

U10 CUP AND DEVELOPMENT GAMES

Under RFU Reg 15 (Appendix 4)

1. OUTLINE

Due to the difference in playing abilities of the age grade there will be a Development Game and a Trophy Game in this age Grade.

The score from the Trophy game (**ONLY**) will decide the Age Grade Trophy winner. In the event of a draw the Trophy will be shared.

2. RULES

- a. A Maximum Team of 12 with ONLY 8 players on the pitch at any one time.
- b. Players MUST NOT change between Teams including as replacements (If this occurs then that team will be excluded from the Festival and the opposition will be award the win)
- c. There will be a Development game followed by a Trophy game.
- d. Rolling substitutions are permitted and substituted players can return at any time. Substitutions can only take place when the ball is dead and always with the referee's permission.
- e. If the referee decides that a player must cease to participate in a match due to medical reasons, then that player must be substituted. This player may not participate in any further matches for the duration of the Festival unless cleared by a qualified Medical Practitioner.
- f. All teams are required to present a completed registration form (Enclosure 13) to their respective age group Registration Control Point at the start of the Competition.

Half Game Rule

As per RFU Regulation 15 (Age Grade) all clubs, teams, schools and colleges must ensure that each player selected in every match day squad plays at least half of the Available Playing Time. This requirement is mandatory across the entire age grade game and in respect of all contact and non-contact age grade matches.