

School Games England Rugby T1

Develop- Intro to matchplay

Entry Information & Guidance



Event Overview

Dates and Venues:

- England Rugby T1 Develop – Intro to matchplay
- Friday 3rd July- Lee Valley Hockey and Tennis Centre, Queen Elizabeth Olympic Park
Leadmill Lane London E20 3AD
- Y5 & Y6 mixed boys and girls

Approximate timings: 12pm-3pm.

Contact: abby@londonyouthgames.org

Entry Information

Entry Deadline: Tuesday 23rd June 2026

Squad Size: Minimum – 10 & Maximum – 12.

Develop Event: Mixed boys and girls

Age Categories:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U11	01/09/2014	31/08/2016	Year 5 & 6

Eligibility Criteria Tier:

Event Intent: Develop

Event Intent: A developmental event which will focus on the players developing their knowledge and understanding of England Rugby T1. Players will have the opportunity to experience friendly introductions to match play with the aim to demonstrate Rugby Core Values (Teamwork-Respect-Enjoyment-Sportsmanship-Discipline). Local qualifying events may be used as a selection process to these events, but it is not mandatory.

Player Eligibility: Aimed at children and young people who are new to the sport and are not currently receiving regular coaching outside of school but may be more likely to take that step because of attending the event.

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Age Categories: Y5 & Y6 only

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U11	01/09/2014	31/08/2016	Year 5 & 6

Full Event Guidance:

The event will run in accordance with the [World Rugby T1 Touch Rugby Rules](#). Any rules outlined below that contradict these rules will supersede them.

RFU 1.1 It will be at the discretion of the Event Referee and LYG personnel as to the application of these rules, and any subsequent decision made as a result will be final.

RFU 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.

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

RFU 2 Age Category

RFU 2.1 The following age groups Y5 & Y6 only

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U11	01/09/2014	31/08/2016	Year 5 & 6

RFU 2.2 Should a school wish to bring a participant who falls outside this age range, approval should be sought from LYG by emailing abby@londonyouthgames.org

RFU 2.3 It is the responsibility of teachers & SGOs to ensure all participant details are entered correctly at the time of submission, and that they are eligible to compete.

RFU 3 Eligibility Criteria

3.1 Event Tier: Develop

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RFU 4 Squad Size Schools are permitted to bring a minimum of 10 participants and a maximum of 12 participants. 8 aside with 4 girls and 4 boys on pitch at all times.

RFU 5 Kit & Equipment

RFU 5.1 All clothing must be appropriate and safe to the player and opponent, in line with the [RugbySafe](#) Clothing and Equipment guidelines.

RFU 5.2 Appropriate footwear should be worn dependent upon weather conditions. Trainers or astros are recommended for astro surface and boots for grass surface.

RFU 5.3 Tag belts will be provided to use during the games.

RFU 5.4 Size 3 balls will be used throughout the event.

RFU 5.5 Approximate playing pitch size: 60 metres x 40 metres (inc. goal areas of 5m).

RFU 6 Event Format- Develop. Each game will be a friendly introduction to matchplay and will be timed straight through (length will depend on entries).

RFU 7 Draw Format Teams will be randomly drawn into groups, with sizes dependent on entries.

England Rugby T1 Event Guidance

RFU 8.1. Rolling substitutions are permitted and substituted players can return at any time. Substitutions can only take place when the ball is dead and with the referee's permission.

RFU 8.2 The attacking team are attempting score a try by touching the ball down on or over the opponent's try line and within 1 step of being tagged.

RFU 8.3 The defending team need to try and stop the attacking team from scoring by making a tag-tackle on the ball carrier. Do not drop the tag.

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RFU 8.4 At the point of a tag, a 'tackle triangle' should be created made of up to five players, who must make contact with their teammate within 5 seconds:

- The ball carrier
- The player that made the tag (The tackler)
- Two other defenders – these must put their outside hand on the shoulder of the tagger, forming a triangle. Knowledge Organiser can be found here <https://rfu.widen.net/s/mddbkcxbgz/t1-rugby-knowledge-organiser>

RFU 8.4.1 The ball carrier turns to their own side and presents the ball to their teammate ('the ripper') who must pass the ball.

RFU 8.4.2 The 'ripper' can take up to three steps away from the Tackle Triangle but no further, and cannot be touched by the defenders before passing the ball.

RFU 8.4.3 Remaining defenders should move to an onside line along the back foot line on their side of tackle triangle.

RFU 8.4.4 No sanction awarded if the attacking team choose to play the ball away before the defence have had the chance to set their three players.

RFU 8.4.4 A penalty may be awarded if the defence do not make an attempt to move towards the tagged player to set their tackle triangle, and the attack will receive a new series of seven plays. Free pass given.

RFU 8.5 Tries will not be worth any points due to the develop event intent.

RFU8.6 The game starts and restarts after a try with a kick of any kind at the middle of the pitch.

RFU 8.6.1 A kick off/restart should be received by the non-kicking team at any point in their own half. It should travel more than 7m.

RFU 8.6.2 The kicking side are not allowed to compete for their own kick and must allow the receiving team to retrieve the ball.

RFU 8.6.3 If a restart kick goes off the side or the end of the pitch without being collected by the opposition, the non-kickers will have a re-kick.

RFU 8.9 When the ball leaves the side of the pitch, the side that did not take or play the ball out restarts play with a free pass.

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RFU 8.10 Penalties are awarded for an offence that breaches the laws, including and not limited to: Aggressive tagging, foul or dangerous play, poor sportsmanship, failure to add numbers to the tackle triangle.

RFU 8.10.1 When awarded, play restarts with a free pass restart. The non-offending team has a complete set of seven plays after the restart. The defence must retreat 5m.

RFU 9 Scoring This event is non scoring. Referees will record core values that each school demonstrates throughout each game they play. These will include Teamwork-Respect-Enjoyment-Sportsmanship-Discipline. No points will be awarded. If teams do not show all core values, referees will provide feedback to schools to explain why this is the case and how they can improve.

RFU 9.1 A player representative from each school will vote for the most prominent core value that the opposite team displayed. They will give this value to the referee. The referee will then provide feedback to both teams.

RFU 10 Goody Bag After all games have been played, all players will be awarded a goody bag and a certificate.