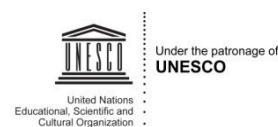


International Youth Rugby Tournament
United World Games 2019
Klagenfurt am Wörthersee/Austria
June 20-23, 2019
www.unitedworldgames.com
Hotline: 0043/699 19010545



Sports Venues

Players Town / Stadium

Südring 207
9020 Klagenfurt

Koschatplatz

Lerchenfeldstraße 6
9020 Klagenfurt

Regulations Rugby 7s

Most Important Rule - FAIR PLAY

It should be needless to say, but we expect fair play from all teams! Please respect your opponents as well as your teammates.

1. Categories and playing time

Each half of a match lasts 7 minutes playing time. One match does not last longer than 14 minutes. After a total of 14 minutes playing time, the referee must not allow extra time for a drawn match to be played. Half-time will be 3 minutes. The Final will last 2 x 10 minutes playing time. The only exception is the U10, in which each half will last 5 minutes and in the Final 7 minutes.

Boys:

Categories	Deadline	Playing time (Final)
U 18	01.01.2001 and younger	2 x 7 mins (2x10)
U 16	01.01.2003 and younger	2 x 7 mins (2x10)
U 14	01.01.2005 and younger	2 x 7 mins (2x10)
U 12	01.01.2007 and younger	2 x 7 mins (2x10)
U 10	01.01.2009 and younger	2 x 5 mins (2x7)

Girls:

Categories	Deadline	Playing time (Final)
U 18	01.01.2001 and younger	2 x 7 mins (2x10)
U 15	01.01.2004 and younger	2 x 7 mins (2x10)

Exception permits:

Due to different deadlines of the various national Rugby Federations, exceptions may be issued in accordance with our statutory exception rule. As per this rule, a maximum of **2 players** per team are allowed to **exceed the respective age limit by up to but no more than 6 months**. These players must be announced to the Organizing Committee and marked on the corresponding Squad List accordingly.

Important information:

Up to U14 level it is allowed to enter the tournament with mixed teams, but please note that mixed team inclusion will be the sole responsibility of the team coaches and not of the Tournament Organisation and Direction, respective Rugby Unions or of the United World Games Organisation.

2. Squad list & ID checks

For **each participating team a squad list has to be submitted** to the Organizing Committee (via email to office@unitedworldgames.com), which will be checked, signed and handed out to the respective team representatives upon checking in at the stadium in Klagenfurt. The coaches are requested to carry the signed squad list, as well as **player's licences or IDs of all athletes with them to all games**. Upon request, every player must be able to verify his or her identity by showing a valid photo ID card. In case of a suspected violation of deadlines or the use of an ineligible player, squad list and ID have to be checked in coordination with the referee/venue supervisor. A **violation results in an automatic defeat** for the concerned team (0:30).

Generally, it is allowed for athletes to play in 2 separate teams, as long as they are not entering the same competition, yet they also have to appear on the respective squad lists of both teams (a player of the U12 tournament may for example also be a member of a team participating in the U14 competition and compete for both teams, provided the tournament schedule allows it).

Should participants enter one and the same competition with more than one team, they are forbidden to move players between these teams, **athletes may only appear on the squad list of ONE team per competition**.

3. Number of players & Safety rules

There is no maximum team size limit. Every player **must wear a gum-shield** for the protection of teeth and mouth.

4. Tournament meeting

On **Thursday, June 21, a Rugby Manager / Coach meeting will be held at 8:00 PM**. All Coaches, Managers and Referees should be present. At this meeting, the Tournament

Direction will discuss organizational matters, tournament schedules and regulations, and all participants will have the opportunity to raise issues, make suggestions and ask questions.

Location/ meeting point: Playerstown, @ Café/Lounge area or in the Stadium stands behind that area.

5. Delayed, postponed, abandoned and cancelled Matches

In the interests of the Teams, the commencement of Matches at the scheduled time shall be the first priority in all instances. However, in circumstances deemed necessary by the Tournament Coordinator and/or Director, matches may need to be delayed, postponed, abandoned, or cancelled. All decisions in this regard shall be communicated to Teams by the Tournament Coordinator. If a Team refuses to play or abandons a Match in progress without the prior consent of the Referee, the Tournament Coordinator will decide the result of the game upon the further participation of the Team in the Tournament, the team that has refused to play or abandoned a Match in progress.

Match Stopped

If a Match is stopped by the referee, procedure is as follows:

1. When a Match is stopped either at half time or during the second half, and cannot be completed the same day, the result will stand.
2. When a Match is stopped in the first half, and cannot be completed the same day: a decision will be taken by the Tournament Coordinator.

6. Foul Play

Any player receiving a red card for foul play will be forbidden from playing any more games in the rugby tournament. Any appeals must be addressed to the Rugby Tournament Director and / or Tournament Coordinator.

7. Rules of the Competition

Before the tournament, please submit the team sheet to the Tournament Director and / or Coordinator. As far as the general rules are concerned, the UWG Rugby tournament will be played according to **RFU regulations: LAWS OF THE GAME** – <http://www.englandrugby.com/governance/laws/> with some age/grade adaptations taken from the New Zealand laws.

Rugby Balls

U10, U12	Size 4
U14, U16, U18	Size 5

The main points are summarized below:

School Year	U10	U12	U14	U16	U18	Comments
Numbers on Field	7	7	7	7	7	These numbers are maximums. If a team doesn't have enough players to start a game, they lose the game, but a game should then be played with equal numbers. 3 Minutes Halftime
Field Size	1/2	1/2	Full pitch minus 5m on all sides	Full	Full	1/2 = Touch lines are: 5m from Goal Line and 10m from Half Way Line; Goal Lines are: 5m from Touch Lines; Dead-Ball-Line is the Touch Line → No Spectators between the fields
Try	5pts	5pts	5pts	5pts	5pts	If score blow-outs are occurring (ie 35+ at halftime), both coaches MUST meet and come to an agreement as to how they can generate a more even / fair-play / fun contest.
Conversion	0	0	2 In front of posts	2	2	Drop Kicks only. U14 conversion taken from in front of the posts.
Ball Size	4	4	5	5	5	
Tackle	Yes. No fending to head, face or neck regions	Yes. No fending to head, face or neck regions	Yes. No fending to head, face or neck regions	Yes. Fending allowed	Yes. Fending allowed	Tackle must be below the chest/nipple.
Subs	Only at half time	Only at half time	Only at half time	Only at half time	Only at half time	There are no rolling subs. All players must play a half game. Reserves go on at halftime. FAKING injuries will be dealt with individually by referees and may lead to a player being eliminated from rest of tournament
Scrum	3 person - No pushing and no contest	3 person - No pushing and no contest	3 person - No pushing and no contest	3 person- 1.5m rule applies	3 person- 1.5m rule applies	Safety is paramount! 1.5m Rule: The scrum may not be pushed more than 1.5m→ Up to U14 -> <u>Scrum Half must stay on their own side.</u>
Lineout	0 Tap & Pass - defenders 5m away	0 Tap & Pass - defenders 5m away	2 person No lifting	Match throw-in team	Match throw-in team	
Penalty	Tap & Pass	Tap & Pass	Tap & Pass	Tap & Pass	Tap & Pass	
Kicking (general play)	No kicking	No kicking	Encourage running & passing	Encourage running & passing	Encourage running & passing	
Length of Game	2 x 5	2 x 7	2 x 7	2 x 7	2 x 7	These are maximums. Finals 2x10 at all levels (except 2x7 for U10)
Kick-off	Drop-kick / Punt by the scoring side	Drop-kick / Punt by the scoring side	Drop-kick by the scoring side	Drop-kick by the scoring side	Drop-kick by the scoring side	Up to U14 → There will be no lifting from kick-starts.

The final ranking after the Group matches:

- The teams' ranking in the final table of a group is determined by the amount of competition-points they won (4 points for a win, 2 for a draw, 0 for a defeat).
- In case of two or more teams on equal competition-points in the final table of a group, only the matches between these teams will count to determine their ranking (**1** – competition-points from these games, **2** – score difference in these games, **3** – higher number of scored points in these games).
- If the match between two teams on equal competition-points resulted in a draw or if more teams are still equal on the criteria above (**1, 2, 3**) then the number of wins and the score difference of all preliminary round matches of the concerning group are taken into account.
- If the score difference is equal as well, the higher number of scored points will determine the ranking.
- Should teams still be equal on all these criteria, there will have to be a coin toss.

Allocation of points:

Win	4 Points
Draw	2 Points
Defeat	0 Points

8. Finals

No draw game!

- A draw in a final game will be decided in a seven (7) minute sudden death period (in U10 and U12 in five minutes).
- Should a game still be tied after the sudden death period, kicks for goals will start at the 22-meter line and move out 5 meters per kick until a winner is declared.

9. Pitch sizes/Format

U10: 50 x 22 m

U12: 60 x 40 m (diagonally the two 5m lines are the trylines, limited at the side by the tryline and the next 10m line of the standard pitch)

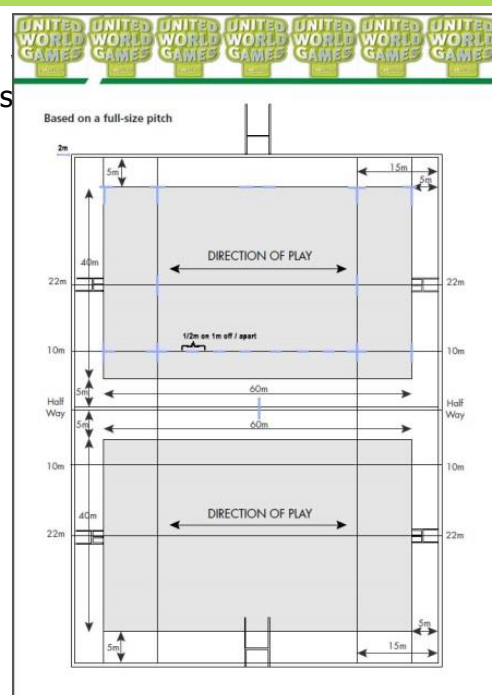
U14: Full pitch (the length is the size of the standard pitch from one 5m line to the opposite 5m line, at the side the pitch is limited by the two 5m lines)

U16: Standard full pitch

U18: Standard full pitch

The U10 and the U12 will be played on a separate smaller pitch or diagonally on the full pitches without goals. U14, U16 and

U18
goals



10. Insurance, Disclaimer & Theft

The participants are not insured! It is up to the responsible authorities and coaches of each team that their players and all the participants are insured for the days of the tournament during the United World Games. The organizers do not assume any kind of liability in case of illness, accidents or theft.

With their participation the athletes accept the disclaimer of warranty for any kind of damage. No claims can be asserted against the organizing committee, the event sponsors, the community of Vienna, real owners or their representatives regarding damage or injuries.

Every athlete must ensure they are fully physically capable of participating without any medical objections.

For all players: Do not leave any valuables and/or expensive clothing and/or shoes in the locker rooms.

11. Disciplinary remark

Severe offenses and brutal fouls will result in an automatic ban for the next game. In addition, the Tournament Direction and / or Director will speak out a further suspension according to the severity of the offense. In the case of a send-off as a result of a brawl or insulting a referee, the concerned player will be disqualified for the whole remainder of the tournament. Furthermore the Tournament Direction and / or Director reserves the right to suspend entire teams from the tournament, if they act in a disrespectful manner towards referees, officials, coaches, spectators or opponents, or if they misbehave themselves.

12. Final remark

The organizers of the United World Games are at the understanding that each participant and team leader knows all the items as mentioned in these regulations.

IMPORTANT: In emergencies and during the night-time the emergency number 144 must be called. Please also note that if an injured athlete has to be transported to the hospital by ambulance, a coach, manager, parent/guardian, of the affected team must always accompany them.