



RULES UNDER 12 YEARS

GAME at X

Season 2021-2022

NUMBERS OF PLAYERS	Practice at 10 / A team presenting itself as an incomplete squad may have the squad completed by the teams present (agreement of the teams playing).	
SUBSTITUTIONS	Unlimited during stoppage time and/or injury	
GROUND	56m (in-goal not included) X 45m	
BALL	Size 4	
GAME TIME	See table	
ARBITRATION	2 players holding the referee passport and an accompanying educator or 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. Replacement is mandatory.	
	If characterized brutality or recidivism, definitive exclusion from the tournament.	
TACKLING	Forced passage: a player carrying the ball must not intentionally collide with a stopped opponent – Sanction: CF	
	The tackle, which must be executed with both arms, must be imperatively between the waist and the feet Any catch above or without engaging the 2 arms will be sanctioned. 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) – CF- opponents at 5m A player who is guilty of a dangerous tackle must be systematically excluded by the referee (2 minutes) with substitution. 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 The ball must cross the 5 meters - Ability to play quickly
REVERSAL After test	In the middle of the field by the team that conceded the test	
REVERSAL "22m"	10 meters from the goal	Free kick Opponents at 5 meters
FORWARD or ball unplayable	At the place of the fault, 5 meters from any line	Educational scrum without impact: 3+2 against 3+2 Pushing authorized in the axis, limited to gaining the ball (ball behind the feet of one of the first lines). Bindings of 1 Player <small>Timeline</small> (see rules of the game at XV). Offside lines at 5 meters. The "+2" players are in place of the 3 rd wing lines, linked to the inner hand pillar to the shorts and hand outside the shirt, standing, without pushing action. They can only make game action at the end of the scrum. The educator-accompanist gives the 3 commandments for the formation of the scrum educational without impact: 1. FLEXION – 2. LINK – 3. PLACEMENT 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. His opponent stands either at his side without following the progress of the ball or behind his melee, in the axis. Tailgating allowed. No possibility of regaining the ball. Gaining the ball = end of the push. End of scrum = when the scrum half lifts the ball off the ground. The scrum is not never replayed. Incorrect bindings, bad posture: CF Turned scrum or when a foul is not detected and ball unplayable or security obliges: CF in favor of the team having introduced the ball in scrum
PENALTY	At the place of the fault, 5 meters from any line	Replaced by Free Kick
FREE KICK	At the place of the fault, 5 meters from any line	Opponents at 5 meters - No choice of scrum - CF granted less than 10 meters from his line of goal possibility of hitting directly in touch = gain of ground but throw to the team opponent
OUT IN TOUCH OR INDIRECT KEY	At the exit point, at least 5 meters from the goal line.	Key = Disputed Conquest. 1 thrower, 2, 3 or 4 jumpers and 1 torchbearer. For the opponents, 1 vis-à-vis each of the participants benefiting from the throw-in (thrower, jumpers and torchbearer). No jumper aid. Beginning of the alignment at 3 meters. End of lineup determined by last player line-up attacker (Locker). The player opposite the thrower 2 meters from the lineout (width and depth). The torchbearers 2 meters deep from the alignment. Quick throw-in allowed, respecting the offside lines. Non-participants at 5 meters.
DIRECT KEY	Strike beyond 10 meters: at the place of the strike	
	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 PENALTY (CPF OR 5M DE+, OR REPLACEMENT IN CASE OF REPEATED FAULTS) 5 TRIALS FOR A GAP AT ANY WHEN: DEFINITELY ACQUIRED SCORE AND COMPULSORY REBALANCING OF ANY WAY.		
APART FROM THESE SPECIFIC PROVISIONS, THE RULES OF RUGBY XV CATEGORY C ARE APPLICABLE (kicking is allowed)		