

RUGBY TOURNAMENT RULES

Playing rules

- All matches shall be played according to the current Laws of the Game as issued by the IRB
- In the age groups U14 and under, no lifting in the line-out.
- In the age groups U14 and under, scrum halves are required to stay behind the gain line.
- In the age groups U14 and under, the scrum is not allowed to wheel for more than 45 degrees.
- In the age group U12 and U10 only a non-contested scrum is allowed.
- In the age group U8 no scrum is allowed.

Squad size & Substitutions

- The number of players for each team is listed below.
- Rolling substitutions are allowed. This means a replaced player may return to the game to replace another player for an unlimited number of times.
- Teams not complying with these rules will forfeit the match in the group stage. In the knockout stage the team will be eliminated from the tournament.

Proof of age

- All players must be able to certify their identity and age with some form of photographic identification. A registration card from the rugby union of the home country is the best way to check the player's age. Other accepted ways of identification include a valid passport or a certified list of players from the country's rugby union, which should be backed up with birth certificates.
- Each participating team is required to have proof of identification for all players with them at all times. Team managers must have all registration details at hand and should be able to provide proof of age for all players should any dispute arise over a player's age or identity during the tournament.

Team Roster

- Teams must submit a team roster to the tournament director at pre-tournament check-in or at tournament headquarters no less than **ONE HOUR** prior to first match. The roster, stating name and age of all players on the team, must be submitted to tournament director at check-in.
- If a team fails to check in prior to first game and plays, they will forfeit that game. If a team fails to check in prior to its second game and plays, they will forfeit that game and the remaining tournament games.
- All players listed on the team sheet are considered to have taken part in the tournament.
- Random checks of all team sheets will be carried out during the tournament.
- No additions or changes to roster will be accepted after a team's first match begins.
- Any teams with players exceeding age group restrictions will forfeit each game that player participates in.
- No player may participate on more than one team playing in the tournament.

Playing attire

- All teams have to have a suitable playing kit for all matches. Players must have shirts with unique numbers on the back.
- Should the referee decide that the shirts of two opposing teams are too similar, the visiting team must change their shirt color.

Point System

- A point system shall be employed to determine the order of finish in group play, as follow:
Six points for a win
One point for a shutout
Three points for a draw

- The team with the most points in group play will be the winner of the group; the rest of the teams shall finish in the order of most points.
- If there are an uneven number of teams in one bracket and a team must play four games, their score will be multiplied by .75
- If teams are equal in points, then tie-breakers, in order of importance, shall be:
 - Head-to-Head
 - Fewest losses
 - Least amount of points scored against
 - Coin Toss
- In group play and consolation matches, a draw shall stand as played, will be the winner of the group; the rest of the teams shall finish in the order of most points.
- **All games are FINAL** No protests are accepted and the decision on the field is final.

General

- Coaches and team managers are held strictly accountable for the conduct of their teams, parents and supporters. Abusive conduct toward the referee, opponents or tournament staff will not be tolerated. Such misconduct and breaches of sportsmanship shall be turned over to the Tournament Judicial Committee for possible suspension.
- Neither the Tournament Committee, nor Starfire Sports are responsible for games cancelled because of unplayable fields. Such cancellations are for the safety of the players and referees and no liability will be assumed.
- Tournament registration fees will not be refunded if a team withdraws from the tournament after the registration deadline. If a team withdraws prior to the deadline, a team will be issued a refund after being charged a \$25 administrative penalty.