

Snow Rugby

Laws for the matches

1. All matches, except the finals, will last 2x7 minutes with a half-time break of no more than one minute. The finals will last 2x10 minutes with a half-time break of no more than two minutes.
2. Each side shall comprise 7 players selected from a team of 15 maximum players who must be registered before the start of play.
3. A team may change its players any way they want so the players may come on and off the field at will, as long as there are never more than seven on the field at any one time. (penalty)
4. A team which can only field 7 or less than 7 players because of injuries may borrow players or reserves. They can only borrow players from teams, which have played in the same knockout competition as and have already been eliminated from the Tournament or from a pool of reserve players. A team, which borrows a player and uses him or her as a replacement must retain that player in its squad for the remainder of the Tournament, unless he or she is injured.

These new players must be added to the team sheet prior to playing any game. These players are equal by definition to initially registered players.
5. Laws which differ from normal 15-a-side rugby
 - (a) Always three players in the scrum.
 - (b) Incorrect kick-offs give a free kick to the opponents.
 - (c) The scoring team restarts the game with a kick-off.
 - (d) There shall be no conversion after a try or penalty kicks at goal.
 - (e) No 22-m laws are applied.
6. The Rules and Laws of the Tournament, including their interpretation and any additional Rules, are at the sole discretion of the Tournament Organizers.