

School Games U12 Rugby Union 2024

Entry Information & Guidance



Event Overview

Date: Tuesday 5th March 2024.

Venue: Wasps FC, Twyford Avenue Sports Ground, London W3 9QA.

Contact: rebecca@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 21st February 2024.

Squad on the Day: Minimum – 7 & Maximum – 12.

Competitions: Girls Only.

Eligibility Criteria: This event is designed to provide a festival experience for schools or girls that are new to playing rugby and/or touch union in this academic year.

Eligibility Criteria

Competition Tier: Aspire

Competition Intent: Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

Player Eligibility: Aimed at children and young people who are new to the sport and are not currently receiving regular coaching outside of school but may be more likely to take that step as a result of attending the event. Ideal for pupils who may be active and have basic competence but are not representing school teams.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U12 Female	01/09/2011	31/08/2012	Year 7

Full Festival Guidance



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SGRU 1 Officials at this event will conduct games in accordance with the RFU Touch Union rules. Touch Union is a non-contact form of rugby (see England Rugby Rules: [The Touch Union Rules](#)).

SGRU 1.1 The London Youth Games U12 Rugby Union competition will follow the transgender guidance outlined in the [England Rugby Gender Participation Policy](#).

SGRU 2 Age Category

SGRU 2.1 The following age groups and respective maximum date of births will apply to the School Games U12 Rugby Union Festival:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U12 Female	01/09/2011	31/08/2012	Year 7

SGRU 2.2 Generally, participants should not take part if they do not meet the age outlined above.

SGRU 2.2.1 If a school wishes to bring a participant who falls beyond the age outlined, a request should be submitted to rebecca@londonyouthgames.org to ensure there are no health and safety concerns.

SGRU 3 Eligibility Criteria

SGRU 3.1 Competition Tier: Aspire

SGRU 3.1.1 Competition Intent: Developmental event which will focus on extending children and young people's knowledge & understanding of a particular sport using station based or non-scoring games formats. The measure of success is determined by demonstrating sporting values or through the accrual of team best scores. Local qualifying festivals may be used as a selection process to these events but is not mandatory.

SGRU 3.1.2 Player Eligibility: Aimed at children and young people who are new to the sport and are not currently receiving regular coaching outside of school but may be more likely to take that step as a result of attending the event. Ideal for pupils who may be active and have basic competence but are not representing school teams.

SGRU 4 Squad Size Schools should bring a minimum of 7 and a maximum of 12 participants.

SGRU 5 Kit & Equipment

SGRU 5.1 All clothing must be appropriate and safe to the player and opponent, in line with the [RugbySafe Clothing and Equipment](#) guidelines. Mouthguards are strongly recommended.

SGRU 5.2 Appropriate Footwear should be worn dependent upon weather conditions – moulds or plastic stud boots are recommended. Metal studs will be allowed. Absolutely no blades or flat shoes to be worn on the AGP (see image below).

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SGRU 7.6 When touched, the player in possession must place the ball on the ground at the exact point of the touch. Play is re-started by stepping over the ball. It can be controlled with a hand or foot. This is known as a 'rollball'. The ball may not roll more than a metre. A player should not perform a rollball unless touched.

SGRU 7.7 After six touches with no score, possession changes. The attacking team begins play with a rollball.

SGRU 7.8 A restart occurs the moment the ball is tapped (for a tap) or another player touches the ball (on a roll ball). Players should not delay the game by deliberately delaying a rollball.

SGRU 7.9 If the ball is dropped or if a player crosses the side-line before being touched, a change of possession will occur.

SGRU 7.10 A penalty may be awarded for infringements including forward pass, offside play, performing a roll ball too far from where the touch occurred, claiming a touch when none was made, using more than minimum force to make a touch, interfering with the roll ball and passing the ball after being touched.

SGRU 7.10.1 As this event is a festival, the official may utilise their own discretion in regard to whether a penalty should be awarded, and may take opportunities to educate players, and restart play without a penalty.

SGRU 7.11 No obstruction, excessive contact, verbal abuse, or foul play will be tolerated – the official will notify festival organisers of any breach, and further action may be taken.

SGRU 8 Awards No medals, trophies or salvers will be awarded to any team based on winning.