

School Games U12 Rugby Union 2023

Entry Information & Guidance



Event Overview

Date: Thursday 9th March 2023.

Venue: Barn Elms Sports Centre SW13 0DG.

Contact: info@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 22nd February 2023.

Squad on the Day: Minimum – 7 & Maximum – 12.

Competitions: Girls Only.

Eligibility Criteria: This event is designed to provide a festival experience for schools or girls that are new to playing rugby and/or touch union in this academic year.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U12 Female	01/09/2010		Year 7 & under

Full Festival Guidance

SGRU 1 Officials at this event will conduct games in accordance with the RFU Touch Union rules. Touch Union is a non-contact form of rugby (see England Rugby Rules: [The Touch Union Resources](#)). The full rules with adaptation/progression can be found here: [The Touch Union Rules](#).

SGRU 2 Age Category

SGRU 2.1 The following age groups and respective maximum date of births will apply to the School Games U12 Rugby Union Festival:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U12 Female	01/09/2010		Year 7 & under

SGRU 2.2 Generally, participants should not take part if they do not meet the age outlined above.

SGRU 2.2.1 If a school wishes to bring a participant who falls beyond the age outlined, a request should be submitted to info@londonyouthgames.org to ensure there are no health and safety concerns.

SGRU 3 Squad Size Schools should bring a minimum of 7 and a maximum of 12 participants.

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SGRU 4 Kit & Equipment

SGRU 4.1 Appropriate Footwear should be worn dependent upon weather conditions – trainers, moulds or plastic stud boots are recommended. Metal studs will not be allowed.

SGRU 4.2 Size 4 balls will be used throughout the event.

SGRU 4.3 Playing pitch size: 45 metres x 35 metres

SGRU 5 Festival Format Each match will be timed straight through (length will depend on entries).

SGRU 5.1 The festival will be mindful to ensure that no participant plays in excess of 80 minutes across the day.

SGRU 5.2 Teams will be randomly drawn into initial groups. The outcome of your group games is recorded to enable every team to advance to later rounds for an equal number of matches against similar level teams.

SGRU 6 Game Guidance

SGRU 6.1 No more than 7 participants from each team should be on the pitch at one time.

SGRU 6.2 Rolling substitutions are encouraged, and all participants in attendance should be given appropriate opportunity to play. These can be made during a 'dead ball' and the official should be notified.

SGRU 6.3 Play starts and restarts at the centre with a "tap". This is performed by moving the ball on the ground with the foot, free from the hands, and then picking it up. Penalties are performed using the same procedure. On both a re-start and penalty the defending team should retreat at least 10 metres.

SGRU 6.4 A try is scored by grounding the ball on, or behind, the try-line. One point is awarded for a try.

SGRU 6.5 A touch is made when there is contact on the ball, hair or clothing and may be initiated by a defending player, or by the player in possession. There should be as minimal contact as necessary to make a touch. The official is the ultimate judge of if a touch was made, but will take into account a player's claim of any touch.

SGRU 6.6 When touched, the player in possession must place the ball on the ground at the exact point of the touch. Play is re-started by stepping over the ball. It can be controlled with a hand or foot. This is known as a 'rollball'. The ball may not roll more than a metre. A player should not perform a rollball unless touched.

SGRU 6.7 After six touches with no score, possession changes. The attacking team begins play with a rollball.

SGRU 6.8 A restart occurs the moment the ball is tapped (for a tap) or another player touches the ball (on a roll ball). Players should not delay the game by deliberately delaying a rollball.

SGRU 6.9 If the ball is dropped or if a player crosses the side-line before being touched, a change of possession will occur.

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SGRU 6.10 A penalty may be awarded for infringements including forward pass, offside play, performing a roll ball too far from where the touch occurred, claiming a touch when none was made, using more than minimum force to make a touch, interfering with the roll ball and passing the ball after being touched.

SGRU 6.10.1 As this event is a festival, the official may utilise their own discretion in regard to whether a penalty should be awarded, and may take opportunities to educate players, and restart play without a penalty.

SGRU 6.11 No obstruction, excessive contact, verbal abuse, or foul play will be tolerated – the official will notify festival organisers of any breach, and further action may be taken.

SGRU 7 Awards No medals, trophies or salvers will be awarded to any team based on winning.