Condemn bad language, rude behaviour and violence.

Festival Committee

The management committee will have the power to apply, act upon and enforce the Rules of the Festival and shall also have jurisdiction over all matters affecting the Festival, including any not provided for by the Rules. In the event of a dispute, only the team manager / coach of the team can make the complaint and the management committee shall adjudicate in all cases of dispute, protest or complaint.

Sports Tours

Rugby Tournament Rules



Management of the Tournament

Tournaments shall be governed in accordance with the Rules and Regulations of the Rugby Football Union (RFU also known as England Rugby). Please note as this is not an RFU event Sports Tours LTD hold the power to apply, act upon and enforce the Rules of the Tournament, and shall also have jurisdiction over all matters affecting the Tournaments, including and not provided for by the Rules.

Management Committee and Powers

The management committee shall adjudicate in all cases of dispute, protest or complaint.

| Name |
|-------------------|
| Mr. J.Peters |
| Mr. T Fowles |
| Mr. R Thompson |
| Mr. J Boyden |
| Mr. A. Greenhalgh |
| Mrs S Brace |

Other Members may be co-opted if required.

Misconduct

All cases of misconduct on the field of play will be reported immediately by the referee to the Management Committee.

Red & Yellow Cards

- A player who is Red Carded for any reason apart from violent conduct, serious foul play, threatening, abusive, indecent or insulting words or behavior shall be suspended automatically for one match in the Tournament immediately following the match in which they was sent off. This includes two yellow cards received within the same match or a straight red card. This will then be reviewed by the Management Committee and Head Referee to determine the outcome of the card and if further action is required.
- A player who is dismissed from the field of play for violent conduct, serious foul play, threatening, abusive, indecent or insulting words or behavior, shall be suspended automatically from the event. This will then be reviewed by the Management Committee and Head Referee to determine the outcome, and if further action is required.

For any extreme and extra ordinary instances the RFU will be notified and may deem to further sanction and take over.

Sin Bins/Discipline

All coaches, parents and players must be made aware of the tournament code of conduct and are subject to eviction from the tournament should the code be breached, this will be decided at the discretion of the tournament committee.

Under 7 to 12: Regulation 15 states there is to be no sin bins or yellow cards. If a player warrants a sending off the referee is to bring the player and the respective coach together explain the reason for the sending off and the player could be subject to playing no further part in the tournament, post tournament committee decision.

Under 13 to 15: Yellow cards with Sin Bins and Red Cards are allowed. Should a player receive a yellow card the player will be sent to the sin bin. The time of the card is dependant on the fixture length and the referee will advise the player and coach how long it will be.

Should a player receive a red card or 3 yellow cards within the tournament their actions will be noted and reported to their respective county committee.

Protests and complaints

All questions of eligibility, qualification of players or interpretation of Rules shall be referred to the Management Committee, but no objection relative to the dimensions of the pitch, or other appurtenances shall be entertained by the Management Committee.

All protests and complaints relative to particular matches in the tournaments shall be made to the Tournament Secretary within 60 minutes of the conclusion of the match.

No complaint in relation to decisions taken by a referee in a match shall be entertained.

Kit Colours and Match Balls

In the event of a colour clash, the 2nd team will wear bibs or turn their match shirts inside out (only if this shows a different colour)

Match balls will be provided by the 1st Team on the Fixture.

Duration of Matches

All matches will have a duration as determined by the numbers of teams entered per age group

Each team will play up to the Max minutes per day as outlined by the RFU.

Max Minutes per day

| | |
|------|------------|
| U7s | 50 minutes |
| U8s | 50 minutes |
| U9s | 60 minutes |
| U10s | 60 minutes |
| U11s | 70 minutes |
| U12s | 70 minutes |
| U13s | 80 minutes |
| U14s | 80 minutes |
| U15s | 90 minutes |
| U16s | 90 minutes |
| U18s | 90 minutes |

As per regulation 15.12, teams competing must ensure that each player plays at least half of the available playing time per day. For example, if a team is set to play a total of 80 minutes in a day, they must ensure that each player plays a minimum of 40 minutes.

Please note, the 'Half Game Rule' does NOT apply to games in isolation within the tournament, but to total minutes available to play across the day.

Sports Tours Ltd expects all competing teams to follow the Half Game Rule' and reserves the right to question coaches who are not abiding by this rule.

Sports Tours Festival Simplified Regulations, Rules and Information

UNDER 7s

- 4 a Side
- No going to ground to score tries
- Play can continue from a knock on
- Once a Tag is Made the "Tagger" must hold the Tag in the air and Shout Tag (The referee will then say Tag and a pass is to be made)
- No tackling, kicking, scrums, or lineouts.

UNDER 8s

- 6 a side
- No going to ground to score tries
- 6 Tags to Score
- Once a Tag is Made the "Tagger" must hold the Tag in the air and Shout Tag (The referee will then say Tag and a pass is to be made)
- No tackling, kicking, scrums, or lineouts.

UNDER 9s

- 7 A side
- No rucks, mauls, scrums, lineouts
- No hand offs
- Ball cannot be ripped from the ball carrier
- All tackles must be below arm pits
- No squeeze ball
- No kicking
- Coaches are not permitted on the pitch – the referee is encouraged to advise and guide the teams and players.
- No player is allowed to run onto the ball at a free pass (**for safety reasons**)

The referee must call "**tackle**" if the ball carrier is brought to ground or remains on their feet for **3 seconds**. They must then pass the ball to their teammates within 3 seconds either from the floor or on their feet.

THEY CANNOT SCORE IF REFEREE HAS CALLED TACKLE

- A teammate can rip the ball from the ball carrier but must pass immediately
- A player can pick the ball up from tackled player on the floor but must pass it (they cannot be tackled)
- Defenders cannot stop the ball from being passed
- Defenders cannot rip the ball from an attackers grasp
- Offside is only at a tackle – in which a player offside impacts the ball IE intercepts

UNDER 10s

- 8 a side
- No hand offs
- No kicking
- No squeezeball
- 1 On 1 ruck
- No player is allowed to run onto the ball at a free pass (**for safety reasons**)

Maul

- 2 players from either team can be involved – ball must be used within 5 seconds if not free pass to non taken in team

Scrum

- 4 Closest players – 3 closest go into the scrum and the 4th player becomes 9.
- Only the team in possession of the ball can hook for the ball
- **NEITHER TEAM CAN PUSH**

Ruck

- When the tackle is made and the ball carrier is on the ground, ONE supporting player from each team, who must remain on their feet, may:
 - rip the ball from the ball carrier but must then pass the ball immediately to a team mate; or
 - pick up the ball and pass away from the contact area; or
 - if a ruck is not formed, pick up the ball and run; or
 - join to form a ruck but must do so from their own side (i.e. from the direction of their own goal line) and attempt to drive over the ball, in an attempt to take their immediate opponents away from the ball.
- If above has taken place, the next arriving player must pass the ball to another player.

UNDER 11s

- 9 A side
- A drop kick will be used to start the game (the conceding team get to decide to kick or receive) ball must go 7 meters (if not 7 option scrum or kick again)
- No squeeze ball
- Tackle below armpits
- 2 Vs 2 rucks
- Scrums are contested hook (no push)
- Kicking is allowed
- No fly hack (ball on floor and kicked)

Everything is a Free kick

- After the following infringements, a free kick will be awarded to the nonoffending team:
- Foul Play
- Offside
- When a fend off or hand off has been used iv.
- Squeezeball
- When a player voluntarily falls on or over a player lying on the ground with the ball in their possession or voluntarily falls on or over players lying on the ground with the ball between them, or near them.
- When a team pushes in the scrum.
- When a tackler makes contact above the armpits.

UNDER 12s

- 12 A side
- Introduction of hand off - below the armpit
- A drop kick will be used to start the game (the conceding team get to decide to kick or receive) ball must go 7 meters (if not 7 option scrum or kick again)
- No push in scrum - contested hook
- 5-Man scrums
- No limit on players contesting at breakdown or mauls
- No fly hacks

UNDER 13s

- 13 a side
- 6 man scrums fully contested only push 1.5m (there is no penalties or turnovers for scrums, they will be reset and same put in. (IF UNSAFE THEN UNCONTESTED SCRUMS WITH NO PLAYER DROPPED)
- A Drop kick will be used to start the game (the conceding team get to decide to kick or receive)
- Yellow Cards for Foul Play
- Box Kicks and Drop Goals are not permitted.
- Fly hacking is allowed (ball on the floor and kicked)
- Lineout is a free pass

UNDER 14s

- Fly hacking is allowed (ball on the floor and kicked)
- Uncontested lineouts (no lifting - ball just thrown down the middle)
- Opponents of team who scored will restart the game with a kick.
- Box Kicks and Drop Goals are permitted.

UNDER 15s

- Lifting in the lineout is permitted but they are still **Uncontested**.
- Uncontested means an opposition player stepping through the middle line of the lineout before the 9 has it in their hands -
- No turnover at scrums - Scrum half cannot come past middle line of scrum until ball out -
- Tackle bellow armpits

UNDER 16s +

- Lifting in the lineout is permitted but they are still **Uncontested**.
- Uncontested means an opposition player stepping through the middle line of the lineout before the 9 has it in their hands -
- No turnover at scrums - Scrum half cannot come past middle line of scrum until ball out -
- Tackle bellow armpits

FOR ANY AGE GROUP

- Per RFU Regulations all games will be played with equal numbers (teams may lend players to other teams to keep equal numbers or remove players from field to keep equal)
- Per RFU Regulations all players must play minimum half a game – if teams are not giving players half a game they will be reported to their local rfu constituency
- If uncontested scrums occur teams will not have to drop a player. Number 8 cannot pick the ball up from an uncontested scrum