



International Youth Rugby Festival 2022



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Tournament regulations

General

The tournament age groups are distributed according to the Dutch Rugby Union (Rugby Nederland) guidelines. Teams in each age group will play a round robin series. Depending on the number of teams in each age group, group matches are followed by a semi-final and/or a final in a knock-out schedule. The team managers are responsible for having all of their players play in the right age group. Random checks on player's ages will be carried out by the tournament organization throughout the day.

Timeline of the tournament

- The tournament will start on Sunday April 17th 2022 at 10.00 AM local time (CET).
- All teams have to register with the tournament organization between 8.00 and 9.30 AM.
- The last matches will be played before 5.00 PM. The end time will be different for each age group. The Festival organization aims to have the last matches in the U08 – U09/U10 – U11/U12 finish at 3.00 PM.
- Food and drinks will be available until at least the end of the last match.

Registration

- All teams must hand in a team list to the tournament organization on the day of the tournament (or before via e-mail: iyt@rugbyclubhilversum.nl). The list, stating name and date of birth of all players on the team, must be submitted prior to the start of the tournament. The list that should be filled out is attached to this Tournament Regulation.
- Before the start of the tournament all teams must provide the name and mobile number of the contact of that team (team manager or escort). This number will be used to issue information by means of WhatsApp in case of an important message or issue from the tournament organization and/or Match Director. This information will be deleted after the Festival is over.
- 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.
- Every participating team playing U13 and up (15-a-side) is required to appoint a linesman also known as touch judge or assistant referee. He or she is required to report to the match referee 5 minutes before the start of each match of their own team. The name of the assistant referee will be taken down at the registration office.

Tournament format

All matches will be played according to the current Laws of the Game as issued by World Rugby, including the Under 19 variations.

- Games will be played in the following age categories:
 - U17/18 (Colts), U16, U15 (Juniors), U14, U13 (Cubs): 15-a-side on a full pitch;
 - U11/U12 (Minis): 12-a-side on a 70x45 meters pitch;
 - U09/U10 (Benjamins): 8-a-side on a 60x35 meters pitch;
 - U08 (Turfs): 6-a-side on a 30x22 meters pitch.

Results

- Within each age group the teams will be divided into groups of 3, 4 or 5 teams. Every team will play against the other teams in their group in a round robin schedule. Four points will be awarded for a win and two points for a draw. A bonus point is awarded if 4 tries or more are scored. A bonus point will be awarded to the team losing the match with a difference in score of 7 points or less. If two or more teams have the same number of points in the final standings of their group, the order will be determined as follows:
 - Number of points scored in favor and against each team in all matches. The team with the highest number of points will be ranked higher. If the tie still remains unresolved, then:
 - The team that has scored the highest number of tries in all matches will be ranked higher. If the tie still remains unresolved, then:
 - Result of the match between the two tied teams. If the tie still remains unresolved, then:
 - The tie will be resolved by toss of a coin by the Match Director in the presence of the two team managers involved.
- Should any of the matches in the knockout stage be a draw, no extra time will be added. The winner of the match will be determined by a penalty shoot out which will take place as follows:
 - The drop-kicks at the posts are part of the match and are the responsibility of the referee. The touch judges and/or Match Director may assist the referee. Before the kicks at the posts are taken, the two captains will toss a coin to decide the side of the field and which team will start.
 - The first series will consist of 3 kicks taken from the 22-meters-line in front of the posts. Each team captain appoints 3 players to take the kicks. Only players who were on the pitch at the end of the match, are eligible. In case of an injury of an appointed player, he may be replaced by another player from the team. However, the replacing player must also be a player who was on the pitch at the end of the match.
 - The selected players shall take a kick at the posts in turns. Teams will alternate: team 1, team 2, team 1, team 2, etc. The first series of kicks will be played in full.
 - In the event of a tie after the first series of kicks, additional kicks shall be taken. The kicks will be taken from the 22-meters-line in front of the posts. The kicks have to be taken alternatively by each team, until one team has an advantage with the same number of kicks taken. Each additional kick has to be taken by a different player who did not participate in the first series of kicks.

Playing rules

Playing rules specific for youth

- *The scrum is not allowed to wheel for more than 45 degrees.*
- *The scrum is not allowed to move for more than 1.5 meters.*
- *Crock-Rolls and Squeeze balls are not allowed.*
- *In the age groups U13 - U17/18, conversions are taken as a drop-kick.*
- *In the age groups U14 and lower (Cubs, Minis and Benjamins), no lifting in the line-out is allowed.*
- *In the age group U11/U12 (Minis) only a five men contested scrum is allowed.*
- *In the age group U11/U12 hand-offs below shoulder height are allowed.*
- *In the age group U09/U10 (Benjamins) only a three men uncontested scrum is allowed. Hand-offs are not allowed.*
- *In the age group U08 tag-rugby is played, the ball changes possession either after 2 tags have been pulled at once, or after 1 tag has been pulled 5 times. Each participating team in this category is to bring their own tags.*
- *No metal studs are allowed in the age groups U08, U09/10 or U11/12.*

Squad size & Substitutions

- *The number of players per team in an age category is not restricted, as we encourage participation of everyone at all levels.*
- *Rolling substitutions are allowed. This means a replaced player may return to the match to replace another player for an unlimited number of times.*
- *The number of subs is limited per match. This is to prevent teams from replacing their whole team during a match.*
 - *U13 - U17/18 = 7 subs per match*
 - *U08 - U11/12 = 5 subs per match*
- *Teams not complying with these rules will forfeit the match in the group stage. In the knockout stage the team could be eliminated from the tournament.*

Match requirements

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 copy of) a valid passport or ID card or a certified list of players from the country's rugby union (also containing photographs).*
- *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.*
- *In case of a dispute over a players' age between two teams or team managers, the Match Director will have a final decision which is not subject to further discussion.*

Playing attire

- *All teams have to have a suitable playing kit for all matches. The teams are strongly advised to have shirts with unique numbers (or letters) on the back. Teams without numbers (or letters) on the back of their shirts should apply for clearance to participate with the tournament organization before entering the tournament.*
- *Matches in age groups U09/U10 and U11/U12 can be played on artificial turf. Players should wear the appropriate shoes to play on these pitches. In these age groups metal studs are not allowed in any case.*
- *Should the referee decide that the shirts of two opposing teams are too similar, the team appearing second in the schedule must change their shirts by either wearing other shirts or wearing their own shirts inside-out.*

Before a match

- *Teams should be present at their allocated pitch at least 5 minutes before their scheduled kick off.*
- *The conduct of players, team management and supporters is the responsibility of the concerning team; before, during and after a match. Any misconduct will be reported to the tournament organization.*

Failure to appear

- Any team failing to appear at the appointed time and pitch for a match without a valid reason, will face the following consequences:
 - Up to 1 minute delay: the team will start with 7 points (try + conversion) against them;
 - Up to 2 minutes delay: the team will start with 14 points (2 tries + conversions) against them;
 - Delay of 2 minutes or more: the team will automatically lose the match (21-0).
- If a team repeatedly fails to appear on time at their matches, the team may be excluded from the tournament.
- In special cases the Match Director may decide to exclude a team from the tournament after not appearing for the first time. This will be the case if it is a deliberate act to favor their own team or put another team in the group at a disadvantage.

Changes to the schedule

- Team managers are not allowed to make any changes to the draw or the schedule whatsoever.
- If required and only for compelling reasons, the tournament organization can decide to change the draw or the schedule. These changes will be communicated to the teams concerned on time.
- If one of the teams decides to withdraw from the competition during the day, this will have the following consequences:
 - All matches that have already been played by this team, will be changed in a regulatory win for the opposing teams (21-0 for the 15-a-side teams and 3-0 for all teams in U11/12 and lower).
 - All matches that still have to be played by the withdrawn team will result in a regulatory win by the opposing teams (21-0 for the 15-a-side teams and 3-0 for all teams in U11/12 and lower).
 - Although the Festival organization guarantees all teams will play at least 4 matches during the day, in case of a team withdrawing from the competition this can no longer be held up.

Offences

- A player receiving a yellow card will be excluded from the match for 5 minutes.
- Yellow cards received in several matches are not accumulated.
- Two yellow cards given to a player in one match will automatically be followed by a red card and therefor exclude the player for the next match (see below).
- A player given a red card is automatically suspended from participating in the following match. The player in question has to report to the Match Director's tent immediately, accompanied by the team manager. The Match Director can decide on suspension for further matches. A player receiving a second red card in a next match will be suspended for the rest of the tournament.

- Severe offences may result in exclusion from the tournament for the individual player or the team as a whole. This will be decided by the Match Director in consultation with the referee concerned. The player and/or the team will be reported to the home union of the offending team.

Behaviour

- Team managers are responsible for the behavior of their team both on and off the pitch.
- Teams should play fair on the pitch, bearing in mind the proper spirit of the game. Remember that winning is not everything. The tournament is for everyone to enjoy.
- Proper conduct off the pitch is also important. Teams are reminded that they are representing their club and their area or country.
- Improper conduct will be reported to and judged by the Festival organization. This kind of behavior will be reported to the club and/or home union. It may also result in the exclusion of the player and/or team concerned for the rest of the tournament.
- By Dutch law, the consumption of alcoholic beverages is not allowed under the age of 18, not even when an accompanying adult consents. Dutch laws have strict and high fines for under aged drinking, not only for the minor but also for the responsible escort or team manager and even for the organization as a whole. Any fine given to the organization for not abiding to these drinking laws by any individual, will have to be paid by the responsible team/club.
- It is not allowed to consume alcoholic beverages brought from home. This applies to all visitors of the Festival.
- It is not allowed to prepare food brought from home, for example on a bbq.

Final responsibility

In case of any dispute or disagreement with regards to the interpretation of the rules as stipulated above, the Match Director has the authority to take a final decision, which will not be subject to further discussion.

Medical Issues

Injury Protocol

If a player is injured during or after a match and requires medical treatment, the team escort has to contact the First Aid Post on the grounds. The First Aid Post is located in one of buildings near the entrance of the grounds (Rugby Club Hilversum / VV Altius), indicated with signs. First treatment of the injury will be performed by members of the Medical Team. If further medical treatment is required, the Medical Team will arrange for transportation to the local hospital in Hilversum. An injured player has to be accompanied by an adult from his/her team or club. The injured player and his/her escort will be taken to the local hospital in a private car. The driver will immediately return to the rugby grounds. At the hospital proper identification for the player and his/her escort is mandatory.

After treatment at the hospital the player and his/her escort can contact the transportation service at Rugby Club Hilversum in order to be taken back to the grounds of the Festival.

Only after an assessment from the Medical Team (GPs) present at the tournament, an ambulance will be called (if deemed necessary).

Insurance

Participants are required to have sufficient insurance for at least medical expenses. Each team is responsible for the appropriate insurances for each member of their travelling party. The organization can not be held liable for injuries or accidents that occur during the tournament. In case of medical treatment at the hospital, the player must submit his/her insurance details.

All teams must have a team leader or escort present during the tournament who is responsible for the group/team. This therefor cannot be the escort for the injured player to the hospital.

