

TOURNAMENT RULES

1. Team Managers and Coaches are reminded of the RFU recommendations that children should not be overplayed. The RFU expects Coaches and Parents/Guardians to use their common sense to ensure that individual children do not play for excessive periods. To this end the tournament rules allow for larger squad sizes.
2. Maximum Squad Sizes

Number of	Under 7	Under 8	Under 9	Under 10	Under 11	Under 12
Players	7	7	9	9	12	13
Substitutes	5	5	6	6	6	5

All substitutions must be with the referee's knowledge and either when the "ball is dead" or at half time. Substituted players can be re-used during that game, unless replaced at the referee's request.

3. Times of Matches

	Under 7	Under 8	Under 9	Under 10	Under 11	Under 12
2 halves of	5 mins	5 mins	6 mins	6 mins	7 mins	7 mins
Half time	2 mins	2 mins	2 mins	2 mins	2 mins	2 mins

Matches must be brought to an end if the points difference rises to more than 30. No extra time is permitted in any match, except that added for injury time.

4. There will be no cross over of players between the Surrey Festival and a Development Festival during the same season, participating clubs must provide a team sheet to the tournament organisers for each age group, and advise the tournament organisers of any amendments prior to the commencement of a game. The tournament organisers reserve the right to adjudicate in the event of a dispute, and their decision will be final. Any breach of this rule will result in immediate disqualification on the day, and clubs will be prohibited from entering the Surrey and Development Festivals during the following season.
5. Any team found with an unregistered player (therefore uninsured) or one out of the applicable Continuum age group, for that player, will be disqualified from the festival.
6. **Teams may be eliminated from the tournament or be deducted points if, in the opinion of any referee or the Tournament Co-ordinator, the behaviour of players or non playing members of the squad or other supporters/staff is deemed to be unacceptable. Unacceptable behaviour shall be deemed to be any actions that are detrimental to the enjoyment or well being of any player, official or spectator, or any behaviour contrary to the RFU's Codes of Conduct for those involved in the game.**
7. All Winners' trophies (excluding replicas) must be engraved and returned to the festival hosting club by 31st March the following season.
8. By entering children in this festival parents/guardians implicitly agree and accept that:
 - a. Photographic images may be taken of their son/daughter during the normal course of rugby activity, by accredited photographers and/or other parents/guardians.
 - b. The images may be used in the local press or in club publicity, in line with the RFU guidelines for the welfare of young people in Rugby Union.

A Welfare Officer will be available at the festival and he/she should be consulted if there are any queries or concerns.

9. The tournament organisers reserve the right to exclude any team that has entered a development festival under a development status from the playoffs should it become apparent that the team is in obvious breach of this status.
10. The organisation of the tournament is at the discretion of the Tournament Co-ordinator. Any disputes concerning the interpretation of these Rules shall be advised to the Tournament Co-ordinator or other officially designated person. He/she shall arbitrate and his/her decision shall be final.

Tournament Committee: Tournament Co-ordinator (Name to be published at venue)

Referee Co-ordinator (Name to be published at venue)

LEAGUE SCORING PROCEDURE AND FINAL RULES

Determination of League Positions (Results will be available at the Main Control)

FIRST STAGE (LEAGUES)

1. The first stage of the competition is run in leagues with 2 “league points” for a win, 1 “league point” for a draw and 0 “league points” for a loss. Failure of a team to turn up at the appointed time will be deemed a win for the other participating team by one try (5 match points) to nil.
2. If at the end of the first stage two or more teams have the same number of “ league points” the following rules will be applied, in sequence, to decide their finishing position:
 - a. **Differential of “match points” scored:**

The number of match points scored both for and against each team in the first stage will be totalled and the team with the greatest positive differential shall be declared to be ahead of the other team/s that were tied on “league points”.
 - b. **“Match points” scored:**

If after applying rule 2.a and two or more teams have an identical positive differential of “match points”, only the number of “match points” scored by those teams (the “match points” scored against will **not** be taken into account) will be compared and the team with the highest match points scored by the team will be declared to be ahead of the other team/s that were tied on “league points”.
 - c. **Previous match (go to 2.d if there are two or more teams still level):**

If after applying rule 2.b and teams are still level the result of the league match in stage one between those teams shall be decisive. The winning team of the league match will be declared to be ahead of the other team that were tied on “league points”.
 - d. **Toss of a coin:**

If after applying rules 2.a, 2.b there are two or more teams still level on “match points” then the finishing order will be decided by the toss of a coin or names pulled out of a hat undertaken by the Tournament Organiser. The Tournament Organiser depending on the number of teams (i.e. three or more) involved will decide the exact procedure.

SECOND STAGE (KNOCK OUT)

QUARTER FINALS AND SEMI FINALS

3. If the result of a match is a draw the following rules will be applied, in sequence, to decide the finishing position, unless the teams have not played the same number of matches in the first (league) stage, in this case the average number of “league points” or “match points” per match shall be calculated and this total used instead of the actual totals:
 - a. **Differential “match points” scored:** the number of “match points” scored in the first stage both for and against each team will be totalled and the team with the greatest positive differential shall be declared to be the winner.
 - b. **First stage, “league points” scored:** If after applying rule 3.a the teams are still level, the team with the greater total, or greater average total, of “league points” awarded in the first stage shall be declared the winner.
 - c. **Toss of a coin:** If after applying rules 3.a and 3.b the teams are still level, the result will be determined by the toss of a coin undertaken by the Tournament Organiser.

THIRD STAGE (FINALS)

FINAL

4. If after full time the match result is a draw, both teams will be declared to be **Joint Winners** and both names will be recorded on the winner’s trophy. The trophy will be awarded to both clubs for display for an equal part of the following season. The initial holder of the trophy will be decided by the toss of a coin undertaken by the Tournament Organiser.