

## BOYS U-13 | U-15 | U-17 | U-19

		U-13	U-15	U-17	U-19
1	AGE	01/09/2006 31/12/2008	01/09/2004 31/12/2006	01/09/2002 31/12/2004	01/09/2000 31/12/2002
2	FIELD PLAYERS	10	15	15	15
3	BALL SIZE	Nº 4	Nº 5	Nº 5	Nº 5
4	TIME OF PLAY	Saturday and Sunday – 1 x 20' (U13; U15; U17)			
		Final Stage (1 <sup>st</sup> /2 <sup>nd</sup> place) – 10' + 10' (U13; U15; U17)			
<b>NO SHOW TIME RULE</b>		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	5 x 5 (3-2) - No force on engagement - With Dispute - Pushing After Introduction (0.5m) - Nº9 Defends Behind Scrum	8 x 8 (3-2-3)	<ul style="list-style-type: none"> <li>- No force on engagement</li> <li>- With Dispute</li> <li>- Pushing After Introduction (1.5m)</li> <li>- Nº8 Allowed to come Off</li> <li>- Nº9 Can make pressure</li> </ul>	
8	LINE-OUTS	<b>NO LINE OUTS</b> - 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		
9	PENALTIES	Opposition 7m back. Kicking to touch allowed inside 22m. Outside 22m is mandatory to tap and go.	Adversários a 10m		
10	TACKLING	Abaixo da cintura	Normal Rules		
11	HAND-OFF	Open hand below shoulders		Normal Rules	
12	MAUL	Shaft input   No Prolonged Mauling (Max. 5 secs)   No Collapsing Allowed			
13	POST-TACKLING AND RUCK	<b>TACKLING PLAYER:</b> Release the Ball Carrying Player Immediately <b>TACKLED PLAYER:</b> Immediate Ball release / All Support Players must stand Off-Side Line defined from last person's feet			
14	KICKING	<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)	
15	SUBSTITUTIONS	Substitutions Limited to the Maximum Nº 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 are only allowed when the game is stopped, and with the Referee's approval.			
16	DISCIPLINARY RULES	<b>YELLOW CARD:</b> Carded player must be replaced	<b>YELLOW CARD</b>		<b>RED CARD</b>
		<b>RED CARD:</b> Expelled from the current game and the next one **	<b>GAME DURATION</b>	20' 30'	Off from the current game and the next one**
		<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

ALL POOL MATCHES WILL HAVE THE FOLLOWING POINTS ALLOCATED:

**WIN** = 3 Points

**DRAW** = 2 Points

**LOSS** = 1 Point

**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

### 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

### 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.
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