

# SNOW RUGBY TARVISIO

## RULES OF THE TOURNAMENT

Welcome to SnowRugby Tarvisio, the largest senior rugby tournament in Italy.

**First of all, we ask that all teams be punctual to all matches.** We'll be hosting more than 180 games over the weekend, so we ask you to help us stick to the schedule!

### REGISTRATION:

You can register your team for the SRT via our website! ([www.snowrugby.com](http://www.snowrugby.com)). Each team can register no more than 12 players and 2 team manager; All players must be in compliance with the current sports health regulations of the nation they represent.

To register your team there are 2 phases:

1. **Team registration:** the team manager must enter the team in the tournament by filling out the form on the website and complete the payment of the entire registration fee by the date set by the organization.
2. **Check-in:** Once you have all the details of the players who will participate in the tournament, we ask you to hand over the final list of players to the tournament manager. For each player you will have to enter: name, surname, date of birth, ID number, jersey number. A maximum of two names will also be included as companions (name, surname, identity document). The manager will take responsibility for the correct data entry.

### Tournament Formula:

At Snowrugby Tarvisio we host several tournaments:

1. Male
2. Female
3. Old
4. U14

The men's and women's tournaments will be divided into 2 phases:

1. **Group stage:** 4 teams in each group, 3 matches per team on Saturday.
2. **Elimination Stage:** Each team, based on Saturday's results, will enter the corresponding elimination phase. The final formula will be communicated to all teams by the Tournament Manager a few days before the event and visible on the website communicated to all teams for consultation of the results online (website/app).

The Old and U14 tournaments will be in a single phase with one-way round-robin matches.

The match schedule with game times will be communicated to all teams by the Tournament Manager the night before the start of the tournament. It is **mandatory** to participate with at least one member of the team in the briefing with the organizer and referees scheduled before the start of the competitions, at the time that will be communicated.

The complete program of the event will be shared and published on the social pages of the event a few days before.

In the event that it's not possible to have a sufficient snow cover for playing snow rugby, a 5-a-side touch rugby tournament will be held instead. This situation is extremely unlikely and has never occurred in previous editions, thanks to the artificial snowmaking guaranteed by our technical sponsor

## LAWS OF THE GAME

**World Rugby rules apply, except as specified in the following regulations:**

1. The playing field has the following dimensions: length 31 meters (tolerance  $\pm 1$  m), including two in-goal areas of 3 meters each, and width 25 meters (tolerance  $\pm 1$  m).
2. Each team consists of 5 players starting the match, plus a maximum of 7 substitutes who may enter and leave the field multiple times during the same match without the referee's authorization, but only when play is stopped. Player substitutions must occur only at the halfway line (tolerance  $\pm 1$  m), while players may leave the field at any point. If the referee notices that a team has more than 5 players on the field, play will be stopped. The game will resume with a free kick awarded against the team that had more than 5 players on the field.

The referee may also cancel the outcome of the play immediately preceding the interruption, unless the non-offending (numerically disadvantaged) team gained an advantage.

*Example A:* A try is scored and the defending team has 6 players on the field — the try is awarded.

*Example B:* A try is scored and the attacking team has 6 players on the field — the try is disallowed.

3. During the match, only the captain may speak to the referee to ask for explanations or to report serious irregularities (e.g., an opposing sixth player on the field), and only when play is stopped.
4. A try is worth one point and no conversions are taken.
5. The game is played with a size 4 ball.
6. Each match consists of two halves of 5 minutes each, with a 2-minute interval.
7. Kicking the ball directly (on the full) is not allowed.
8. Lineouts and scrums are eliminated; play always restarts with a free kick.
9. When the ball carrier is tackled by an opponent, unless the tackle does not significantly slow down their progress, they must immediately make the ball available within 2 seconds of the referee's count. If within approximately 2 seconds from the start of the static phase (or from the referee's count) the ball is not free to be played, possession is lost (turnover) and a free kick is awarded to the defending team.
10. A player entering the opponent's in-goal area with the ball must ground it within 3 seconds; otherwise, play will resume with a free kick to the defending team, taken 5 meters from the try line.
11. The ball must be placed exactly at the spot where the try is scored. Any removal of the ball from the scoring point by the scorer or their teammates will be sanctioned with a yellow card.
12. After a try is scored, play will restart with a free kick at the center of the field (within an ideal circle of approximately 5 m radius), taken by hand by the team that conceded the try. It may be taken quickly only by the player who retrieves the ball in the in-goal area; in all other cases, the restart must wait for the opposing team to reposition.
13. In all restarts of play, the team not in possession must stand at least 5 meters from the point of restart. Failure to respect this distance will be penalized by the referee with a free kick moved 5 meters forward from the original restart point.
14. If a match ends in a draw after regulation time, an unlimited extra period will be played under the *sudden death* rule: the first team to score wins the match.
15. All foul plays or contrary to the spirit of the game will be analyzed and discussed by a disciplinary committee consisting of the tournament organizer, the tournament manager and the tournament referee.
16. Players' jerseys must be made of durable fabric (NOT T-shirts) and display identifying numbers or names on the back. Jerseys will be approved at the beginning of the tournament by the Technical Committee composed of the Tournament Organizer (or representative) and the Head of Referees. This procedure will be repeated at every tournament, even if the jersey had been previously approved.
17. In the case of teams tied on points in the qualifying groups, the final group ranking will be determined by the number of tries scored. If still tied, the difference between tries scored and tries conceded will be considered. If equality persists, the head-to-head result between the two teams will determine the ranking

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