**Harlow RUFC Junior 7-a-side Tag Tournament**

**Saturday 14th & 21st November**

**TIME:** KICK OFF @ 12PM (EST. FINISH @ 4PM)

**Objectives of the tournament**

* Have fun!
* It’s not a serious competition, but designed to enable some competitive rugby which has been sorely missed so far this year.
* Keep it COVID Safe observe social distancing which will require player and parental support
* Tag isn’t a usual game for the youth sides, it’s deliberately different to enable cross team games

**Each team to provide:**

* + A Manager
	+ A Referee
	+ A Gazebo (or multiple)
	+ An inventive team name
	+ A colour shirt to play in

Where there is a mismatch in ability, i.e. if older age grades play younger age grades the following will apply:

* An appropriate handicap i.e. 1.5 / 3.5 points head start
* During a game the if there is an obvious mismatch the referee may ask a the weaker team to bring on an additional player or remove a stronger player

**Format**

Pitches 1 & 2 to be used for games, player and spectators requested to stay close to their allocated pitch to encourage limited interaction.

**Pool 1 (5 possibly 6 teams)**

* Girls under 13, under 15 which will be mixed (2 teams)
* Boys under 13
* Less able under 14 team (possibly x 2 or 3 if take 1 from pool 2)

**Pool 2 (6 possibly 7 teams)**

* Stronger under 14 team (possibly x 2)
* Under 15s teams (times 2 or possibly 3)
* Under 16s
* Under 18s Girls

All details to be confirmed based on the number of teams entered and then progress reviewed before week two. Feedback from team managers is key and we will be open to tweaks to format and logistics. Organisers will tweak the tournament rules and structure based on the objectives as required.

**Game rules**

1. 7 a side, recommended squad of 10 but can be fewer
2. Substitutions every 2 minutes to ensure all players get equal time on the pitch
3. 7 mins each way, 2 mins ½ time
4. Kick-off starts with a dropkick. Kick-off is taken by scoring team
5. Turn over on 6th tackle. Kicking on 5th tackle only
6. If the ball goes out of play opponent takes a tap 5 m in from sideline (if kicked on full opponent gets the ball on sideline in line where kicker took the ball)
7. If the ball goes into touch, the opponent takes a tag 5m in from sideline and plays
8. Bonus point zone in the middle worth 3 points
9. Normal score is 1 point
10. If tagged rugby league style restart after tag (**Note:** Must be taken from where the tag is made) this is shown by tagger raising their hand and holding from where they pull the tag, Turn over for not working back to the tag.
11. Tagger must return the by passing it to them (no throwing)
12. Defence must be 5m back from the tagged line, referees to be strict
13. Tackler can Tackle straight away (i.e. not back 5 m)
14. Any contact (tackle) is an immediate yellow card (2 min sin bin) second offence red card.
15. Roll on Roll off subs