

School Games U14 Rugby Union 2023

Entry Information & Rules



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: Previous experience playing contact rugby is recommended.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U14 Female	01/09/2008	31/08/2010	Year 8 - 9

Full Rules & Regulations

XRU 1 The event will run in accordance with the [World Rugby XRugby rules](#) for 7 players. Any rules outlined below that contradict these rules will supersede them.

XRU 1.1 It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

XRU 1.2 The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

XRU 1.3 The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions.

XRU 2 Age Category

XRU 2.1 The following age groups and respective maximum date of births will apply to the School Games U14 Rugby Union Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U14 Female	01/09/2008	31/08/2010	Year 8 - 9



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XRU 2.2 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

XRU 2.3 It is the responsibility of competitors/parents/teachers/SGOs to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete.

XRU 2.3.1 In the instance a competitor is found to be ineligible, they may be disqualified from the competition.

XRU 3 Squad Size Schools are permitted to bring a minimum of 7 competitors and a maximum of 12 competitors.

RFU 4 Kit & Equipment

RFU 4.1 Appropriate Footwear should be worn dependent upon weather conditions. Moulds or plastic studs are recommended. Metal studs may be worn.

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

RFU 4.3 Playing pitch size: 60 metres x 40 metres (inc. goal areas of 5m).

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

XRU 5.1 The format will also ensure that no girl will play more than 80 minutes total.

XRU 6 Draw Format Teams will be randomly drawn into groups, with sizes dependent on entries. Winners and runners up will advance to a knockout stage. Remaining teams may be offered additional games against a similar level of opposition if time permits.

XRU 7 Competition Rules

XRU 7.1 Maximum of 7 players from each team on the pitch at one time.

XRU 7.2 Rolling substitutions are permitted and substituted players can return at any time. Substitutions can only take place when the ball is dead and always with the referee's permission.

XRU 7.3 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 must retreat at least 10 metres.

XRU 7.4 A try is scored by grounding the ball on, or behind, the try-line and result in a 5-point score.

XRU 7.4.1 A 'max zone' – 15 metres in width – will be in effect, and any try scored within this zone will result in a 7-point score.

XRU 7.4.2 There are no conversions.

XRU 7.5 A tackler must grasp the ball carrier below the armpit – the grasp must be simultaneous, or prior to, shoulder contact.

XRU 7.5.1 A tackler must not tackle (or attempt to) above the line of the armpit, even if the tackle starts below this line.

XRU 7.5.2 Ball carriers who wish to perform a hand-off/fend, must also do so below the line of the armpit on a tackler.

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XRU 7.6 Once a player is tackled (knee has made contact with the ground and the tackler maintains a consistent grasp) a ruck is formed.

XRU 7.6.1 No more than two players from either team (including the tackler and ball carrier) can be involved in a ruck.

XRU 7.7 A maul may not consist of any more than three players of each team.

XRU 7.8 Scrums are uncontested and will consist of three players from each team.

XRU 7.9 Lineouts are uncontested and will consist of three players from each team.

XRU 7.10 Players may kick the ball in open play only, both from the hand or ground. Any kick must be directed toward the ground, in a 'grubber' style.

XRU 7.10.1 Any kick deemed by the referee to not fulfil the criteria set out in XRU 7.10 will result in a free kick to the non-offending team from the place the infringement took place. This will also be the course of action should a kick cross the touch line without bouncing in the field of play first.

XRU 7.10.2 If a ball is touched down in the try area by a defender, or if the ball goes dead, play will restart at the 15m mark with a tap to the non-kicking team.

XRU 7.11 Any player issued with a yellow card leaves the field of play until the next try is scored by either team.

XRU 7.11.1 Any foul play, abuse or excess force will not be tolerated, and may be met with a red card. In such instances, this will be reported to the Tournament Organiser, and further action may be taken.

XRU 8 Overall Scoring Points will be awarded for each game to give a school's group position.

XRU 8.1 The following points will be awarded:

- 5 points for a win
- 3 points for a draw
- 1 point for a loss

XRU 8.1.1 Groups are decided on:

- Match points
- Try differences
- Tries for
- Tries against
- Toss of a coin

XRU 9 Medals & Salvers Team medals awarded to 1st, 2nd & 3rd place. Winners will also receive a salver.