

GIRLS U-15 | U-19

		U-15	U-19				
1.	AGE	Born between September 1st 2002 and Dec 31st 2004	Born between September 1st 1998 and Dec 31st 2000				
2.	FIELD PLAYERS	13	15				
3.	BALL SIZE	Nº 4	Nº 5				
4.	TIME OF PLAY	Saturday and Sunday – 1 x 30'					
		Final (1º/2º places) – 15' + 15'					
NO SHOW TIME RULE		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).					
5.	FIELD SIZES	60m X 80m	70m X 90m				
6.		Drop Kick					
7.	SCRUM	6 x 6 (3-2-1) - No force on engagement - Without Dispute - No pushing After Introduction - Nº8 Allowed to Come Off - Nº9 Defends Behind Scrum	8 X 8 (3-4-1) - No force on engagement -With Dispute -Pushing After Introduction (1.5m) -Nº8 Allowed to Come Off -Nº9 Can make pressure				
		MINIMUM 2 PLAYERS - Without Dispute - Lifting ALLOWED	MINIMUM 2 PLAYERS - With Dispute - Lifting ALLOWED				
8.	LINE-OUTS						
9.	PENALTIES	Oposition 10m back					
10.	TACKLING	Normal Rules					
11.	HAND-OFF	Open hand below shoulders	Hand-Off (normal)				
12.	MAUL	Shaft input No Prolonged Mauling (Max. 5 secs) No Collapsing Allowed					
13.	POST-TACKLING E RUCK	Tackling Player: Release the Ball Carrying Player Immediately Tackled Player: Immediate Ball Release / All Support Players must stand / Off -Side Line defined from last person's feet					
14.	KICKING	ALLOWED (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 1st Line), 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	Yellow Card: <table border="1"> <tr> <td>Game Duration</td> <td>30'</td> </tr> <tr> <td>Suspension Time</td> <td>5'</td> </tr> </table>	Game Duration	30'	Suspension Time	5'	Red Card: Off from the current game and the next one **
		Game Duration	30'				
Suspension Time	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)

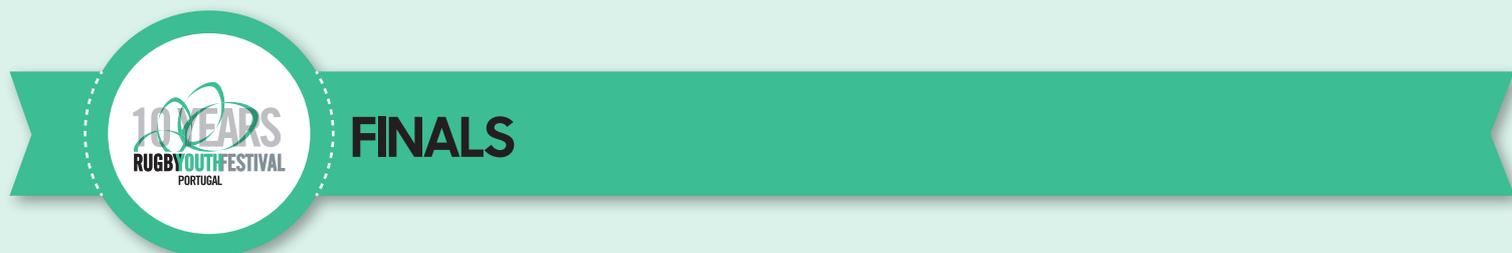


TIE BREAK CRITERIA - KNOCK-OUT FASE

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 the end of the five minutes;
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)
- VI.
- VII. Coin Toss (Only for the U13)



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;
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.
- II.