



# REGULATIONS

## PORTUGAL RUGBY YOUTH FESTIVAL

### BOYS

U-13

U-15

U-17

U-19

1	DATE OF BIRTH	Born between 01/09/2010 and 31/12/2012	Born between 01/09/2008 and 31/12/2010	Born between 01/09/2006 and 31/12/2008	Born between 01/09/2004 and 31/12/2006
2	TEAM SIZE & SUBS	10 starting (max.7 subs)	15 starting (max. 10 subs)		
3	BALL SIZE	Nº 4	Nº 5		
4	TIME OF PLAY	1 x 20'		1 x 25'	1 x 30'
		Final (1st/2nd place) 10' + 10' (U-13; U-15)   13' + 13' (U-17)   15' + 15' (U-19)			
NO-SHOW TIME RULE		If a team is not present on the pitch 5min after the scheduled time, they will be sanctioned with a No-Show, losing that match by 00-24 (4 tries and 2 conversions for the winning team).			
5	FIELD SIZES	40m X 60m	60m X 80m	70m X 90m	
6	KICKOFF & RESTARTS	Drop Kick			
7	SCRUM	5 x 5 (3-2) - Trained and experienced front row players - No force on engagement - With contest for the ball - Pushing After ball thrown in (0.5m) - Nº9 Defends Behind Scrum	8 x 8 (3-4-1)	- Trained and experienced front row players - No force on engagement - With Contest for the ball - Pushing After Ball thrown in (1.5m) - Nº8 Allowed to leave the scrum with ball in hand - Nº9 Can make pressure	
8	LINE-OUTS	NO LINE OUTS Free Kick 3m in-field from where the ball went into touch	MINIMUM 2 PLAYERS Contest for the ball ALLOWED - Lifting ALLOWED		
9	PENALTIES	Opposition 7m back. Kicking to touch allowed inside 22m. Outside 22m is mandatory to tap and go.	Opponents 10m back		
10	TACKLING	Below the waist	Normal Rules		
11	HAND-OFF	Open hand below shoulders		Normal rules	
12	MAUL	Shaft input   No Prolonged Mauling (Max. 5 secs)   No Collapsing Allowed			
13	POST-TACKLE AND RUCK	TACKLER: Release the Ball Carrier Immediately TACKLED PLAYER: Immediate Ball release SUPPORT PLAYERS: Must be on their feet Off-Side Line defined by last person's feet			
14	KICKING	ALLOWED (No kicks at goal)	ALLOWED (Conversions after try allowed. No penalty kicks at goal.)	ALLOWED (Normal Rules)	
15	SUBSTITUTIONS	Substitutions Limited to the Maximum Nº of Players per Team. Subbed Player cannot come on again. In case of temporary injury (blood or front-row), the Subbed Player may return to the match. Substitutions are only allowed when the game is stopped and with the referee's approval.			
16	DISCIPLINARY RULES	YELLOW CARD: Carded player must be replaced RED CARD: Expelled from the current game and the next one **	YELLOW CARD: GAME DURATION 20' 25' 30' SUSPENSION TIME 3' 4' 5'	RED CARD: Off from the current game and the next one **	

NOTE: In order to ensure the proper functioning of the tournament, the organization has the reserved right of changing the schedule and/or the order of the fixtures if necessary.

(\*\*) Any additional player sanction will be subject to the tournament Disciplinary Committee's decision.





# LOG POINTS

ALL POOL MATCHES WILL HAVE THE FOLLOWING POINTS ALLOCATED:

WIN = 3 POINTS

DRAW = 2 POINTS

LOSS = 1 POINT

**NO-SHOW** = If a team is not present on the pitch 5min after the schedule time, they will be sanctioned with a No-Show, losing that match by 00-24 (4 tries and 2 conversions for the winning team).

**FORFEIT / WALK OVER / DISQUALIFICATION** = all the results obtained with this team, will not be considered on the log table.

## TIE-BREAK CRITERIA

### POOL PHASE

- I Direct results between tied teams;
- II Largest number of tries scored in the match(es) between the tied teams;
- III Largest number of tries scored in all the matches;
- IV Team with largest difference in tries for and against in all the matches;
- V Team with largest difference in points for and against in all the matches;
- VI Team with less red cards;
- VII Team with less yellow cards;
- VIII Coin Toss.

## TIE-BREAK CRITERIA

### KNOCK-OUT MATCHES AND FINALS

- I Largest number of tries scored in the tied match (excluding U13);
- II Largest number of drop goals scored in the tied match (excluding U13);
- III Largest number of conversions in the tied match (excluding U13);



- IV** First team who scored in this order: I) Try; II) Drop Goal; III) Penalty kick;
- V** One period of extra time (maximum 5 minutes) with “golden score”. The team to score the first points in the extra time will be declared the winner. If at the end of the 5 minutes no winner has been found, proceed to the kicking contest.
- VI** Kicking contest (excluding u13): drop kicks in front of the goal posts on the 22-metre line. Kicks will be taken alternatively, one kick from each team. After the same number of kicks from each team (to a maximum of five, if necessary), the first team to gain advantage will be declared the winner.  
The decision on which team starts the kicking contest will be decided by a coin toss between the captains and the match referee. Only players that ended the match on the field are allowed to take part in the kicking contest.  
A team may not choose the same player to participate in the kicking contest.  
There will be a maximum of five kicks per team in the kicking contest. If after the five kicks from both teams the result is still a draw, the winner will be decided by point VII.
- VII** Coin Toss.

## UNFORESEEN SITUATIONS

The Organizing Committee has the discretion to decide upon unforeseen situations not specifically mentioned in this Regulation.

