

## TOURNAMENT RULES 2025

### 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 person lineout - line up 3m from touchline where in touch
Scrum	3 person 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

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GENERAL TOURNAMENT RULES	
<b>Overview</b>	<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 in each of the U14 Age Group pools will be classed top of pools. The team with the second most tries scored in each pool will be classed as 2nd place in that pool</p> <p>In the case of a draw for the first &amp; second place in a pool, the team that has conceded the least number of tries will be classed as first place. If still a draw 1st &amp; 2nd place will be based on Win Record, if still a draw a coin toss will determine 1st &amp; second place in the pool.</p> <p>Aggregate scores of the 2 x U14 pool 1st &amp; 2nd place will determine 1st, 2nd, 3rd and 4th position for Semi Finals</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 in that pool is classed as a BYE and there will be average number allocation of tries for and against applied to the final try tally.</p>
<b>Referees</b>	Referee's will be supplied by via the union for the event and will be briefed before the tournament and available at the Q&A session
<b>Linesmen</b>	Linesman will be a Coach / Manager / Designated Parent from each team. Game will continue even without linesman in place.
<b>Dress code</b>	All players to wear their club uniform - short, shirt and socks (optional)
<b>Age Dispensation</b>	No age dispensation allowed for the boys. Being a Contact/Tackle tournament - Girls not allowed to play Boys U14 age group.
<b>Coaches</b>	2 coaches per team coaching from the designated Technical Zone during matches
<b>Point System</b>	The Tournament will be run on a Top Number of Tries Scored which will determine who is First, Second, Third & Fourth place in an age group
<b>Finals</b>	<p>Semi Finals will be 1v4 &amp; 2v3. Winners will play in the Finals @ National Stadium on a HALF PITCH.</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 &amp; 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>
<b>Rain</b>	Stoppage will only be on account of heavy rain and the decision thereof will be by discretion of the tournament committee alone.
<b>Lightning</b>	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 15 mins of no lightning AND the Lightening Alert warning giving the all clear
<b>Insurance</b>	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.
<b>Medical</b>	<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 &amp; Trustworthy adult who can undertake the duties of medical consent of a minor injury. In the case of Ambulance evacuation the Coach, Manager, Parent or Known &amp; Trustworthy adult must have in their possession copies of player ID (hard copy or digital) for medical in-processing.</p> <p>There will be additional costs for medical evacuation by Ambulance.</p>
<b>Coaches briefing</b>	<p>Coaches briefing generally 30min before Games start followed by a brief Q &amp; A. Referees representatives will also attend these briefings.</p> <p>Only one Coach/Team Manager required to attend the coaches briefing.</p>
<b>Supporter control &amp; behaviour</b>	<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 &amp; 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>