

# School Games U14 Rugby Union 2024

## Entry Information & Rules



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### Event Overview

**Date:** Tuesday 5<sup>th</sup> March 2024.

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

**Contact:** [rebecca@londonyouthgames.org](mailto:rebecca@londonyouthgames.org)

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### Entry Information

**Squad Entry Deadline:** Wednesday 21<sup>st</sup> February 2024.

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

**Competitions:** Girls Only.

**Eligibility Criteria:** Previous experience playing contact rugby is recommended.

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### Eligibility Criteria

**Competition Tier:** Higher

**Competition Intent:** Highly competitive environment where winning is the measure of success and level challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school and have a higher skill ability and understand tactics and strategies in competitive game play situations.

### Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U14 Female	01/09/2009	31/08/2011	Year 8 - 9

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### Full Rules & Regulations



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**XRU 1** The event will run in accordance with the [World Rugby XRugby rules](#) for 7 players. Any rules outlined below that contradict these rules will supersede them.

**XRU 1.1** It will be at the discretion of the Event Referee and LYG personnel as to the application of these rules, and any subsequent decision made as a result will be final.

**XRU 1.2** The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

**XRU 1.3** The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions.

**XRU 1.4** The London Youth Games U14 Rugby Union competition will follow the transgender guidance outlined in the [England Rugby Gender Participation Policy](#).

### XRU 2 Age Category

**XRU 2.1** The following age groups and respective maximum date of births will apply to the School Games U14 Rugby Union Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
U14 Female	01/09/2009	31/08/2011	Year 8 - 9

**XRU 2.2** Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

**XRU 2.3** It is the responsibility of competitors/parents/teachers/SGOs to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete.

**XRU 2.3.1** In the instance a competitor is found to be ineligible, they may be disqualified from the competition.

### XRU 3 Eligibility

#### XRU 3.1 Competition Tier: Higher

**XRU 3.1.1 Competition Intent:** Highly competitive environment where winning is the measure of success and level challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**XRU 3.1.2 Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school and have a higher skill ability and understand tactics and strategies in competitive game play situations.

**XRU 4 Squad Size** Schools are permitted to bring a minimum of 7 competitors and a maximum of 12 competitors.



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### RFU 5 Kit & Equipment

**RFU 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.

**RFU 5.2** Appropriate Footwear should be worn dependent upon weather conditions. Moulds or plastic studs are recommended. Metal studs may be worn. No blades or flat shoes to be worn on the AGP (see image below).

Recommended Footwear for Synthetic Surfaces					
Footwear Types					
	Football Boot (screw-in stud)	Football Boot (moulded stud)	Trainer ('Astro' trainer)	Trainer (flat sole)	Football Boot (blade)
3G Football Turf / Long pile Carpet	✓	✓	✗	✗	✗
<b>KEY:</b> ✓ Recommended ✗ Not permitted					

**RFU 5.3** Size 4 balls will be used throughout the event.

**RFU 5.4** Playing pitch size: 60 metres x 40 metres (inc. goal areas of 5m).

**XRU 6 Competition Format** Each match will be timed straight through (length will depend on entries).

**XRU 6.1** The format will also ensure that no girl will play more than 80 minutes total.

**XRU 7 Draw Format** Teams will be randomly drawn into groups, with sizes dependent on entries. Winners and runners up will advance to a knockout stage. Remaining teams may be offered additional games against a similar level of opposition if time permits.

### XRU 8 Competition Rules

**XRU 8.1** Maximum of 7 players from each team on the pitch at one time.

**XRU 8.2** Rolling substitutions are permitted and substituted players can return at any time. Substitutions can only take place when the ball is dead and always with the referee's permission.

**XRU 8.3** Play starts and restarts at the centre with a "tap". This is performed by moving the ball on the ground with the foot, free from the hands, and then picking it up. Penalties are performed using the same procedure. On both a re-start and penalty the defending team must retreat at least 10 metres.

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**XRU 8.4** A try is scored by grounding the ball on, or behind, the try-line and result in a 5-point score.

**XRU 8.4.1** A 'max zone' – 15 metres in width – will be in effect, and any try scored within this zone will result in a 7-point score.

**XRU 8.4.2** There are no conversions.

**XRU 8.5** A tackler must grasp the ball carrier below the sternum – the grasp must be simultaneous, or prior to, shoulder contact.

**XRU 8.5.1** A tackler must not tackle (or attempt to) above the line of the sternum, even if the tackle starts below this line.

**XRU 8.5.2** Ball carriers who wish to perform a hand-off/fend, must also do so below the line of the sternum on a tackler.

**XRU 8.6** Once a player is tackled (knee has made contact with the ground and the tackler maintains a consistent grasp) a ruck is formed.

**XRU 8.6.1** No more than two players from either team (including the tackler and ball carrier) can be involved in a ruck.

**XRU 8.7** A maul may not consist of any more than three players of each team.

**XRU 8.8** Scrums are uncontested and will consist of three players from each team.

**XRU 8.9** Lineouts are uncontested and will consist of three players from each team.

**RXU 8.10** Players may kick the ball in open play only, both from the hand or ground. Any kick must be directed toward the ground, in a 'grubber' style.

**XRU 8.10.1** Any kick deemed by the referee to not fulfil the criteria set out in XRU 7.10 will result in a free kick to the non-offending team from the place the infringement took place. This will also be the course of action should a kick cross the touch line without bouncing in the field of play first.

**XRU 8.10.2** If a ball is touched down in the try area by a defender, or if the ball goes dead, play will restart at the 15m mark with a tap to the non-kicking team.

**XRU 8.11** Any player issued with a yellow card leaves the field of play until the next try is scored by either team.

**XRU 8.11.1** Any foul play, abuse or excess force will not be tolerated, and may be met with a red card. In such instances, this will be reported to the Tournament Organiser, and further action may be taken.

**XRU 9 Overall Scoring Points** will be awarded for each game to give a school's group position.

**XRU 9.1** The following points will be awarded:

- 5 points for a win
- 3 points for a draw

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- 1 point for a loss

**XRU 9.1.1** Groups are decided on:

- Match points
- Try differences
- Tries for
- Tries against
- Toss of a coin

**XRU 10 Medals & Salvors Team** medals awarded to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place. Winners will also receive a salver.