

RULES OF THE TOURNAMENT

1. All players must be Under 9 years of age on 31st August 2009
2. Each squad will consist of a maximum of 12 boys.
3. Normal Under 9 RFU Continuum Laws will apply.
4. A size 3 ball will be used.
5. Each game will be 5 minutes each half with 1 minute for half time.
6. In order for the schedule to be maintained, please have teams ready to play at the appointed time.
7. IN THE EVENT OF A DRAW!
The groups will be decided on a Win, Draw, Lose basis, and this year will include a bonus point system. The top team from each group will contest the Shield Final, the Runners up from each group will contest the Plate Final. If two teams have a similar record after group games then the order will be decided by:
 - a) The team with the most wins; or if equal
 - b) The team with the better points difference; or if equal
 - c) Team scoring most tries; or if equal
 - d) The result of the group game between the tied teams
 - e) The toss of a coin.In the event of a draw at full time at in the final, then play will continue until the next score. The teams will change after each 5 minute period until a score decides the match.
*If the score remains level following two periods of extra time the tie will be decided on the basis of the teams' playing record so far in the Tournament and the above will apply.
8. All boys must wear gum shields and appropriate footwear.
9. In the event of a clash of colours, the first named team is expected to change or at the discretion of the referee.

	POINTS
WIN	4
DRAW	2
LOSE	0
SCORE 4 TRIES	1
LOSE BY 1 TRY	1

Please make arrangements to collect any valuables belonging to your team. Following the boys' tea, our facilities are available to shower and change if required.

Map to the school ground can be found on:

www.shrewsburyhouse.net

PARKING:

Please park in the school ground or in the roads around the school.

NO PARKING PLEASE IN FRONT OF THE SCHOOL IN DITTON ROAD.

SHREWSBURY HOUSE SCHOOL

Under 9 Rugby Tournament



Friday 22nd January 2010

AT

SHREWSBURY HOUSE SCHOOL GROUND

