



Middle School Flag Rugby

June 1, 2019

TOURNAMENT RULES

1. The tournament will be played under the laws of the game of World Rugby Leisure Rugby Laws Tag Rugby as framed by the World Rugby except where local tournament rules are clarified.
 - a) Scrum – Uncontested (no pushing).
 - b) Kicking – No kicking, except for starts and restarts (drop kick).
 - c) Line-Outs – Uncontested (no lifting).
 - d) Roll/Ruck Ball will be played only on tackles. Defense may advance once the scrum-half touches the ball.
 - e) Players may run with the ball in one hand at any time.
2. Pitch Size is smaller than regulation due to location. There is no 22 meter line.
3. Match durations are two 10 minute halves with a 1 minute interval at half-time. The tournament organizers can change the duration of a match due to weather or any other unforeseen condition.
4. Each try is worth one point (no extra points for kicking).
5. Clubs failing to field a team of 6 players within 5 minutes of the scheduled kick-off time are subject to a forfeit loss by a score of 3-0.
6. All teams are required to submit their roster of players (unlimited) and coaches/managers to the Tournament Official prior to your first game. The final roster can be changed up to 30 minutes before the first game with the Tournament Official. Once the final roster is submitted, it cannot be changed. New players cannot be added after the final roster has been submitted.
7. Eligibility: A player's birth year must have been 2005 or later. If a player's age is challenged, it is the responsibility of the challenged player to prove his/her age. If unable to provide proof, the player will not play for the rest of the tournament. If the player has played a match while unable to provide proof of age, the player's team will forfeit that match and receive "0" points. A player born in 2004 may be eligible if they are registered in their respective team's school as a grade 8 student.
8. Boys and girls are eligible to play. There is no minimum amount of boys or girls that must be on the roster or on the pitch during a match.

9. A team may replace an unlimited amount of players per match from the roster, subject to the consent of the referee.
10. Teams are not permitted to “borrow” players from other teams without authorization from the tournament committee.
11. During preliminary play, points shall be awarded as follows:
 - Win = 2 points
 - Tie = 1 points
 - Loss = 0 point
 - Forfeit = 0 points and 2 points to the opposing team and a bonus score of 3-0. (A team fielding less than 5 players forfeits the match).
12. If at the end of the preliminary matches, two or more teams are equal on ranking points, the order shall be decided as follows:
 - a. Head to Head record, if not relevant:
 - b. The team with the highest point differential based on the following formula; [points for ÷ (points for + points against) = D]: if still tied:
 - c. The team scoring the most points, if still tied:
 - d. The team allowing the least points against, if still tied:
 - e. The team with the least amount of Red Cards, if still tied:
 - f. The team with the least amount of Yellow Cards, if still tied:
 - g. The toss of a coin.
13. During Championships, if any match ends in a tie both teams will play a 5 minute sudden death period (coin toss to determine kicking/receiving team). The team that scores first is declared the winner. If at the end of 5 minutes, the match is still tied, another 5 minute sudden death period will be played. Teams switch ends after each sudden death period; however there will not be a break.
14. Yellow Card: A player may be sent off the pitch for a minimum of 2 minutes. Any player issued a Yellow Card twice in the same day will not be allowed further participation in the tournament.
15. Red card: If a player is sent off during a match, he cannot be replaced and the team will play with reduced numbers for the rest of the match. The player will be suspended for the rest of the tournament.
18. The referee’s ruling is final. No appeals regarding rules or laws will be accepted.
19. In the event of delay due to injury, weather, team unavailability, etc., the Tournament Committee has sole discretion on changes to match times and can cancel or reschedule matches if and when necessary.
20. To avoid “stacking” of teams, no player shall be listed on two rosters or play for two teams without the written approval of the Tournament committee.

GENERAL RULES

21. All team players must secure their valuables brought to the tournament. The tournament organizers are not responsible for loss or damage to any property.
22. All coaches and/or administrators are responsible for the behavior of their players and supporters on and off the field and anywhere on the Gathering of the Scots festival grounds.
23. Basic First Aid is to be provided to injured players by their team management. When required, an ambulance will be summoned. It is the responsibility of a designated team official to accompany the injured player to hospital. At the request of the team, ice will be provided for injuries.
24. Abusive and/or unruly behavior will not be tolerated. Any incident on the field will be handled by the assigned referee and/or the Chief Referee Coordinator. Incidents off the field will be handled by the tournament/festival committee. The tournament and the Gathering of the Scots organizers have the right to ask anybody who is creating a disturbance at the tournament/festival to leave the grounds immediately.
25. Spectators will have to pay Gathering of the Scots entrance fee in order to watch rugby games. Coolers are **NOT** permitted on festival grounds. Water and Ice will be provided by the Gathering of the Scots. No Pets allowed onsite, unless a registered service animal.