

**International Youth Rugby Tournament
United World Games 2023
Klagenfurt am Wörthersee/Austria
June 22-25, 2023**
www.unitedworldgames.com
Hotline: 0043/699 19010545



**UNITED
WORLD
GAMES**



In cooperation with:



Rugby Venues

Players Town / Stadium

Südring 207
9020 Klagenfurt

Koschatplatz

Lerchenfeldstraße 6
9020 Klagenfurt

Rugby 7s Regulations

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, the referees and fans.

1. Age Groups & Playing Time

Each half of a match lasts 7 minutes playing time. A 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. In the U10 each half lasts 5 minutes.

Boys:

| Category | Cutoff Date | Playing Time |
|----------|------------------------|--------------|
| U 18 | 01.01.2005 and younger | 2 x 7 mins |
| U 16 | 01.01.2007 and younger | 2 x 7 mins |
| U 14 | 01.01.2009 and younger | 2 x 7 mins |
| U 12 | 01.01.2011 and younger | 2 x 7 mins |
| U 10 | 01.01.2013 and younger | 2 x 5 mins |

Girls:

| Category | Cutoff Date | Playing Time |
|----------|------------------------|--------------|
| U 18 | 01.01.2005 and younger | 2 x 7 mins |
| U 15 | 01.01.2008 and younger | 2 x 7 mins |

Exception permits:

Due to different cutoff dates 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 participation 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 a cutoff date 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 a club 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.

5. Delayed, postponed, abandoned and cancelled Matches

In the interest of all 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 coordinators 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 coordinators. If a team refuses to play or abandons a match in progress without the prior consent of the referee, the tournament coordinators will decide the result of the game and may also disqualify the team from the competition.

Match Stoppage

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 coordinators.

6. Rules of the Competition

Before the tournament, please submit the team sheet to the tournament board and/or the Rugby coordinators. 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 Ball Sizes

| | |
|--------------------|--------|
| U10, U12 | Size 4 |
| U14, U15, U16, U18 | Size 5 |

The main points are summarized below:

| School Year | U10 | U12 | U14/U15 | 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. |
| Field Size | 1/2 | 1/2 | Full pitch minus 5m on all sides | Full | Full | ½ = 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 (Exception: in case of an injury) | Only at half time (Exception: in case of an injury) | Only at half time (Exception: in case of an injury) | Only at half time (Exception: in case of an injury) | Only at half time (Exception: in case of an injury) | 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 the rest of the 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. |
| 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 score difference of all preliminary round matches of the concerning group is taken into account.
- If the score difference is equal as well, the higher number of scored points will determine the ranking.
- If the number of scored points is equal as well, the higher number of wins in all games determines the ranking.
- The last resort is a decision by drawing lots (computerised random generator).

Allocation of competition-points:

| | |
|------|----------|
| Win | 4 Points |
| Draw | 2 Points |
| Loss | 0 Points |

7. 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.

8. 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)

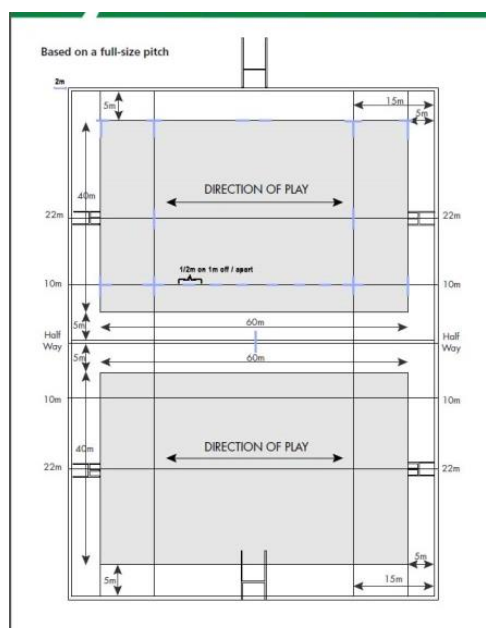
U14/

U15: 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, U15, U16 and U18 will be played on the full pitch with goals.



9. Insurance & Disclaimer

The participants are not insured through the organizers. It is up to the coach of each team to make sure that his/her players and all the participants of the team are insured during the event. The organizers do not assume any kind of liability in case of illness, accidents or loss/theft of personal belongings.

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 city of Klagenfurt and the province of Carinthia regarding damage or injuries.

Every athlete has to make sure that 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.

10. Red Cards & Disciplinary Proceedings

Any player receiving a **red card** for foul play is not only **sent off in the current game but will also be banned for the following game** in the UWG Rugby tournament. In addition, referees must report red cards to the Sighting Officer.

The **Sighting Officer will in turn report each red card to the disciplinary committee of the ÖRV (Rugby Austria)**, which will notify the concerned Rugby federation of a potential ban if necessary.

Furthermore the Tournament Board reserves the right to ban players for more than one game or even 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.

11. Federation Clearance

Should a participating team be registered within a regional or national federation, then it needs to be **cleared to take part in the UWG Rugby tournament by said federation**. The UWG Organizing Committee assumes that all participating teams are cleared by their federation to compete in our Rugby tournament (in case it's necessary).

Needless to say teams that are not registered within a federation are also allowed to participate in the United World Games Rugby tournament (for example school teams).

The regulations at hand apply for all participating teams.

Please note: Teams, whose federations have a *Crossborder Agreement* with the ÖRV (for example the Czech Republic, Hungary or Bavaria) do not need additional clearance for the UWG participation.

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 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 or parent/guardian of the affected team must always accompany them.