

GRFC - Festival Rules Summary 2015-2016

Festival Rules	Under 7's	Under 8's	Under 9's	Under 10's	Under 11's	Under 12's
RFU Rules of Play	New	New	New	New	New	Old
Players per Side	4	6	7	8	9	13 (inc. 6 forwards)
Substitutes	3	4	6	7	8	5
Players per Team (max)	7	10	13	15	17	18
Pitch Size	20m x 12m	45m x 22m	60m x 30m	60m x 35m	60m x 43m	60m x 43m
+ In-goal	+ 5m	+ 5m	+ 5m	+ 5m	+ 5m	+ 5m
Ball Size	3	3	3	4	4	4
Start/restarts	Free pass	Free pass	Free pass	Free pass	Drop kick	Drop kick
Free pass/penalty (opposition 'x'm back)	3m	7m	7m	7m	7m	7m
Knock-on	Play on	Free pass	Free pass	Scrum	Scrum	Scrum
Tackling	No	No	Yes	Yes	Yes	Yes
Mauls	No	No	No	Yes (max 2 players/side)	Yes (max 3 players/side)	Yes
Rucks	No	No	No	Yes	Yes	Yes
Scrum	No	No	No	Yes (uncontested nearest 3)	Yes (contested nearest 3)	Yes (6)
Lineouts	No	No	No	No	No	Yes (5+1)
Kicking	No	No	No	No	Yes	Yes
Notes	<p>No turnover at 7 tags</p> <p>Referee to advise players; coaches permitted on pitch</p> <p>Accidental knock-on not penalised</p> <p>Players not permitted to go to ground to score tries</p>	<p>Turnover at 7 tags</p> <p>Referee to advise players; coaches not permitted on pitch</p> <p>Players permitted to go to ground to score tries</p>	<p>Tackle below the arm pits of the ball carrier</p> <p>Referee must call "tackle"</p> <p>Pass within 3 seconds of tackle</p>	<p>Ball out of mini maul within 5 seconds or scrum to defending team</p> <p>Tackle below the arm pit</p> <p>Referee to call "tackle-release"</p>	<p>Tackle below the arm pit</p> <p>Scrum half to pass ball from scrum</p> <p>No hand-off</p> <p>No fly-hacking</p> <p>No pushing in scrum, only hookers to strike for ball</p>	<p>Tackle below the arm pit</p> <p>Hand-off below the armpit</p> <p>No fly-hacking</p> <p>No 8 can't pick up from the scrum</p>
Playing Time	5 mins/half	5 mins/half	6 mins/half	6 mins/half	7 mins/half	7 mins/half
Half Time	2 mins	2 mins	2 mins	2 mins	2 mins	2 mins
No. of matches /player (max)	5	5	5	5	5	5
Total playing time	50 mins	50 mins	60 mins	60 mins	70 mins	70 mins

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No extra time permitted in any match except that added for injury time

Matches must be brought to an end if the try difference rises to more than 6