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2023 EDITION

**MEDIOVALE
TOURNAMENT
SPORTING
REGULATIONS
RUGBY XV - U16**

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 practice of the game at XV level for the under 16 category. The associated official document is available in the appendices: XV PLAY - CATEGORY C REGIONAL 1 and 2 U16 (R1U16, R2U16) . Failing that, any rules not specified in this document are derived from the official FFR rules for the game of Rugby for the 2022-2023 season.

STAFFING OF TEAMS

Practice	Rugby with 15 players per team
Workforce	Players' year of birth must be between 2007 and 2008
Replacements	Substitutions are unlimited and can only be made at stoppages in play. Substitutions are valid for tactical and injury reasons.
Expulsion	<p>An expulsion is a sanction against the team and or a player.</p> <p>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 scrum <p>More than 3 scrum players from the same team sent off: 8-a-side scrum, with the remaining players from the team filling in</p> <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.</p> <p>In the event of a permanent expulsion, the player must leave the playing area.</p> <p>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 phases with a pool phase and a final phase and ranking match

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

ENVIRONMENT

Land Normal ground: FFR Rule 1

Balloon Size 5

Arbitration

Technical area

Each team has a technical area marked out (lines or markers on the ground)

The following may be present in the technical area

- Coach, red armband,
- Field Assistant, yellow armband,
- First aider, white armband,
- Doctor, green armband

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.

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

Substitutes and players who have been sent off permanently may not remain on the field of play. They must go behind the handrail.

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.

SANCTIONS

Free kick <i>"Broken arm"</i>	<p>Gesture: arm on non-offending team bent at 90 Obligations: offending team 10 metres from the point of offence 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 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>
Penalty kick <i>"Penalty"</i>	<p>Gesture: arm raised on the non-offending side 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>
White card	Temporary expulsion for 3 minutes
Yellow Card	Temporary expulsion for 3 minutes
Red Card	Final expulsion

SPECIFIC RULES

Any other foul not specified follows the official FFR rules for the game of XV

Balloon removal	An opponent may snatch the ball from the ball carrier's hands with open hands and engage his arm to snatch the ball, without hitting his opponent with his shoulder. A snatch is valid if the non-ball carrier immediately catches the ball and it is immediately snatched. Otherwise, the non-ball carrier is blocking 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 up to expulsion depending on the level of danger
Plating	A player not carrying the ball may tackle an opponent carrying the ball and must engage both arms = Dangerous tackle: PPC sanction up to expulsion depending on the level of danger
Tackle 2	The two-man tackle is allowed provided it is not simultaneous, i.e. the second tackler must have time to place his head before tackling. IF simultaneous two-man tackle = Dangerous tackle: PPC sanction up to expulsion depending on the level of danger
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	Category C rugby rules	Before kicking, the team in possession of the ball must wait until all opposing players are behind the 40m line of their side.
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Referral to 22M	Category C rugby rules
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Forward or unplayable ball	scrum at the place of infringement
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Out of touch, indirect touch kick	Category C rugby rules
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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.
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CPP - CPF	Category C rugby rules
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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 16 RULES - XV GAME - CATEGORY C REGIONAL 1 and 2 U16 (R1U16, R2U16)

2 - SPECIFIC F.F.R. PROVISIONS

Useful links :

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

<https://ligueidf.ffr.fr>