

**SCOTTISH YOUTH FESTIVAL OF RUGBY 2007**  
**TOURNAMENT RULES & REGULATIONS**

**RULES**

- Scottish Festival of Rugby will be played in accordance with applicable sections of the SRU Law Variation Cards
- The teams are divided into groups of four or five where all the teams will meet in a round robin series. Three points will be awarded for a win and one point for a draw.  
If two or more teams have the same number of points, the order will be decided as follows:
  1. Result of match between tied teams.
  2. Most tries scored in tournament.
  3. Teams with the biggest points difference in tournament.
  4. Most points scored in tournament.
  5. Least number of points conceded in tournament.
  6. If teams are still tied then progression will be decided by the toss of a coin.
- Should a drawn match occur in the playoff/ knockout stage the match will be decided as follows:
  1. Most tries scored in the match
  2. The team who scores the first try in the match
  3. Should there still be a tie then the match will be decided by the toss of a coin
  4. If there is a draw in the final and points 1 and 2 cannot separate the teams then the trophy will be shared.
- The entry level at a particular age group determines progression to the knockout stage. Only the top team in each pool is guaranteed to progress to the cup competition but in most cases the second place team would also qualify. Those teams finishing second who do not qualify for the cup would progress to the Challenge Cup although this competition is normally for teams finishing third and fourth in their pool. Should your pool consist of more than four teams then any remaining teams would progress to a shield competition. Please note that the exact format is subject to change and you should consult the tournament organisers if you are unsure of the tournament format.

**Squad Size & Substitutions**

- The number of players per squad is not restricted, as we want to encourage participation at all levels.
- Rolling substitutions are permitted i.e. a player who has been replaced can return to the field an unlimited number of times.
- The only restriction to substitutions is that there may be no more than seven substitutions in a match to prevent teams changing their whole team.
- The only exception to this is the replacement of injured front row players and this cannot exceed three replacements and must be for injury not tactical reasons.

- Teams found breaking these rules will forfeit the match at the group stages and will be eliminated from the tournament at the knockout stages.

### **Age Groups**

The following dates are the qualifying dates for each of the age groups in the tournament. Teams are reminded that the age groups in Scotland are different to those in the other home unions. Teams from England, Ireland and Wales have to play in the age group above, for example an English/ Welsh Under 10 team would play in the Scottish Under 11 category due to the January qualifying date.

- Under 17 Boys born 1<sup>st</sup> Jan, 1990 and after
- Under 16 Boys born 1<sup>st</sup> Jan. 1991 and after
- Under 15 Boys born 1<sup>st</sup> Jan. 1992 and after
- Under 14 Boys born 1<sup>st</sup> Jan. 1993 and after
- Under 13 Boys born 1<sup>st</sup> Jan. 1994 and after
- Under 12 Boys born 1<sup>st</sup> Jan. 1995 and after
- Under 11 Boys born 1<sup>st</sup> Jan. 1996 and after
- Under 10 Boys born 1<sup>st</sup> Jan. 1997 and after
- Under 9 Boys born 1<sup>st</sup> Jan. 1998 and after

### **Proof of Age**

- All players must be able to certify themselves with some form of photographic identification ideally a registration card from your home union is the best way to certify a players age. Other accepted forms of identification include a valid passport or a certified list of players from your home union, which can be backed up with birth certificates. Teams who are required to use the certified list and birth certificate method should apply in writing a minimum of one month prior to the tournament to obtain permission from the tour organising committee (Team Tours Direct and Ayr RFC) and is unavailable to teams whose home union operates a registration card system.
- Each participating team are required to have proof of identity with them at **all** times. Team managers must keep all registration details 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.
- Teams are reminded that the tournament operates under Scottish Age Grade qualification dates (posted above) any queries please contact tournament organisers.

### **Important Match Details**

#### **Team List**

- Teams must submit a team list to the tournament organisers at least two weeks prior to the tournament (these are provided) stating the player's name and age.
- Alterations to the team list can be made up to 30 minutes prior to kick-off on each day of the tournament.

- All participants listed on the team sheet will be considered to have taken part in the tournament.
- Random controls of all team sheets will be carried out during the tournament.

### **Playing Attire**

- We request that all teams have suitable playing kit for all matches and we advise that players shirts should be numbered on the back of their shirts.
- Teams entered into the tournament whose shirts are not numbered should consult the tournament organiser for clearance to participate in advance of the first day of competition.
- Should the referee decide that two teams' shirts in a particular match are similar then the team appearing second on the paying schedule must change.

### **Before a Match**

- Teams should be at their allocated pitch at least 15 minutes prior to their scheduled kick off.
- Team managers are responsible for ensuring that all participants have the relevant insurance cover in place to participate.
- Supporter's conduct is the responsibility for each individual team and any misconduct will be reported to the home union (SRU) and also to the home union of the offending team.

### **Match Balls**

- All matches will be played using the size ball specified in the guidelines provided in the SRU Law Variation Cards.
- The tournament organisers provide match balls.

### **Referees**

- Referees are qualified SRU officials and in some matches there will be officials from other unions e.g. English (RFU), Irish (IRFU) and Welsh (WRU) who will be suitably qualified and will follow the SRU Law Variation Guidelines.

### **Insurance**

- Make sure that all your players are insured both on and off the playing field.
- Team Tours Direct or Ayr RFC do not carry any group insurance protecting participants in case of injury, illness, theft or damage to property.
- Team Tours Direct is in no way responsible for injury or economic loss which may arise in the case of war, warlike events, civil war, revolution or civil disturbances or because of the actions of the authorities, strikes, lockouts, blockades or similar events. Participants from countries that have no medical insurance agreement with Great Britain must have personal medical insurance.

### **Cautions/ Sending Offences**

- Any player given a red card is automatically suspended from participation in the following match. The tournament organising committee can decide about suspension for further game(s). Anybody who gets two red cards will be suspended from the rest of the tournament.
- Any team who has a total of five red cards will be suspended from the rest of the tournament. Referees can give teams management or supporters red cards and send them away from the pitch. (These will count to the teams total of red cards)
- Yellow cards are not accumulated.
- Severe offences will be reported to the home union of the offending team and may result in elimination from the tournament.

### **Failure to Attend**

- Any team failing to appear at the appointed time and place for a match without a valid excuse will automatically lose the match.
- If a team repeatedly fails to appear at the game, the team may be excluded from the tournament.
- In special cases, the tournament committee may decide to exclude a team at the first offence i.e. if a deliberate act of not appearing favours their own team or is unfair to another team in the group.
- Team managers are NOT allowed to make any changes what so ever to the draw.
- If needed the Tournament Manager will be the only person allowed to make changes.

### **Behaviour Conduct**

- Team managers are advised to control the behaviour of their team both on and off the field.
- Teams should play fairly on the field and within the correct spirit of the game – remember that winning is not everything and that the tournament is there to be enjoyed by everybody.
- Proper conduct off the field is also important and teams are reminded that you are representing your club/area.
- Improper conduct will be viewed negatively by the committee and in some cases could result in your team being withdrawn from the competition.