

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

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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 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 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>