

GRFC - Festival Rules Summary 2017 - 2018

Festival Rules	Under 7's	Under 8's	Under 9's	Under 10's	Under 11's
Players on the pitch	4	6	7	8	9
Substitutes	2	4	4	4	5
Squad Size (max)	6	10	11	12	14
Pitch Size (max)	20m x 12m	45m x 22m	60m x 30m	60m x 35m	60m x 43m
Ball Size	3	3	3	4	4
Start/restarts	Free pass	Free pass	Free pass	Free pass	Drop kick
Free pass/drop kick (opposition 'x'm back)	3m	7m	7m	7m	7m
Knock-on	Play on	Free pass	Free pass	Scrum	Scrum
Tackling	No – Tag Rugby	No – Tag Rugby	Yes	Yes	Yes
Mauls	No	No	No	Yes (max 2 players/side)	Yes (max 3 players/side)
Rucks	No	No	No	Yes (max 2 players/side)	Yes (max 3 players/side)
Scrum	No	No	No	Yes – uncontested Nearest 3 players	Yes – contested hook only Nearest 3 players
Lineouts	No	No	No	No	No
Kicking	No	No	No	No	Yes – from hand only No Fly Hacks 15m line (22m)
Notes: Referee to advise players. Coaches not permitted on pitch No hand-off & no fending	Unlimited tags Accidental knock-on not penalised Players not permitted to go to ground to score tries	Turnover after 7 tags Players permitted to go to ground to score tries	Tackle below the arm pits Referee must call "tackle" Pass within 3 seconds of tackle No competition for ball	Tackle below the arm pits Referee to call "tackle-release" Scrum half to pass ball from scrum/maul/ruck Ball out of mini maul within 5 seconds or scrum to defending team	Tackle below the arm pits Referee to call "tackle-release" Scrum half to pass ball from scrum/maul/ruck Ball out of mini maul within 5 seconds or scrum to defending team
Playing Time	5 mins/half	5 mins/half	6 mins/half	6 mins/half	7 mins/half
Half Time	2 mins	2 mins	2 mins	2 mins	2 mins
No. of matches /player (max)	5	5	5	5	5
Total playing time	50 mins	50 mins	60 mins	60 mins	70 mins

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