

TOURNAMENT RULES 2024

UNDER 6

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	20 x 30m
Ball Size	3
Contact/Tackle	No tackle, 6 touches
Start & Re-Start after scoring	Placed kick Scoring side to re-start, Receiving side must be allowed to gather the ball
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	No Lineouts - Classed as a Touch - Tap&Pass from touchline where in touch
Scrum	No Scrums - Knock on or Forward Pass classed as a Touch - Tap&Pass where ball knocked on or forward passed
On-side distance from lineout and scrum	On all Tap&Pass the defending side 3m back
Penalties as per standard laws	No Penalties in U6 Rugby - On all Tap&Pass the defending side 3m back
Foul Play Yellow Card as per standard laws	No Cards - if dangerous play have a word with the player and if continues replace the offending player

TOURNAMENT RULES 2024

UNDER 6

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Each club will be given a roster of Pool Games to Ref similar to the JRCS Mini's concept. (Coaches will not referee their own Clubs). Any Finals will be independent Referee appointments
Linesmen	Not required for Mini's. Referee will call ball out
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the U6 & U7 Non Contact
Coaches	2 coaches per team. One on the pitch, one managing the subs during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	There are NO Semi Finals and Finals. First & Second place will be based on most tries scored across this age group
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 7

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	20 x 30m
Ball Size	3
Contact/Tackle	No tackle, 6 touches
Start & Re-Start after scoring	Placed kick Scoring side to re-start, Receiving side must be allowed to gather the ball
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	No Lineouts - Classed as a TURNOVER Ball - Tap&Pass from touchline where in touch
Scrum	No Scrums - Knock on or Forward Pass classed as a TURNOVER Ball - Tap&Pass where ball knocked on or forward passed
On-side distance from lineout and scrum	On all Tap&Pass the defending side 3m back
Penalties as per standard laws	No Penalties in U7 Rugby - On all Tap&Pass the defending side 3m back
Foul Play Yellow Card as per standard laws	No Cards - if dangerous play have a word with the player and if continues replace the offending player

TOURNAMENT RULES 2024

UNDER 7

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place.</p> <p>If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Each club will be given a roster of Pool Games to Ref similar to the JRCS Mini's concept. (Coaches will not referee their own Clubs). Any Finals will be independent Referee appointments
Linesmen	Not required for Mini's. Referee will call ball out
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the U6 & U7 Non Contact
Coaches	2 coaches per team. One on the pitch, one managing the subs during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	There are NO Semi Finals and Finals. First & Second place will be based on most tries scored across this age group
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 8

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	45 x 32m
Ball Size	3
Contact/Tackle	Yes
Start & Re-Start after scoring	Placed kick Scoring side for re-start. Receiving side must be allowed to gather the ball. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO - should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Classed as a Turnover ball - Opposition to Tap&Pass from touchline where in touch
Scrum	None - Knock on or Forward Pass classed as a Turnover Ball - Opposition to Tap&Pass where ball knocked on or forward passed
On-side distance from lineout and scrum	Tap&Pass defending side 5m back
Penalties as per standard laws	Tap&Pass defending side 5m back
Foul Play Yellow Card as per standard laws	No Cards - if dangerous play have a word with the player and if continues replace the offending player

TOURNAMENT RULES 2024

UNDER 8

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Each club will be given a roster of Pool Games to Ref similar to the JRCS Mini's concept. (Coaches will not referee their own Clubs) . Any Finals will be independent Referee appointments
Linesmen	Not required for Mini's. Referee will call ball out
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ KFH will be based on most tries scored across this age group</p> <p><i>In the case of any Finals being played, this will be between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored in the finals then teams will reduce to 6 persons for 1min, then 5 persons for 1 minute then 4 persons for 1 minute until a try is scored thus determining the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators. Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 9

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	45 x 32m
Ball Size	4
Contact/Tackle	Yes
Start & Re-Start after scoring	Placed Kick or Drop Kick Scoring side for re-start. Receiving side must be allowed to gather the ball. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min. 2 man lineout - line up 3m from touchline where in touch
Scrum	Non- Contested 3 man scrum with feeding team to gather ball. Speeds up the game
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap&Pass defending side 5m back
Foul Play Yellow Card as per standard laws	No Cards - if dangerous play have a word with the player and if continues replace the offending player

TOURNAMENT RULES 2024

UNDER 9

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Each club will be given a roster of Pool Games to Ref similar to the JRCS Mini's concept. (Coaches will not referee their own Clubs) . Any Finals will be independent Referee appointments
Linesmen	Not required for Mini's. Referee will call ball out
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ KFH will be based on most tries scored across this age group</p> <p><i>In the case of any Finals being played, this will be between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored in the finals then teams will reduce to 6 persons for 1min, then 5 persons for 1 minute then 4 persons for 1 minute until a try is scored thus determining the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 10

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	45 x 32m
Ball Size	4
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout (no lifting) - line up 3m from touchline where in touch
Scrum	Non- Contested 3 man scrum with feeding team to gather ball. Speeds up the game
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 5m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 10

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ National Stadium on a HALF PITCH and will be based on most tries scored across this age group</p> <p><i>In the case of Finals being played at the National Stadium, due to HSBC 7's field limitations it will be only a 7min Game between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 11

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	4
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout (no lifting) - line up 3m from touchline where in touch
Scrum	Non- Contested 3 man scrum with feeding team to gather ball. Speeds up the game
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 11

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ National Stadium on a HALF PITCH and will be based on most tries scored across this age group</p> <p><i>In the case of Finals being played at the National Stadium, due to HSBC 7's field limitations it will be only a 7min Game between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightning Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 12

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	4
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout (no lifting) - line up 3m from touchline where in touch
Scrum	3 man contested, 1.5m push only
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 12

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score. In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals will be played @ UWC and will be based on most tries scored across this age group</p> <p><i>In the case of Finals between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director. Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 13

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	5
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout - line up 3m from touchline where in touch
Scrum	3 man contested, 1.5m push only
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 13

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score</p> <p>In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ National Stadium on a HALF PITCH and will be based on most tries scored across this age group</p> <p><i>In the case of Finals being played at the National Stadium, due to HSBC 7's field limitations it will be only a 7min Game between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightning Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 14

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	5
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout - line up 3m from touchline where in touch
Scrum	3 man contested, 1.5m push only
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 14

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals @ National Stadium on a HALF PITCH and will be based on most tries scored across this age group</p> <p><i>In the case of Finals being played at the National Stadium, due to HSBC 7's field limitations it will be only a 7min Game between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 16

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	5
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout - line up 3m from touchline where in touch
Scrum	3 man contested, 1.5m push only
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 16

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals will be played @ UWC and will be based on most tries scored across this age group</p> <p><i>In the case of Finals between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

UNDER 18

RULES OF PLAY	
Players per Squad	12
Players on Pitch	7
Substitutions	5 subs - rolling subs during match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	5
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout - line up 3m from touchline where in touch
Scrum	3 man contested, 1.5m push only
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

UNDER 18

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls automatically allowed to play down one age group. Example - U10's. Should a girl compete in the age group will she be allowed to be from a U11 age group.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	<p>There are NO Semi Finals. First & Second place for Finals will be played @ UWC and will be based on most tries scored across this age group</p> <p><i>In the case of Finals between 1st & 2nd Place, in the case of a draw in the finals the team that scored first will win, if no try has been scored then the 1st Team will be declared the winner.</i></p>
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightning Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>

TOURNAMENT RULES 2024

VETS

RULES OF PLAY	
Players per Squad	14 (to allow for Rolling Subs)
Players on Pitch	7
Substitutions	7 subs - rolling subs two times per match during break in play
Match duration	12 mins straight No half time No injury time or play stoppage time
Pitch Size	65m x 45m
Ball Size	5
Contact/Tackle	Yes
Start & Re-Start after scoring	Drop Kick, Scoring side re-start. If at start of game a team is not on the pitch or ready the referee can start the game. If Ball goes out on the full or dead then Restart Tap at halfway to opposition.
Kicking general Play	NO- should player kick, turnover with Tap Start from mark where player kicked
In Touch - Lineout	Turnover Ball, Min 2 man lineout - line up 3m from touchline where in touch
Scrum	3-man Contested (until agreed differently between Referee and 2 Captains)
On-side distance from lineout and scrum	5m
Penalties as per standard laws	Tap Ball defending side 10m back
Foul Play Yellow Card as per standard laws	2 mins off - no replacement, 2nd YELLOW in same game = RED, RED card - no further participation in tournament, tournament director decision is final

TOURNAMENT RULES 2024

VETS

GENERAL TOURNAMENT RULES	
Overview	<p>World Rugby are looking to grow the excitement of the game through Attacking Rugby. As such in this 7's Tournament linked to the HSBC 7's will be undertaking overall standings based on scoring of tries.</p> <p>The team with the most tries scored across all the Age Group pools will be classed Winner. The team with the second most tries scored will be classed as 2nd place. In the case of a draw for the first & second place, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st & 2nd place will be based on playing Record, if still a draw a coin toss will determine 1st & second place.</p> <p>If a team is not on the field or prepared to start when the hooter goes the team kicking off can start the game and score In the case of a Team pulling out a tournament last minute, the game is classed as a walkover and the score allocated for that game will be the average number of tries scored by the remaining team in it's other games and also the average number of tries scored against will be applied</p>
Referees	Referee's will be supplied by the SRU for the event and will be briefed before the tournament and available at the Q&A session
Linesmen	Linesman will be a Coach / Manager from each team from the previous match. Game will continue even without linesman in place.
Dress code	All players to wear their club uniform - short, shirt and socks (optional)
Age Dispensation	No age dispensation allowed for Vets. Players must be over 35yrs of age.
Coaches	2 coaches per team coaching from the designated areas during matches
Point System	The Tournament will be run on a Top Number of Tries Scored which will determine who is First & Second place in an age group
Finals	There are NO Finals. First & Second place will be based on most tries scored across this age group
Rain	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
Lightning	Play will be stopped by discretion of the tournament committee and Referee officials within the lightning/thunder Alerts. All participants to be sheltered. Play will only commence after 20 mins of no lightning or the Lightening Alert warning giving the all clear
Insurance	Team managers/Clubs are to ensure ALL participants (Players and Coaches) have their own insurance coverage in place. Titans Ruck & Rumble, Titans RFC or any tournament volunteers/officials or otherwise shall not be held liable for any injuries sustained during the tournament or on tournament grounds.
Medical	<p>All Ambulance called by medical staff will dispatch from the field to Singapore Public Hospitals. For Under 16 Players it will be KKH, for players 16yrs + it will be SGH. Ambulances DO NOT go to Private Hospitals.</p> <p>In the case of Ambulance evacuation a consenting adult needs to travel with the injured player. This can be Coach, Manager, Parent or Known & Trustworthy adult who can undertake the duties of medical consent of a minor injury.</p> <p>In the case of Ambulance evacuation the Coach / Manager must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p>
Coaches briefing	<p>Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
Supporter control & behaviour	<p>Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters.</p> <p>The Event organisers and Referees have a zero tolerance stance on Verbal, Physical, Sexual or Gender abuse of players and spectators.</p> <p>Verbal & Gender abuse will be dealt with by the Tournament Director, Physical and Sexual Abuse will be referred to the police.</p> <p>The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue.</p> <p>For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.</p>