



## PAYMENT LESS THAN 10 YEARS

GAME at X

*Season 2021-2022*

Practice at 10 / A team showing up as an incomplete squad can see each other completed the squad by the teams present (agreement of the teams playing).

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| NUMBERS OF PLAYERS   |  |  |
| SUBSTITUTIONS  | Unlimited during stoppage time and/or injury   |  |
| GROUND   | 56 meters (in-goal not included) X 40 meters   |  |
| BALL   | Size 3   |  |
| GAME TIME  | See table  |  |
| ARBITRATION  | 1 player under 12 to under 18 trained and 1 educator-accompanying (responsible for scrum refereeing and safety) or an educator.  |  |
| FOUL GAMING  | From temporary substitution of 2 minutes to permanent exclusion, depending on the seriousness of the fault.<br>Replacement is mandatory.<br>If characterized brutality or recidivism, definitive exclusion from the tournament.  |  |
|  | <b>Forced passage:</b> a player carrying the ball must not intentionally collide with a stopped opponent –Sanction: CF   |  |
| TACKLING   | The tackle, which must be executed with both arms, must be <b>imperatively carried out between the waist and the feet</b> . Any catch above or without engaging the 2 arms will be sanctioned. <b>Warning: it is forbidden to dive directly into an opponent's feet. The ball carrier must not engage his chest forward at the moment of contact with the opponent (no head at the same height)</b> –CF - 5m opponents<br>A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with replacement. Projections and spooning are strictly prohibited and must be sanctioned. |  |
| THROW IN   | Where ?  | How? 'Or' What ?   |
| KICK-OFF   | In the center of the field   | Opponents drop kick from 5 meters<br>The ball must cross the 5 meters - <b>Ability to play quickly</b>   |
| REVERSAL After test  | In the middle of the pitch by the team that conceded the try   |  |
| REVERSAL "22m"   | 10 meters from the goal  | Free kick<br>Opponents at 5 meters   |
| FORWARD or ball unplayable   | At the place of the fault,<br>5 meters from any line   | <b>Educational scrum without impact: 3+2 against 3+2</b><br>Pushing authorized in the axis, limited to gaining the ball (ball behind the feet of one of the first lines).<br>Bindings of 1 Player <small>Stimeline</small> (see rules of the game at XV).<br><b>Offside lines at 5 meters.</b><br>The "+2" players are in place of the 3 <small>throwing</small> lines, linked to the inner hand pillar to the shorts and hand outside the jersey, standing, without pushing action.<br>They can only make game action at the end of the scrum.<br>The educator-accompanist gives the 3 commandments for the formation of the scrum educational without impact: 1. FLEXION – 2. LINK – 3. PLACEMENT<br>The scrum-half will throw in the ball without delay. The educator-accompanying person will intervene immediately in case of instability of the scrum: CF.<br>His opponent stands either at his side without following the progress of the ball, or behind his melee, in the axis.<br><b>Tailgating allowed. No possibility of regaining the ball.</b><br>Gaining the ball = end of the push.<br>End of scrum = when the scrum half lifts the ball off the ground.<br>The scrum is <b>not never</b> replayed.<br>Incorrect bindings, bad posture: CF<br>Turned scrum or when a foul is not detected and ball unplayable or <b>security obliges:</b><br>CP Franc in favor of the team having introduced the ball in scrum |
| PENALTY  | At the place of the fault, 5 meters from any line  | <b>Replaced by Free Kick</b>   |
| FREE KICK  | At the place of the fault, 5 meters from any line  | Opponents at 5 meters - No choice of scrum - <b>CF granted less than 10 meters from his goal line possibility of hitting directly in touch = gain of ground but throw at the opposing team</b>   |
| OUT IN TOUCH OR INDIRECT KEY   | At the exit point, at least 5 meters from the goal line.   | <b>Key = Disputed Conquest.</b><br>1 thrower, 2, 3 or 4 jumpers and 1 torchbearer.<br>For the opponents, 1 vis-à-vis each of the participants benefiting from the throw-in (thrower, jumpers and torchbearer).<br><b>No jumper aid.</b><br>Beginning of the alignment at 3 meters. End of lineup determined by last player line-up attacker (Locker).<br>The player opposite the thrower 2 meters from the lineout (width and depth).<br>The torchbearers 2 meters deep from the alignment.<br>Quick throw-in allowed, respecting the offside lines.<br>Non-participants at 5 meters.  |
| DIRECT KEY   | Strike beyond 10 meters: at the place of the strike<br>Kick in the in-goal or within 10 meters: at the exit  |  |
| AT THE REFEREE'S WHISTLE, THE PLAYER OF THE FAULTING TEAM IMMEDIATELY PLACES THE BALL AT THE POINT OF FAULT OTHERWISE SANCTION (CPF OR 5M DE +, OR REPLACEMENT IN CASE OF REPEATED FAULTS) - 5 GAP TRIALS AT ANY TIME: SCORE DEFINITELY ACQUIRED AND REBALANCING MANDATORY IN ANY WAY. |  |  |
| <b>APART FROM THESE SPECIFIC PROVISIONS, THE RULES OF RUGBY XV CATEGORY C ARE APPLICABLE (kicking is allowed)</b>  |  |  |