

U15 Invitational Rugby Tournament 2019

Tournament Rules

**<h1>Team and game conditions </h2>**

<p>Squads can have up to 24 Players.</p>

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* <li>All 24 may be stripped for any one match. </li>
* <li>Squads must have at least 4 trained front rowers. </li>
* <li>Up to 9 substitutions can be made during a match. </li>

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<p>Unless stated all games will be played according to World Rugby Law of the Game and NZ Rugby Domestic Safety Law Variations. </p>

<p>All Pool games shall consist of two 22 ½ minute halves with a five minute halftime break. </p>

<p>All subsequent games (Day 3 onward), will be played with two 30 minute halves with a five minute halftime break. </p>

**<h2>Pool Matches </h2>**

<p>At the completion of Pool matches, teams will be ranked 1st, 2nd, 3rd and 4th in their respective Pools. </p>

<p>In Pool matches, teams will earn: </p>

<ul>

* <li>4 points for a win </li>
* <li>2 points for a draw </li>
* <li>1 point for a loss of 7 points or less </li>
* <li>1 point for 3 or more tries scored </li>

</ul>

<p>No extra time is played in Pool matches if the score is tied at full time. </p>

<p>If the teams are equal on competition points at the end of Pool play, the following criteria will be used, in sequence until the teams can be ranked. </p>

**<h2>Ranking process</h2>**

<p>When two teams tie on competition points the team that won their encounter will be allocated the higher ranking. If that game was drawn, the higher points differential (total points scored minus total points conceded) from pool games will determine the ranking. </p>

<p>If more than two teams are tied on competition points, then point’s differential shall be used to determine the rankings. Ties still not broken: </p>

<p>Resolved by comparing the number of tries scored in Pool matches. The higher tally of tries scored is allocated the higher ranking. If still tied. </p>

<p>A coin toss by Tournament Management, will determine the higher ranked team. </p>

<p>All disputes shall be referred to Tournament Management who will make the final decision in line with the above rules. </p>

<p>Extra-time for quarter, semi and finals </p>

<p>In order to get a clear winner in each game the referee shall apply the following rules in the event of a drawn game: </p>

<p>There shall be two x 5 minute spells of extra time played with one minute turn around between extra time halves. Teams will play in the same direction as the first half of the match. The team that kicked off to start the match will kick off to start extra time. </p>

<p>If, at the conclusion of extra time, the scores are still tired, the following criteria will be applied in sequence until a winner can be determined. </p>

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* <li>The team that scored the most tries in the game. </li>
* <li>The team that scored the first try in the game. </li>
* <li>The team that scored the first points in the game. </li>

</ul>

<li>If the score is nil-nil, the toss of a coin by the captains under the supervision of the Tournament Management. </p>

**<h2>Judiciary</h2>**

<p>Red Card. A Player shown a Red Card shall be automatically suspended for 1 game. A Judicial Hearing will be conducted at which the length of suspension will be determined. The Judicial Committee is able to impose any suspension, from zero games upwards. </p>

<p>If there is a conflict of interest where someone from the defendants school is represented on the Judiciary, they will be replaced with someone from another school. </p>

<p>The accumulation of 3 Yellow Cards by an individual player will be treated as a Red card. The process for a Red Card, outlined above will apply. </p>

<p>Blue Card, Any player issued a blue card will undertake the full NZRU return to play protocols – minimum 23 day stand-down</p>

**<h2>Haka Protocols</h2>**

**<ol>**

<li>a. A team that intends to perform a pre-match haka must inform the opposition and referee when they arrive at the venue. This is the reponsibility of the manager. </li>

<li>b. A team receiving a haka must stand behind the 10 meter line and must not advance. </li>

<li>c. A team performing a haka must not advance over their 10 meter line. Where a team’s haka includes movements towards the opposition it must begin behind their own 10 meter line and they must not advance over that 10 meter line. </li>

</ol>

**<h2>Sideline Protocols </h2>**

<p>Substitutes/replacement players and coaches are required to be positioned behind their dead ball line throughout the game. </p>