



The Netgear

2008 NRFC Mini Festival Competition Rules

1. All games played in the Festival will be played according to the Laws of the game and the Rules of the current RFU Continuum . see the RFU website <http://www.rfu.com>, a copy of which will be held at the Control tent. Tag rugby will be played by the Under 7s and the Under 8s. For all age groups the Rules set out in the Continuum will apply. There will be no alteration to the Continuum Rules.
2. Referees will check players studs which should comply with IRB Rule 4. No metal blades will be allowed. NRFC has banned blades being worn by its players and strongly encourages other clubs to follow suit. All head guards and padding must conform to IRB Regulations and carry the appropriate label.
3. The competitions will involve either 6,8,10 or 12 teams, with players not playing more than 5 games. **Our intention is that every team gets to play the maximum 5 games.**
4. If a club is 6 tries ahead in a game the referee will bring the match to an end.
5. Reasonable time will be added on for injuries.
6. In the event of a tie, the team with the best points difference (those scored in games) in the pool(s) will be considered the winner.
If this fails to determine a winner, the team with the most tries scored will be deemed the winner.
If this also fails to determine a winner, the match will be decided on the toss of a coin.

If there is a draw in the final then both teams will receive a trophy.

NO extra time will be played to determine an outright winner.

Note: The points difference and tries scored used to determine a winner will be calculated on a pro-rata match basis if teams play an uneven amount of games.
7. In pool matches 3 points are awarded for a win and 1 point for a draw. If teams are equal on points in their pools, the side with the superior points difference (those scored in games) will be placed highest.

8. Where the Club has entered an A (highest) and a B or C (lowest) team in any age group, a higher team player cannot then subsequently represent a lower team in their competition. Should injury leave a higher team without a full team, then the Tournament Director may, at his discretion, allow lower team players to represent the higher team in the later stages of the competition. There should be no movement of players during the pool matches.
9. Details of each age group's Tournament Rules are provided within the appropriate section of this programme. Your attention is brought to the recommended squad size for each group.
10. **Disciplinary action.** All team coaches must substitute any of their players at the request of the referee, when foul or dangerous play or persistent offending is identified. The player(s) concerned will be suspended from the Tournament for the remainder of that game. At the discretion of the referee, a player may be sent off for serious misconduct and this player will take no further part in the Festival.
11. A player MUST play within their age group unless they have written dispensation as laid out in the continuum. This written dispensation must be available on the day for inspection by the Tournament director. There will be NO EXCEPTIONS to this rule. We have been strongly advised by the RFU that we must not allow any player to play out of age group and we will adhere strictly to this ruling. Please ensure you have checked the eligibility of your players BEFORE registration.
12. Teams entering the U7's & U8's competitions will be required to use tag-belts that conform to the standard of belt as issued by the RFU. Specifically belts must have a contact area of no more than 5cm long and 2cm wide of Velcro and tags should be standard width.

Specifically all Velcro+tag-belts with **larger** Velcro contact areas (Larger than 5cm x 2cm) on the tag will not be allowed. This is entirely inline with the Continuum which states that teams should play with belts of equal specification. In the case of any dispute these should be brought to the attention of the Tournament Director before the start of the competition. The decision of the Tournament Director is final.
13. At half time 2 minutes of time will be allowed.
14. In the event that a team does not turn up a bye will be allowed. Where this turns a Tournament of 12 into 10 or 8 into 6 etc.. then the running order will be changed as appropriate and a new schedule issued.
15. Teams are encouraged to form Baa-baa's teams to allow all players a chance to play if we have spaces. If you wish to participate please contact the control tent.

Under 7 & Under 8

1. Teams are 7 a side with replacements from a squad of 12 players
2. All matches will be 5 minutes each way
3. Tag-belts need to conform to the RFU standard

Under 9 & Under 10

1. Teams are 9 a side with replacements from a squad of 14 players
2. All matches will be 6 minutes each way

Under 11 & Under 12

1. U11 Teams are 12 a side with replacements from a squad of 18 players
2. U12 Teams are 13 a side with replacements from a squad of 19 players
3. All matches will be 7 minutes each way
4. No time will be added on for conversions.

Pool Rules

6 Teams in the tournament

These teams will play round robin against each other the team winning the Pool will Win the Cup. The second place team will be Cup runners up. The Third place team will win the Shield, the fourth place team will win the Plate and the 5 place team will win the Vase.

8 Teams in the tournament

These teams will play in 2 pools of 4 (3 games) they will then each go through to a Semi Final and a Final.

10 Teams in the tournament

These teams will play in 2 pools of 5 (4 games). Each team will then play its corresponding team in the other pool (1st plays 1st, 2nd plays 2nd etc). 1st v 1st will be for the Cup, 2nd v 2nd for the Shield, 3rd v 3rd for the Plate and 4th v 4th for the Vase. 5th will then play off against 5th so that they all get 5 games.

12 Teams in the tournament

These teams will play in 3 pools of 4 (3 games) the teams then split into 4 pools of 3 based on position in the first pools (2 games). The Winners of Pool 1 will win the cup, 2nd in Pool 1 will be Cup runners up. Winners of Pool 2 will win the Shield. Winners of pool 3 will win the Plate and Winners of pool 4 will win the vase.

N.B. Count back for points (scored in games) will go right back to the first pools on all occasions so all points count in the event of a tie.