

Mini / Midi (U9-U13) Key information Guide – 2016/2017

The below LRU Festival Information complies with Age Grade Rugby (AGR) changes effective September 2016 and all Age Grades will play in accordance with the RFU Rules of Play specific to their Age Grade. All participating players will receive a medal/certificate for participation on the day.

For full Festival Rules and Registration Details please refer to Festival Rules on the New LRU Website

1) Festival Format

- a) The festival will consist of a preliminary round consisting of four festivals followed by separate final festival days for U9 – U11 and U12 – U13 depending upon the RFU AGR Structured season and available Sundays.
- b) The initial rounds will consist of four mini-festivals operating on a grouping basis where the precise format will depend on the numbers in the group(s).
- c) Marking system is explained in section 3.
- d) Teams will be grouped into the finals day in accordance with scores collated as The four initial festivals will each identify a 1st, 2nd, 3rd and 4th team in each age group – the 1st and 2nd teams in each age group and the 3rd and 4th teams will be invited back to take part in the relevant Final Festival Day (U13)
- e) There will be a new draw for the final festival day(s) which will consist of 2 leagues who will play a round robin within the league that they are in, with 1 V 1, 2 V 2, 3 V 3, 4 V 4
- f) No extra time will be played at any stage of the festival.

2) Squad size, Player numbers and Match durations

- a) The maximum squad size for the festival will be as follows:
 - Under 9's will be 12 players with a team of 7
 - Under 10's will be 14 players with a team of 8
 - Under 11's will be 16 players with a team of 9
 - Under 12's will be 18 players with a team of 12
- b) Under 13's will be 20 players with a team of 13
- c) The match duration for U9/10's will play 6 minutes per half. U11/12/13 will play 7 minutes per half. No extra time can be played in any circumstance.

3) Marking System

For the LRU County Festivals we will always include the score and three other categories (chosen before the event) so it is possible to win the game on the pitch but mathematically lose the game because of behaviours. To decide the outcome of a

game, up to 5 categories may be taken into consideration. **Four** are **Fair Play** categories, and the fifth is the score. The Fair Play Categories cover: -

1. Coaches/Management
2. Players
3. Parents/Supporters
4. Overall Ethos

Category 1 – Coaches/Management – Marked from 1 to 5

Did the Coaches/Management

1. Recognise the importance of fun and enjoyment
2. Appreciate the needs of the players
3. Be a positive role model
4. Encourage their players to behave with dignity in all circumstances
5. Respect all match officials
Recognise the core values of Rugby Union

Category 2 – Players – Marked from 1 to 5

Did the Players

1. Recognise and appreciate the efforts of their coaches, parents and match officials
2. Thank the referee
3. Understand the loyalty and commitment to adults and teammates
4. Encourage teammates even if they make a mistake
5. Recognise the efforts of their opponents
6. Recognise the core values of Rugby Union

Category 3 – Parents/Supporters – Marked from 1 to 5

Did the Parents/Supporters

1. Remember that children play rugby for their (the players) enjoyment, not theirs (the parents/supporters)
2. Acknowledge good individual and team performances from all young players irrespective of which team they play for
3. Respect match official's decisions
4. Recognise the importance of fun and enjoyment
5. Keep winning and losing in perspective
6. Recognise the sanctity of the pitch for players and officials only
7. Recognise the core values of Rugby Union

Category 4 – General Ethos – Marked from 1 to 5

Did everybody

1. Appear to provide a positive and constructive environment
2. Be realistic about all young players' ability
3. Condemn bad language, rude behaviour and violence
4. Encourage all participants irrespective of their ability
5. Never ridicule an individual player, regardless of the team they play for
6. Recognise the core values of Rugby Union

Category 5 – Match Score – 3 points for win – 1 points for a draw

Each category chosen will be marked by the referee or appointed official from one to five. One being poor, five being excellent. The referee/official will be the sole arbiter.

4) Player Registration

- a) All players must be registered with the Club they are representing and be registered on the RFU Game Management System (GMS) and on the day of the festival, the player must hold "Active" status on the RFU GMS. ID cards for all participating players should be with the team manager or coaches on the day. If we are unable to validate Active Status via GMS the player may be requested not to participate.
- b) All participating players should be in a team based upon the chronological age of the players. However, consideration will be given to official dispensation, where held under RFU Regulations 15.4.3/15.4.4
- c) The LRU Festival Organiser must be made aware of any player dispensations prior to the start of either the Preliminary Festivals or the Finals Day Festival. Failure to comply may lead to disqualification from the festival and forfeit of festival deposit.

5) Entry Fees and Deposits

- a) Entry to the festival is subject to a single non-refundable £25 entry fee per team.
- b) A £25 deposit is also required for each age group entered – this deposit will be in the form of a cheque per age group which will be banked if the deposit is forfeit. For full details refer to Festival Rules Document

6) Referees

- a) All clubs will be required to provide a competent AGR referee(s) for the matches indicated in the programme / running order and in line with RFU guidelines these referees must have attended an appropriate referee training course.

Dave Eabry
LRU Mini Midi Festival Organiser