Boys Champion Schools Rules Quick Guide – National Rounds

The notes below are a quick guide to the boy’s rules within the champion schools competition. For the comprehensive rules breakdown please see the separate tournament rules document. These rules apply to 13 a side matches and may vary at festivals.

**Game Times**

|  |  |  |
| --- | --- | --- |
| **Year 7** | **Years 8 & 9** | **Years 10 & 11** |
| 20 minutes each way | 25 minutes each way | 30 minutes each way |

**Ball Size**

|  |  |
| --- | --- |
| **Years 7 & 8** | **Years 9, 10 & 11** |
| Size 4 | Size 5 |

**Squad Size & Interchanges**

Matches at each age group should be played 13 a side with 4 substitutes allowed. Total squad size of 20 players. Unlimited interchanges are allowed throughout the competition including the finals.

***Note*** - No player is allowed to play in more than one game, on one day.

**Extra Time**

In the event of a draw in the national rounds, 7 ½ minutes each way golden point will be played. Should teams still be drawing after this period, the team scoring the most tries goes through, if this is level, the away team goes through\*

\*For games held at a neutral venue (Semi-Finals), the policy will be announced prior to the event.

\*If the national final is a draw after golden point extra time, the trophy will be shared.

**Game Rules – All age groups**

* Games commence with a kick off for each half,
* The conceding team recommences with a kick off after tries have been scored,
* The defence should be 10m back at every play the ball (PTB),
* Two defensive markers are allowed at each PTB,
* A scrum is formed for a knock on, forward pass, or ball going into touch,
* A scrum is formed of six players plus a scrum half feeding the ball in,
* 40/20’s are not played,
* Sin bins are five minutes in length,