



## Tanglin Rugby Club Cup Tournament Rules Summary

	U11 / U12	U13 / U14 / U15 / U17
<b>Player Numbers</b>	15 (8 reserves)	15 (8 reserves)
<b>Playing Area</b>	Full Field	Full Field
<b>Ball Size</b>	Size 4	Size 5
<b>Conversions</b>	Yes Drop kick within 30 seconds from no further than the 15m line	Yes Drop kick within 30 seconds from no further than the 15m line
<b>Kickoff</b>	Drop. 10m exclusion zone	Drop. 10m exclusion zone
<b>Restart after score</b>	Drop kick by non scoring team.	Drop kick by non scoring team.
<b>Restart after Ball held up in Goal</b>	Drop kick by defending team from Goal Line	Drop kick by defending team from Goal Line
<b>Kicking in general play</b>	Yes 50:22 rules applied (kick from own half going into touch in opposing 22 results in lineout throw in to attacking team)	Yes 50:22 rules applied (kick from own half going into touch in opposing 22 results in lineout throw in to attacking team)
<b>Lineout</b>	7 players contested, no lifting, no quick lineout	Min 2 contested with lifting allowed
<b>Scrum</b>	8 players, contested, 1.5 m max push	8 players, contested, 1.5m max push
<b>Mauls</b>	Yes	Yes
<b>Penalty Kicks and Free Kicks</b>	All options. Penalty kicks dropped kicked within 30 seconds. Quick penalty allowed.	All options. Penalty kicks dropped kicked within 30 seconds. Quick penalty allowed.

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<b>Start Time</b>	If a team is not on the pitch and ready to commence within 2 minutes of the start time then they forfeit that game.
<b>Kick Off</b>	Kick off will be by the team listed first. The team listed second will choose the end.
<b>Lightning</b>	Play will stop according to the TRC Lightning Policy or at the direction of the Tournament Director. Games will recommence only after 15 minutes of no further lightning.
<b>Touch Judges</b>	Each team team is to provide a touch judge for the games immediately after their pool games on the same pitch.
<b>Uncontested Scrums</b>	If a team has insufficient trained front row to continue with contested scrums, then that team can call for uncontested scrums, but must play with one less player. For all scrums, contested or uncontested, each team must have a minimum of 8 players in the scrum.
<b>Substitutions</b>	Substitutions can be made during breaks in play as advised by the referee. Rolling subs allowed in all age groups
<b>Yellow and Red Cards</b>	Any player receiving a Yellow Card shall leave the field for a period of 3 minutes. No replacement allowed. Any player receiving a Red Card shall leave the field for the remainder of the game. The player shall not take any further part in the remainder of the Tournament.
<b>Head Impacts</b>	Any player who has been subject to a head impact shall be immediately removed from the pitch and play no further part in the competition. The referee and medical professional have the final say on the pitch. A player can only return to play in the tournament if examined and cleared by the Tournament Doctor.
<b>Allocated Points</b>	4 points for a win; 2 for a draw; 0 for a loss
<b>Scoring</b>	Tries are scored at 5 points. Penalties at 3 points and Conversions at 2 points.
<b>Rules and Laws</b>	TRC Cup Tournament 2022 Rules, SRU National School Game Rugby Laws for 15 aside and U19 Variations of the Laws of Playing Rugby Union as defined by World Rugby 2022 shall apply. Where conflict between these exist the TRC Cup Tournament 2022 Rules shall take precedence, followed by SRU National School Game Rugby Laws for 15 aside, then U19 Variations of the Laws of Playing Rugby Union as defined by World Rugby 2022.