

		U-13	U-15	U-17	U-19						
1.	AGE	Born between September 1st 2005 and Dec 31st 2007	Born between September 1st 2003 and Dec 31st 2005	Born between September 1st 2001 and Dec 31st 2003	Born between September 1st 1999 and Dec 31st 2001						
2.	FIELD PLAYERS	10	15	15	15						
3.	BALL SIZE	Nr 4	Nr 5	Nr 5	Nr 5						
4.	TIME OF PLAY	Saturday and Sunday – 1 x 20' (U13; U15; U17)			Saturday and Sunday 1 x 30'						
		Final Stage (1st/2nd place) – 10' + 10' (U13; U15; U17)			Final stage (1st/2nd place) 15' + 15'						
NO SHOW TIME RULE		If a team is not present in the pitch 5min after the schedule time, they will be sanctioned with a No-Show, losing that match by 00-24 (4 tries and 2 conversions for the winning team).									
5.	FIELD SIZES	40m X 60m	60m X 80m	70m X 90m	70m X 90m						
6.	MATCH START AND RESTART	Drop kick									
7.	SCRUM	<b>5 x 5 (3-2)</b> - No force on engagement - With Dispute - Pushing After Introduction (0.5m) - N°9 Defends Behind Scrum	<b>8 x 8 (3-2-3)</b> - No force on engagement - With Dispute - Pushing After Introduction (1.5m) - N°8 Allowed to Come Off - N°9 Can make pressure								
		NO LINE OUTS - Free Kick 3m in from the side line from where the ball went off the pitch	<b>MINIMUM 2 PLAYERS</b> - With Dispute   - Lifting ALLOWED								
8.	LINE-OUTS	Oposition 7m back. Kicking to touch allowed inside 22m. Outside 22m is mandatory to tap and go.			Oposition Minimum 10m Back						
9.	PENALTIES	Below Waist			Normal Rules						
10.	TACKLING	Open hand below shoulders			Normal Rules						
11.	HAND-OFF	Shaft input   No Prolonged Mauling (Max. 5 secs)   No Collapsing Allowed									
12.	MAUL	<p><b>Tackling Player:</b> Release the Ball Carrying Player Immediately</p> <p><b>Tackled Player:</b> Immediate Ball Release / All Support Players must stand / Off -Side Line defined from last person's feet</p>									
13.	POST-TACKLING AND RUCK	<b>ALLOWED</b> (No kicks at posts)	<b>ALLOWED</b> conversions after try allowed; (no penalty kicks to the posts)	<b>ALLOWED</b> (NORMAL RULES)							
14.	KICKING	Substitutions Limited to the Maximum N° of Players per Team/Subbed Player cannot come in again. In case of temporary injury (blood or front-row), the Subbed Player may return to the pitch; Substitutions <b>are only allowed when the game is stopped, and with the Referee's approval.</b>									
15.	SUBSTITUTIONS	Substitutions Limited to the Maximum N° of Players per Team/Subbed Player cannot come in again. In case of temporary injury (blood or front-row), the Subbed Player may return to the pitch; Substitutions <b>are only allowed when the game is stopped, and with the Referee's approval.</b>									
		Yellow Card: Carded player must be replaced	Yellow Card:		Red Card:						
16.	DISCIPLINARY RULES	Red Card: Expelled from the current game and the next one **	<table border="1"> <tr> <td><b>Game Duration</b></td> <td>20'</td> <td>30'</td> </tr> <tr> <td><b>Suspension Time</b></td> <td>3'</td> <td>5'</td> </tr> </table>		<b>Game Duration</b>	20'	30'	<b>Suspension Time</b>	3'	5'	Off from the current game and the next one **
		<b>Game Duration</b>	20'	30'							
<b>Suspension Time</b>	3'	5'									

**NOTE:** In order to ensure the proper functioning of the tournament, the organization has the reserved right of changing the schedule and/or the order of the fixtures if necessary.

(\*\*) Any additional player sanction will be subject to the tournament disciplinary commission decision.

## LOG POINTS

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All pool matches will have the following points allocated:

**WIN** = 3 Points

**DRAW** = 2 Points

**LOSS** = 1 Points

**NO-SHOW** = If a team is not present in the pitch 5min after the schedule time, they will be sanctioned with a No-Show, losing that match by 00-24 (4 tries and 2 conversions for the winning team).

**FORFEIT / WALK OVER / DISQUALIFICATION** = all the results obtained with this team, will not be considered on the log table.

## TIE BREAK CRITERIA – POOL PHASE

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### TIE BREAK CRITERIA – Pool Phase (Saturday):

- I. Direct results between tied teams;
- II. Largest number of tries scored on the match(es) between the two tied teams;
- III. Largest number of tries scored in all the matches;
- IV. Team with largest difference in tries for and against;
- V. Team with largest difference in points for and against;
- VI. Team with less red cards;
- VII. Team with less yellow cards;
- VIII. Coin Toss (only for the u13)

## TIE BREAK CRITERIA – KNOCK-OUT PHASE

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### TIE BREAK CRITERIA – Final Phase (Saturday/Sunday):

- I. Largest number of tries scored in the tied match (excluding U13);
- II. Largest number of drop goals scored in the tied match (excluding U13);

- III. Largest number of conversions in the tied match (excluding U13);
- IV. First team who scored in this order 1) Try; Drop Goal; Penalty Kick;
- V. One period of extra time (five minutes), Ends when the first team scores or at end of the five minutes;
- VI. Kicking contest: Placed or Drop kicks on the 22m line. 1st kick on the center of the 22m line; 2nd kick on the intersection of the 22m and 15m lines on the left side of the posts; 3rd kick on the intersection of the 22m and 15m lines on the right side of the posts. This sequence of kicks should continue in the same order until one team be declared winner. The winner will be declared when a team has gained advantage after both teams have attempted the same number of kicks. Only the players that ended the match on the field are allowed to take part in the kicking contest. (Excluding U13)
- VII. Coin Toss (Only for the U13)

## FINALS

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### TIE BREAK CRITERIA – Finals (Sunday):

- I. One period of extra time (five minutes). Ends when the first team scores or at the end of the five minutes;
- II. Kicking contest: Placed or Drop kicks on the 22m line. 1st kick on the center of the 22m line; 2nd kick on the intersection of the 22m and 15m lines on the left side of the posts; 3rd kick on the intersection of the 22m and 15m lines on the right side of the posts. This sequence of kicks should continue in the same order until one team be declared winner. The winner will be declared when a team has gained advantage after both teams have attempted the same number of kicks. Only the players that ended the match on the field are allowed to take part in the kicking contest.

