Tournament Organizer: RC Tatra Smíchov

Main organizer: Martin Kladiva, tel. +420 606 481 012, email: kladivamar@gmail.com
deputy Iva Riegertová, tel. + 420 731 126 095, email: ivariegert1@gmail.com

Date and place: Saturday, April 1, 2023, FCC rugby arena
Address of the grounds: Běžecká street, Praha 6, map
Bus parking: 100m / 1 min walk from the grounds.

Teams:
Registered are 29 teams (25 domestic and 4 foreign)
Foreign teams: Heidelberger RK (DE), RC Worms (DE), MKS Ogniwo Sopot (PL), Rugbyunion Hohen Neuendorf e.V. (DE)
Domestic teams: RC Sparta Praha, RC Tatra Smíchov , ARC Iuridica, RC Mountfield Říčany 2, JIMI RC Vyškov, RK Petrovice , RA Olymp, RC Praga Praha , RC Brno Bystrc, RC Slavia Praha, Rugby club Olomouc, RA Brno, AMMOR, RC Babice, Try Hunters RC CB, TJ Sokol Mariánske Hory, RC Havířov

Terms:
Players born in the period from 1. 1. 2014 to 31. 12. 2015. Coaches send the list of the players in the format specified by the organizer (for each team separately). Signed lists to be handed over upon arrival at a tournament at registration to check. Presentation of valid travel documents / ID cards may be required.

Program:
- 9.00 opening the grounds
- 10.00 coaches meeting in the clubhouse
- 10.15 opening ceremony
- 10.30 kickoff of the first game
- 12:30-13:30 lunch
- 13:30 kick-off of afternoon section
- 16.45 final ceremony and results presentation

System of play:

Basic groups of 5 teams.
6 groups A, B, C, D, E, F

Ranking game:
Semi-final   group G - 1A, 2B, 1C, 2D, 1E, 2F
Semi-final   group H - 2A, 1B, 2C, 1D, 2E, 1F
Final   group I (for 13th-18th place) - all third place finishers from the basic groups
Final   group J (for 19th-24th place) - all fourth from the basic groups
Final   group K (for 25th-30th place) - all fifth from the basic groups

Match for 11th place - 6G vs. 6H
Match for 9th place - 5G vs. 5H
Match for 7th place - 4G vs. 4H
Match for 5th place - 3G vs. 3H
Match for 3rd place - 2G vs. 2H
Final -   1G vs. 1H

Rules

Pitch size:	25 m x 40 m, no "22m" line
Ball size:	3
Team numbers:	6-a-side
	Rolling substitutions are permitted and substituted players can be re-used at any time.
Hand-off:	Not allowed
Charging:	Not allowed
Tackle:	Around waist or below / below armpits.
	No targeting the ball before the tackle is completed.
Ruck:	Max 1+1 v 1+1
Maul:	Max 2 v 2
Kicking:	Drop kick is used to start the match and to restart after scoring. Players are allowed to kick, BUT if the ball goes to touch or touch-in-goal or to the dead ball line, a free kick is awarded to the non-offending side at the place of the kick.
Scrums:	Tap
Line outs:	Tap
Free kick:	Tap
Opposition:	Distance at least 8 meters
Duration:	7 min

The ranking in the qualification groups is determined by the following criteria (in the given order):

1. Score difference
2. More tries scored in the group
3. Result of the mutual match
4. Disciplinary record: less players red/yellow-carded in the tournament
5. Higher number of underage players on the roster (2014)
6. If teams have played in a previous phase of the tournament, the result of the game in the previous phase
7. If the teams met in a group in the previous phase of the tournament, the ranking in the previous phase
8. Toss-of-coin

Points calculation: win 3 points, draw 2 points, loss 1 point (loss by forfeit - no-show: score 5:0 and 3 points is awarded to the present team; score 0: 5 and 0 points is awarded to the team which failed to show up).

In matches for 1st-12th place played between teams from different semi-final groups, the tie will be followed by an extra-time. Pause before extra time 2 minutes. Game in 6 v 6 players for 3 minutes, "golden try" system (the side scoring first is winning the game). If there is no try within 3 minutes, the game continues in 5 v 5 players until the decision, "golden try" system.