



# RULES UNDER 8 YEARS

## play contact

Season 2021 - 2022

NUMBERS OF PLAYERS	5 against 5 / A team showing up as an incomplete squad may have the squad completed by the teams present (agreement of the playing teams).	
SUBSTITUTIONS	Unlimited during stoppage time and/or injury (9 maximum players per team)	
GROUND	30m (in goal not included) X 20m	
BALL	Size 3	
GAME TIME	See table	
ARBITRATION	1 player under 12 to under 18 trained and 1 educator-accompanying (in charge of security) or an educator.	
FOUL GAMING	From temporary substitution of 2 minutes to permanent exclusion, depending on the seriousness of the fault. Replacement is mandatory. If characterized brutality or recidivism, definitive exclusion from the tournament.	
	At the referee's whistle, the player of the offending team immediately places the ball on the ground to make it available for the opposing team otherwise sanction: CF at the place of the fault or 5 meters more or replacement in the event of repeated faults	
	<b>Forced passage:</b> a player carrying the ball must not intentionally collide with a stopped opponent – <b>Sanction:</b> CF	
USERS	<b>The ball carrier must not engage his chest forward at the moment of contact with the opponent (no head at the same height) – CF- opponents at 5m</b>	
	The tackled ball carrier must immediately pass on his ball or release it more than one meter from him: CF - opponents at 5m	
	<b>If the ball on the ground is unplayable:</b> ball to the opponent: CF - opponents at 5m	
OPPONENTS	<b>The opponent can tackle the ball carrier but he is not allowed to block him with a grip above the waist or to tear his ball in hands and/or arms</b>	
	The tackle must be done with both arms. It must be done between the cut and the feet (note: it is forbidden to dive directly into the feet of an opponent): from FC to temporary exclusion with replacement of the player.	
	Opponents may recover the ball once it has been released but must not play it into the carrier's hands: Penalty: CF – opponents at 5m	
	<b>Defensive supports must arrive by their side before playing the ball</b>	
ARBITRATION INSTRUCTIONS	Immediately penalize the tackler interfering with the transmission of the ball: from CF to temporary exclusion with replacement of the player.	
	Do not penalize the tackled player whose ball has touched the ground and who makes his pass immediately.	
MARK	Try = 5 points. <b>A player tackled near the goal line can score a try if his action is done in the same movement</b>	
THROW IN	Where ?	How? 'Or' What ?
KICK-OFF	In the center of the field – <b>Ability to play quickly</b>	<b>CF 5m from any line</b> <b>Opponents at 5m</b> <b>A CF can be played in several ways:</b> <b>- for oneself after kicking the ball</b> (ball on the ground or leaving the hands), <b>- in a drop kick or</b> <b>- in a punt</b> <b>CF granted less than 5 meters from his line of</b> <b>but possibility of typing directly in</b> <b>throw-in = ground gain but throw-in at</b> the opposing team
REVERSAL After test	In the center of the pitch by the team that conceded the try – <b>Ability to play quickly</b>	
REVERSAL FROM 22 METERS	5m from the in-goal. If on foot play, the ball goes into the in-goal, the opponent can flatten it and benefit with a return kick 5m from the goal line.	
FORWARD	At the place of the fault, 5 meters from any line	
OUT IN TOUCH OR INDIRECT KEY	At the place of exit. If the ball is kicked out as dead ball, the ball returns to the opposing team at the place of the kick.	
DIRECT KEY	Authorized from his in-goal and in an area of 5m in front of it Otherwise: at the place where the kicking took place.	
TRANSFORMATION DROP SHOT ON GOAL	NO	

5 GAP TRIALS AT ANY TIME: SCORE DEFINITELY ACQUIRED AND REBALANCING MANDATORY IN ANY WAY WHATSOEVER. EXCEPT

THESE SPECIFIC PROVISIONS, THE RULES OF RUGBY XV CATEGORY C ARE APPLICABLE