



## Harrogate Rugby Club Junior Festival

**Saturday 27<sup>th</sup> & Sunday 28<sup>th</sup> April 2019**

### Festival Rules

1. **LAWS:** All games in the Festival will be played according to the appropriate modified Laws of the game and the Regulations of the current RFU Regulation 15 (see the RFU website <http://www.rfu.com>) a copy of which will be held at the Control Point. Tag rugby will be played by the Under 7s and Under 8s. For all age groups the Laws set out in Regulation 15 will apply. Specifically, for Under 7s, games will be played according to the New Rules of Play (RFU Regulation 15 - Appendix 1A): this includes 4-a-side (with rolling subs); unlimited tagging; knock-ons not penalized; no contact. There will be no alteration to the Regulation Laws.
2. **KIT:** All boots should comply with IRB Law 4.3. Referees **will** check players' boots, which should be either "kite" marked or moulded studs. Any players wearing boots deemed to be unsafe will not be able to play. Any disputes should be referred to the Festival Coordinator, however the referee's decision is final on this matter. All head guards and padding **must** conform to IRB Regulations and carry the appropriate label. Players in contact rugby **must** wear a mouth-guard for their own protection and that of other players
3. **FORMAT:** All teams must adhere to the game arrangements as prescribed separately in the Format section. Playing formats for U7 to U13 are non-competitive and have designed to ensure the maximum amount of rugby can be played by all teams regardless of result. Playing formats for U14 – U16 will be confirmed on the day and may differ between age groups (pool, waterfall, knockout or "round-robin") depending on teams entered and time available.

In pool and "round-robin" formats a WIN = 3 points and a DRAW = 1 point, a BONUS POINT is awarded for WINNING teams scoring 4 tries. A BONUS POINT is awarded to LOSING teams who lose by a margin of 7 points or less.

When a team fails to complete their pool games results played up to that point are treated as a bonus point win for the opposing team and any games still to be played are counted in the same way.

In the event of 2 teams obtaining an equal number of their points from their "pool" games, TRY difference will define the winner. Where TRY difference is the team with the most successfully converted tries will progress. If all elements are equal after this a coin will be tossed to define the team that progresses. In the case of a DRAW in knock out stages, if the scores remain equal at that stage TRY difference from ALL games played during the tournament will be used to define the winner. Where TRY difference is the team with the most successfully converted tries will be the winner. If all elements are equal after this a coin will be tossed to define the team that progresses. In cases where this is the final game played and a draw remains then the result is shared with the team that has travelled the furthest being awarded the cup/trophy.

Any changes to these rules must be confirmed prior to ANY match being played to the Festival Coordinator.

4. **SCRUMS:** If a team is unable to field an experienced front row then the games can be played on a passive scrum basis. Coaches must declare this to their opposite numbers and the referee
5. **SUBSTITUTES:** Substitutions may only take place when the ball is "dead" or at half-time and always with the knowledge of the referee
6. **SQUAD SIZES:** There is a maximum squad size of 8 for the U7, 10 for the U8, 12 for the U9, 12 for the U10, 15 for U11 and 18 for U12 age groups, 23 for U13 to U16 age groups.

7. **REGISTRATION:** Each team must complete and hand in a Signed Players' Registration Form at the Registration Point prior to playing any games. If a club enters more than one team in an age group, a Players' Registration Form must be completed for each team and there will be no interchange of players between squads.
8. **DISCIPLINE:** We expect mutual respect between players, coaches, parents and officials. Team coaches must substitute any of their players at the request of the referee, when foul or dangerous play or persistent offending is identified. The player(s) concerned will be suspended from the Festival for the remainder of that game. At the discretion of the referee, a player may be sent off for serious misconduct and this player will take no further part in the Festival.
9. **SPECTATORS:** Apart from players, appointed officials and 2 nominated coaches no one may enter the playing areas and spectators and substitutes must keep off the pitches and remain around the perimeter of each playing area which will be clearly defined by use of respect barriers. Each pitch will be allocated a Pitch Side Coordinator and we expect all players, coaches and spectators to respect the role of this coordinator. HRUFC expect our officials and volunteers to be treated with respect at all time and should this not be shown by anyone associated with a visiting club, the club may be penalized points and/or ask to leave the festival.
10. **AGE:** A player MUST play within their age group unless under a dispensation as laid out in the Continuum. Where a player is Playing Down an age group a dispensation number should be provided. For players Playing Up a copy of the dispensation form must be provided with the registration form. There will be NO EXCEPTIONS to this rule. We have been strongly advised by the RFU that we must not allow players to play out of their stipulated age groups without dispensation and we will adhere strictly to this ruling. If in any doubt, please ensure you check the eligibility of your players BEFORE registration.
11. **U7's & U8's TAG:** Teams will be required to use tag-belts that conform to the standards issued by the RFU. Specifically, tags must have a contact area of no more than 20mm of Velcro vertically and should be a standard width. Teams should play with belts of equal and standard specification. In the case of any dispute, these should be brought to the attention of the Festival Lead Referee before the start of the competition. The decision of the Festival Lead Referee, which may include requiring teams to change belts, is final.
12. **PLAYER REGISTRATION CARDS:** Cards will be required for all players and must be presented along with player registration forms at the Registration Point prior to the competition commencing. Players without Registration cards will not be allowed to play if your CB does not issue registration cards please contact your festival coordinator prior to registration to apply for dispensation. If individual cards are not available teams should bring photocopies of their player registration cards.
13. **CHANGING ROOMS:** No parents are allowed into the changing rooms, only authorised people and coaches with DBS clearance are permitted to enter the changing rooms. Changing rooms must be booked in advance with the Festival Coordinator as there is not sufficient space for all teams to use the facilities. If a team has not pre booked use of changing facilities we cannot guarantee access.

**Enjoy your rugby!**