

**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. In the spirit of Rugby and UWG, please respect your opponents as well as your teammates, the referees, fans and anyone else you encounter on and off the pitch, and on an off the premises. We play and behave fair, show appreciation, and leave places the same or better than we found them.

Thank you for leading by example and making a difference through Rugby.

1. Age Groups & Playing Time

Each half of a match lasts 7 minutes playing time. The duration of a full match should last no 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 only exception is the U10, where each half lasts 5 minutes.

Boys:

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

Girls:

Category	Cutoff Date	Playing Time
U 18	01.01.2005 and younger	2 x 7 min
U 15	01.01.2008 and younger	2 x 7 min

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 Verifications

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 U14 tournament may for example also be a member of a team participating in the U16 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.

Each team in a game must field the same number of players.

Every player **must wear a gum-shield / mouth guard** as a safety measure for the protection of teeth and mouth.

4. Tournament Meeting

On Thursday, June 16, a Rugby Manager / Coaches' Meeting will be held at 20:00 PM at the Stadium. In addition, a Zoom meeting will be held one to two weeks before the start of the tournament to discuss all regulations again.

Who should attend: All Coaches, Managers and Referees should attend this meeting where the Tournament and Referee Coordinators will discuss organisational matters, tournament schedules (any last min. unexpected changes), regulations; participants will have the opportunity to ask questions, address concerns, make suggestions and connect with one another. Individual players looking to join a team should also attend.

Location / meeting point: Playerstown, @ VIP Area

5. Delayed, postponed, abandoned and cancelled Matches

In the interest of all teams, maintaining the scheduled kick-off times of matches shall be the first priority in all instances, and in making up time in case of injury delays, etc. 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 coordinator will decide the result of the game and may also disqualify the team from the competition. In case of emergencies, unexpected or unavoidable changes please ensure we have your team contact person's WhatsApp number on our file.

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 coordinator.

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 the World Rugby laws of the game with U19 Seven's variation.

The age/grade regulations of the RFU (England) will apply, with only a couple of adaptations as this is a three day tournament, focusing on safety and enjoyment of the players.

Rugby Ball Sizes

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

6.1 Main Regulative Changes Summarised in Table Below:

	U10	U12	U14	U15/16	U18	Comments
	FUNdamentals		Contest			
Environment and Scoring						
Time	2 x 5 min	2 x 7 min	2 x 7 min	2 x 7 min	2 x 7 min	These = max times ; ½ time = 3 mins
Players	5 - 7*	7*	7*	7*	7*	
Ball Size	4	4	4	5	5	
Subs	Rolling Substitution					
Field Size	½**	½**	Full pitch minus 5m from 4 sides	Full	Full	
Try	5 pts	5 pts	5 pts	5 pts	5 pts	
Conversion	0 No Conversion	0 No Conversion	2 pts In front of posts	2 pts	2 pts	
During the Game						
Tackle	Yes Fending below armpit allowed	Yes Fending below armpit allowed	Yes Fending below armpit allowed	Yes Fending allowed	Yes Fending allowed	
Scrum	3 players *** No pushing and no contest	3 players *** No pushing and no contest	3 players No pushing, hooking allowed	3 players 1,5m / 45° contested	3 players 1,5m / 45° contested	Safety is paramount!
Lineout	0 Free Pass, defenders 7m	0 Free Pass, defenders 7m	Contested, no lifting			Free Pass i staken from mark of touch
Penalty / Free Kick	Free Pass	Free Pass				
Kicking (general play)	No kicking	No kicking				Up to U14 – no lifting at all
Kickk-off	Free Pass (restart non- scoring side)	Free Pass (restart non- scoring side)				Up to U14 – no liting at all

* 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 still be played with equal numbers.

** ½ Field: Touchlines are 5m from Goal Line and 10m from Halfway Line; Goal Lines are 5m from Touch Lines; Dead-Ball-Line is the Touch Line. **No Spectators between the fields!**

*** Defending Scrum Half must join, but not tackle when ball emerges. Ball must be passed by Scrum Half.

**** Free Passes – background to implementation:

- 1) RFU is using Free Passes up to U13 boys in certain set pieces as a SAFETY measure;
- 2) Past difficulties with scrums, penalties & lineouts lead to loss of playing time & ENJOYMENT;
- 3) Following extended pandemic limitations, preferable to simplify to reduce risks of injury.

6.2 Definitions

1) Head Injury

In the case of a clear head injury, this will result in a player not being permitted to play in remainder of tournament, unless cleared by an independent medic (doctor, not a physio). Written evidence of medical clearance must be submitted to Tournament Directors.

2) Squeeze Ball

No player shall use the technique known or referred to as "Squeeze Ball". "Squeeze Ball" is a technique where the ball carrier goes to ground, head forward (touching or close to the ground), irrespective of immediate contact with opponents, usually keeping parallel to the touchline, holding and protecting the ball close to the chest and, when on the ground, pushing the ball back between the legs.

3) Sin Bin

If a player is temporary suspended (yellow card = 2 minutes of playing time), the countdown begins at the time when the player arrives in the "Sin Bin" area designated by the Tournament Directors.

4) Free Pass

A "Free Pass" is used to simplify and accelerate the start and restart of the game in younger age grades and to encourage continuity. At a free pass, the opposition must be 7 metres back from the mark. At a free pass, the passer must start with the ball in both hands and, when the referee calls "Play", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made.

5) Substitutions and Replacements

Rolling substitutions are permitted and substituted players are permitted to re-enter the game at any time. Substitutions can only take place with the referee's consent and only when the ball is dead.

6) Fending

Fending ("hand-off") is a permitted action, taken by a ball-carrier to fend off an opponent, using the palm of the hand. A ball-carrier is permitted to fend off or to use a "hand-off" on an opponent provided excessive force is used and also no "stiff arm" is used.

6.3 The final ranking after the group matches:

- a) 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, 1 for a defeat and 0 points for „no show“ or „DSQ“).
- b) 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).
- c) 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.
- d) If the score difference is equal as well, the lower number of conceded points will determine the ranking.
- e) If the number of conceded points is equal as well, the higher number of wins in all games determines the ranking.
- f) The last resort is a decision by drawing lots (computerised random generator), done by the UWG Organizing Committee.

6.4 Allocation of competition-points:

Win	4 Points
Draw	2 Points
Loss	1 Point
No show	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 5-meter line and move out 5 meters per kick until a winner is declared.
- U10 and U12 will continue 5 minute sudden death periods, until a team scores.

8. 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.

9. 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 Citing Committee in written form.

The Citing Committee will organise a hearing and publish results as soon as possible. Team Manager, Tournament Board / Directors and Rugby Austria will be informed.

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 on or off the pitch, at the stadium or housing premises or on the public transportation.

10. 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 Austrian Rugby Federation (ÖRV) do not need additional clearance for the UWG participation.

11. Final remark

The organisers and coordinators of the United World Games, and the respective sports competitions, shall assume that each participant, coach, manager and team leader/captain, has **read and understood** all the sections of these rules and 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.