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2023 EDITION

**MEDIOVALE
TOURNAMENT
SPORTING
REGULATIONS
RUGBY XV - U14**

RUGBY XV RULES - CATEGORY U14

This document is a reference for the regulatory aspect of the sports matches that will take place during the 2023 Medieval Tournament. It contains all the rules that have been modified in any way with regard to the rules of rugby union established by the French Rugby Federation. All the modifications are specific to the Ile de France rugby league, itself dependent on the FFR. The Ile de France Rugby League is the only one able to decide on the forms of play practised and ensures the quality of the rules with its refereeing body.

REGULATORY BASIS

The rules used are derived from the official IDF league rules for the Under 14 category. The associated official document is available in the appendices: UNDER 14 RULES (U14 G and U15 F) - XV Play - 2022-2023 Season. Failing that, any rules not specified in this document will be derived from the official FFR rules for the 2022-2023 season.

STAFFING OF TEAMS

Practice	Rugby with 15 players per team
Workforce	Players' year of birth must be between 2009 and 2010
Replacements	Substitutions are unlimited and can only be made at stoppages in play. Substitutions are valid for tactical reasons and for injuries and dismissals
Expulsion	<p>An expulsion is a sanction against the team and or a player. In the event of an expulsion, the sanctioned team must replace the expelled player. If the player sent off was one of the 8 players in the scrum, the scrimmages will be played with a reduced and equal number of players:</p> <ul style="list-style-type: none">1 scrummager sent off: 7-on-7 scrum2 scrum players of the same team sent off: 6-on-6 scrum3 scrum players of the same team sent off: 5-on-5 scrumMore than 3 scrum players from the same team sent off: 8-a-side scrum, with the remaining players from the team filling in <p>In the event of a temporary expulsion, the player must leave the field of play, but remain in the playing area, in the hands of the designated court referee. In the event of a permanent expulsion, the player must leave the playing area. A match shall be stopped if the number of players present on the field is less than 11.</p>

PLAY TIME

Organization The tournament is organised in 2 pools with 1 pool for mixing and 1 pool for ranking/levels.
The result of all the matches played will give the final ranking

Playing time 2 days = 100 minutes of play in total per team Matches of 2 x 6 minutes + half-time

ENVIRONMENT

Land	Normal field: FFR Rule 1
Balloon	Size 4
Arbitration	Designated referee of the IDF league 1 field referee and 2 touch referees.
Technical area	<p>Each team has a technical area that is marked out and marked out (lines or markers on the ground)</p> <p>The following may be present in the technical area</p> <ul style="list-style-type: none">Coach, red armband,Field Assistant, yellow armband,First aider, white armband,Doctor, green armband <p>The first-aid attendant and the doctor may enter the field of play at any time without interfering with play. Any treatment that does not require a player to be immobilised must be carried out off the pitch. The field referee may decide to stop play and time.</p> <p>The field assistant may enter the field only to bring the ti in order to carry out a conversion after a try or a penalty</p> <p>Substitutes and players who have been sent off permanently may not remain on the field of play. They must go behind the handrail.</p> <p>Players who have been temporarily sent off must remain on the field of play, off the field of play and at the disposal of the referee while they are temporarily sent off. He shall be reinstated into the game at the request of the field referee and during a stoppage in play.</p>

SANCTIONS

Any player excluded must be replaced

Free kick <i>"Broken arm"</i>	<p>Gesture: arm on non-offending team bent at 90</p> <p>Obligations: offending team 10 metres from the point of offence</p> <p>Fast play: YES, in the direct vicinity of the referee and in his field of vision, if no player of his own team is in an offside situation, and if any player on the field of play is not in a dangerous situation at the restart: referee's arm must be raised</p> <p>If opposing players not within 10 metres, offside: players must not interact with the action until they have completed the 10m = unfair play: PPC sanction the player who plays quickly does not voluntarily enter with the player who replaces himself = unfair play: penalty PPC</p>
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Penalty kick <i>"Penalty"</i>	<p>Gesture: arm raised on the non-offending side</p> <p>Fast play: YES, in the direct vicinity of the referee and in his field of vision, if no player of his own team is in an offside situation, and if any player on the field of play is not in a dangerous situation at the restart and the field referee is not in the process of penalising him.</p>
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Dangerous tackle	Temporary expulsion of 2 minutes + immediate replacement
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White card	Temporary expulsion for 3 minutes + immediate replacement
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Yellow Card	Temporary expulsion for 3 minutes + immediate replacement
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Red Card	Permanent expulsion + immediate replacement
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SPECIFIC RULES

Any other fouls not specified follow the official rules of the XV game

Passage by force	Unfair play: PPC
Brutality	Unfair play : minor characterisation: CPP, Major or Repeat offender: CPP + Final expulsion
Balloon removal	A snatch is valid if the non-ball carrier catches the ball immediately and it is snatched immediately. Otherwise, the non-ball carrier blocks the ball = unfair play: PPC sanction
High socket	A non-ball-carrying player may only catch a ball-carrying opponent between the waist and the feet. If caught above the waist = dangerous play: PPC sanction
Plating	A player not carrying the ball may tackle an opponent carrying the ball and must engage both arms = Dangerous tackle: penalty CPP + temporary expulsion for 2 minutes + immediate replacement
Continuity of play after a foul signalled by the referee	At the referee's whistle, the ball carrier must immediately put the ball down at the point of infringement = offside: penalty FPC until expulsion
Red Card	Final expulsion

PUTTING IT BACK INTO PLAY

Kick-off and return after trial

Before kicking, the team in possession of the ball must wait until all opposing players are behind the 40m line on their side.

Referral to 22M	Category C Rugby League Rule	
Forward or unplayable ball	scrum at the place of infringement and 5 metres from any line	<p>Authorized push in the centre, limited to winning the ball (ball behind the feet of one of the front rows).</p> <p>Permitted tapping</p> <p>The ball must be played without delay.</p> <p>Offside lines at 5 metres.</p> <p>The field referee gives the 3 commands for the non-impact scrum: 1. FLEXION - 2. BIND - 3. PLACE</p> <p>The scrum half introduces the ball without delay. The field referee intervenes immediately if the scrum is unstable: CF against the offending team.</p> <p>For the opposing 9, category C rugby union rules.</p> <p>The scrum is never replayed.</p> <p>Scrum turned, or when a foul is not detected and the ball is unplayable or safe: CF in favour of the team that introduced the ball into the scrum</p> <p>Incomplete team: obligation of numerical equality :</p> <p>Scrum 7 = 3 - 4 Scrum 6 = 3 - 2 - 1 Scrum 5 = 3 - 2</p>

Out of touch, indirect touch kick	As for Category C XV rules	<p>Experimental Rule 2022/2023: Permission to lift a player (no obligation)</p> <p>Pitching team :</p> <ul style="list-style-type: none"> -1 player can be lifted by 2 partners The front lifter may not be positioned within 50 cm of the 5-metre line -The jump block must be identified before the start of the key -No movement of the jump block (neither forward nor backward) -Obligation of the lifted player to pass (in the air or at the latest upon contact with the ground) -Possibility to play on another player (than the lifted one) <p>Team that does not pitch :</p> <ul style="list-style-type: none"> - Obligation to put the same number of players in the line-up (no less, no more) - Prohibition on lifting a player - Prohibition on tackling the lifted player - No player may intervene on the jumping block (no contact) - Possibility to contest the ball except in front of the jumping block
Goal shooting, Drop, Transformation		Transformations (drop kicks only) after a try are done at time-out, the time is restarted once the kick has been taken.
CPP - CPF	Category C Rugby	On Penalty and Free Kick no choice of scrum regardless of foul

APPLICATION OF THE WR RULES

Application of the 5 experimental rules of WR :

50/22

Goal line drop

Flying wedge

The pre-attached player

Scraper clearing and safety

ANNEXES

1- UNDER 14 RULES (U14 L and U15 W) XV Game *Season 2022-2023*

3 - SPECIFIC F.F.R. PROVISIONS

Useful links :

<https://www.ffr.fr/jouer-au-rugby/reglements-sportifs/regles-du-rugby>

<https://ligueidf.ffr.fr>