



TOURNAMENT RULES AND GUIDANCE

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1.0 INTRODUCTION & DATE, TIME AND VENUE

This is the 3rd annual COBRA 10s Mini Rugby Festival 2017 Invitational and forms the extension of the 47th COBRA 10s

All participating teams shall abide by the Rules and Regulations set out herein. Non-compliance may result in disqualification from the event.

The tournament will take place on Saturday, 28th of October 2017 at Academy Hevea Malaysia, RRIM Research Station, Sungai Buloh. First Kick Off is at 8:00am. The tournament is a one day tournament with most ages completing by 4 pm.

All players and supporters should read the schedule of matches for further information.

2.0 ELIGIBILITY

All players must fall within the following age group requirements:-

- Under 6s Born in 2011 or later
- Under 7s Born in 2010 or later
- Under 8s Born in 2009 or later
- Under 9s Born in 2008 or later
- Under 10s Born in 2007 or later
- Under 11s Born in 2006 or later
- Under 12s Born in 2005 or later
- Under 13s Born in 2004 or later
- Under 14s Born in 2003 or later
- Under 16s Born in 2002 & 2001

The Tournament Director of COBRA Mini 10s, reserves the right to demand proof of players' identity and eligibility at any time during the event. Failure to provide adequate proof of eligibility will result in the player not being allowed to take part in the event and the disqualification of the team if matches have been played including that player. A copy of the player's passports or Original IC must be available when requested.

All players participating in the above categories must be able to prove their Date of Birth on photo ID only if requested to do so. In addition to the above, the Tournament Director shall have the right to request that a player is not permitted to play if his size (weight/height) is deemed to pose a potential threat to the safety of the other player. A player may play up an age group in line with World Rugby Guidelines, if he has sufficient experience and if his weight/height is not deemed to pose a potential safety threat to himself or other players.

3.0 TEAM AND PLAYER REGISTRATION

Team managers/coaches must register their arrival 30 minutes prior to their first game with their designated pitch marshall for their age group on Saturday, 28th October 2017. Registration confirms that you accept the tournament rules and they have been distributed to the squad coaches and all concerned parties. If teams are not aware of the rules and unable to play they will concede a walk over, a friendly unofficial match may be played if the opposition agrees to a match.

The initial Registration of players is the responsibility of the designated event organiser, Club Captain, Team Manager or Coach. One point of contact per club/school is required prior to the tournament.

ONLY players with Original Photo ID can register for this Tournament. **Passport or IC only.** Scoring and fixtures will be managed by the tournament Secretariat. In the interests of safety, ALL Registered players shall be subject to a boot studs and nail check by the match referees.

Squad sizes are not limited apart from a maximum medal allocation (squad size 15). Once registered a player may play for another team from his/her club in the same age group competition, only with the permission of the pitch marshall. This is also intended for the spirit of maximized participation of kids. This is to enable clubs who have just enough players for two teams but have insufficient substitutes to be able to field two teams. They may register a maximum of two players from the other team at the discretion of the tournament director, requests must be made in advance by email.

Whilst there is no limit to squad size in the contact age groups, there will be 15 medals only awarded to gold, silver and bronze medalists based on final position from all play offs and participation medals in U6, U7 & U8.

No additions or deletions may be allowed once the team has been registered with the pitch side marshall. **Upon protest, any team found to be in breach of this Rule may face disqualification.** Any late changes should be identified to the pitch side marshall upon registration.

4.0 ATTIRE

All members of the same team must be in matching uniform. U13 contact teams and above must wear numbered shirts. All players should be wearing socks and boots suitable for field grass conditions.

5.0 LAWS OF THE GAME

The 2017 COBRA 10s Mini tournament shall comprise 12 age group events, namely

- Mixed Gender
 1. Under 6s
 2. Under 7s
 3. Under 8s
 4. Under 9s
 5. Under 10s
 6. Under 11s
 7. Under 12s
- Boys
 8. Under 13s
 9. Under 14s
 10. Under 16s
- Girls (touch)
 11. Under 12s
 12. Under 10s

Matches will be played according to the slightly modified Laws of Playing Mini-rugby, and as defined by the World Rugby Under-19 and 10 a side Variation. The Girls Touch rugby will be played in accordance with touch rugby rules as modified by these Tournament rules. The tournament Mini-rugby Laws variation for U6 to U12 are listed.

6.0 TOURNAMENT & FORMAT

The competition will be played as a round robin league with teams divided into 2 groups in the group stage with all teams in each group playing off with each other. Upon completion of the group league, teams will then play off for all positions, semifinals (top finisher from 1 group to play second from the other group), and finals match. Each team in the U6, U7, and U8 categories will provide a touch judge for every game following the one they are playing and will also assist in providing a coach referee.

There will be a Cup final for all categories with top 2 teams playing in Cup Finals for Gold and Silver medals. 3rd top finisher will be awarded a Bronze medal.

- All matches in U6, U7, U8, U9, U10, U11 and U12 age group will be 10 minutes flat, with no half time.
- All matches in U13, U14 and U16 boy's age groups shall be 12 minutes flat, with no half time. All Cup Finals for these age groups shall be two halves of 7 minutes with 1 minute half time.
- U10 and U12 Girls Touch Rugby shall be 10 minutes flat, with no half time.

7.0 OFFICIALS & MATCHES

The referees will be a mixture of Malaysian Rugby referees as well as Club referees. The U6s, U7s, U8s will be refereed by a designated referee from the clubs and teams participating, please include name and contact details on the team registration sheets.

Tournament Marshals shall ensure that teams are ready to commence at their designated start time. Teams should be pitch side at the conclusion of the match prior to theirs

Kick off and ends, there will be no coin toss, the team listed first in the fixture will choose ends the other team will choose to kick or receive.

Pitch Marshalls will also liaise with referees and record match scores, coaches are required to sign a score card at the end of each match, it is the responsibility of the coach to approach the Marshall to do so. First try scorer, tries and super tries will be recorded in addition to disciplinary actions.

Score cards will be maintained at the scorer's area, cards will be consulted in the event of a system entry dispute, and Failure to sign will disqualify you from appeal. Post-Match the referee's decision is final. Any team unable to start on time or failing to turn up for the kick off shall forfeit that match and their opposition shall be awarded the 'Win' with maximum points.

8.0 SUBSTITUTIONS

Substitutions can be made at any suitable stoppage point during a game but must be with the referee's permission. There are no restrictions on the number of substitutions during a game. A player may return to that particular match again having been substituted.

9.0 CONDUCT

Foul play and bad language will not be tolerated. The referee will penalize and be permitted to take the extreme action outline below for each age group.

Yellow Card: any U13 and above player sent to the sin bin, by the referee's yellow card will be required to stand beside the Pitch Marshall for a period not less than two minutes of actual play. The Pitch Marshall will monitor the time and indicate to the Referee when the sin bin period is over.

Red Card: any U13 and above player sent off the field by the extreme action of the Referee's Red Card, may not take part in the rest of the tournament.

Instructed Substitution: Age groups U12 and below may not be given a Yellow or Red Card.

Instead, in the case of foul play that warrants a Yellow Card (at U13 Level), a player would receive a warning. If there is a repeated event, or one that would warrant a Red Card (at U13 level), then the referee shall instruct the coach that the player be substituted.

Once substituted at the referee's instruction, that player may not take further part in the game. The coach should ensure the player fully understands what the offense was.

Repeat offenders in extreme cases will be disqualified from playing in the remainder of the tournament.

10.0 FIRST AID & BLOOD BIN

Medical Services will be located on a clearly marked Medical tent and with standby ambulances.

In the event of a serious injury, the pitch Marshall will call for the on-site. Ambulance crews to attend. Please move all players away from the injured player. Only the head coaches, parents or guardian of injured player, officials and Medics are allowed on the field.

A player who has an open or bleeding wound must leave the playing area to receive medical attention. The player may be replaced temporarily. The injured player may return to the field of play, replacing the temporary replacement, once the bleeding has been stopped or dressed.

11.0 INJURY MANAGEMENT

Injured players shall not necessarily stop play unless the referee deems the injury requires immediate attention. If a player is injured and continuation of play would be dangerous, the referee will stop play.

The referee shall allow medical attendants to enter the field of play to attend to an injured player at any time.

If the referee stops play because a player has been injured, and there has been no infringement and the ball has not been made dead, play restarts with a scrum. The team last in possession puts in the ball. If neither team was in possession, the attacking team gets the put in for the scrum.

The referee must blow the whistle if continuation of play would be dangerous for any reason. All teams must make players aware of the "Mayday" call at Scrums, which is to be managed solely by the referee.

Each team must have sufficient front row players, suitably trained and experienced, for contested scrums. Should, at any time during a match, in the referee's sole opinion, contested scrums become unsafe, the referee may call for uncontested scrums, with contested hooking only.

COMPETITION RULES AND PLAYING LAWS

Girls Under 10s & 12s (Touch rugby)

Touch Playing Laws shall be followed. Six players on the pitch

Under 13s, 14s, 16s.

10 a-side tournament. World Rugby Under 19s Playing Law Variations shall be followed.

Points shall only be scored by scoring a try which will be worth five points. In U8 contact and above no conversions but tries scored in the in-goal area marked with diagonal lines or under the posts will count as Super Tries. A super try is worth 7 points.

Match points awarded: **WIN 3 points, DRAW 1 point, LOSS 0 point**

In all groups, League positions shall be determined by, and in order of priority:

- Total points per team

- If two or more teams finish on equal points after the pool matches then their final positions shall be determined by, and in order of priority:
 - total tries scored
 - fewest tries conceded
 - total super tries scored
 - Result of league/pool game between the two teams
 - Scorer of first try in league game

In the event of a walkover, the score will be deemed to be 4 tries to 0 for U6, U7 and 28-0 for U8 and above. The pitch marshall will determine if a team is late for kick off.

In the Finals for 1st and 2nd placing, if scores are equal after full time then 2 minutes sudden death extra time shall be played immediately. Extra Time kick off will be decided by a coin toss by the referee.

If the score is still tied then the scorer of the first try in normal time will be the winner. If the full time score was nil nil then each team will nominate 3 players who will take part in a kick off.

U8, U9, U10, U11, U12, U13, U14's will take a kick from hand from the center spot of their pitch, the best of three kicks, (1 per player) nearest ball to the cross in the super try box wins, this will be judged by the ref and pitch marshall.

U16's will take a drop goal from the designated spot between the 22 and the 10 meter line at the rugby posts.

Kick off shall be decided by a toss of coin or jointly agreed with referee. In league games the team named first in the fixture chooses which side of the pitch they will play the other chooses to kick or receive. For Under 6s, 7s, 8s, 9s, 10s, 11s and 12s see COBRA Mini Rugby Playing Laws.

	Under 6s, 7s	Under 8s, 9s, 10s	U11s, U12s
Coach on pitch	One	No	No
Ball Size	3	4	4
No. of players on pitch	8 (all backs)	10 (5 fwds/5 backs)	10 (5 fwds/5 backs)
Tackle	No (2-hand touch on waist/shorts) 6 touches then turnover Ball passed to own team (2 to 3 step momentum allowance)	Yes	Yes
- Scrag tackle (swing ball-carrier to the ground by shirt)	N/a	Penalty	Penalty
Squeeze-ball	N/a	No	No
Offside at Tackle	Defenders retreat 3m min. after tackle made	N/a	N/a
Kicking			
Kick off	Place or drop kick	Drop or Place kick	Drop or Place kick
Kick off must travel	5m	7m	7m
Drop out (at)	No (Tap @ 10m)	Yes (15m)	Yes (15m)
Penalty to touch	No	No	Yes (from within own 15m)
Kick out of hand	No	No	Yes (from within own 15m)
Fly hack	No	No	Yes (from within own 15m)
Conversion	No	No	No
If pass back into own 15m area	N/a	N/a	N/a
Restart (after try)	Place kick (by scoring team)	Drop or Place kick (by scoring team)	Drop or Place kick (by scoring team)
Scrum	No (Tap Restart)	Yes (non-contested)	Yes (contested)
Players in scrum	-	5 fwds	5 fwds
Pushing	-	No	Yes- max 1m
Hooking	-	Yes (feeder wins)	Yes (contested)
Offside (backs)	-	3m behind back foot	3m behind back foot
Offside (s-half)	-	Tunnel or further back	Back foot of opponents
No 8 pick-up	-	-	scrum
Mauls	No	Yes (only 3m shove then "use or lose")	Yes (only 3m shove then "use or lose")
Line-out	No (Tap Restart)	Yes (contested)	Yes (contested)
Players in line	-	4	4
Distance to front	-	3m	3m
Contested	-	Yes	Yes
Jumping	-	Yes	Yes
Lifting/Supporting	-	No	No
Offside	-	7m	7m
Quick	-	No	No
Fair catch (mark)	No	No	Yes
Hand-off	No	No	Yes (flat palm/bent arm/below shoulder line)
Quick tap-penalties	No	No	Yes
Penalty offside line	5m	7m	7m