

TOURNAMENT RULES 2025

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 <i>(attacking players should only move forward once ball is passed not when tapped)</i>
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 <i>(attacking players should only move forward once ball is passed not when tapped)</i>
Penalties as per standard laws	No Penalties in U6 Rugby - On all Tap&Pass the defending side 3m back <i>(attacking players should only move forward once ball is passed not when tapped)</i>
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

GENERAL TOURNAMENT RULES	
Overview	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.
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).
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 15 mins of no lightning AND 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	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.
Coaches briefing	Coaches briefing generally 30min before Games start followed by a brief Q & A. Referees representatives will also attend these briefings. Only one Coach/Team Manager required to attend the coaches briefing.
Supporter control & behaviour	Club Representatives are expected to control and manage any wayward or overly aggressive behaviour of Coaches, Managers, Parents or Supporters. 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. The Event organisers reserve the right to ask people behaving inappropriately to leave the Tournament Venue. For Hygiene, Safety and respecting some cultures beliefs we ask no pets be brought to Titans Ruck and Rumble Events.