



## PRAGUE **YOUTH** RUGBY FESTIVAL 2026

### TECHNICAL DETAILS

spring edition April 10 – April 12, 2026

Age categories	Ball size	Number of players / substitutes / coaches	Registration fee
U18-7's GIRLS 2008, 2009	5	7 / 5 / 2	110 EUR
U16-7's GIRLS 2010, 2011	5	7 / 5 / 2	110 EUR
U14 2012, 2013 + girls 2011	4	15 / 7 / 2	110 EUR
U12 2014, 2015	4	10 / 5 / 2	90 EUR
U10 2016, 2017	3	6 / 4 / 2	70 EUR
U8 2018, 2019	3	5 / 3 / 2	50 EUR

Fields: natural grass. Changing rooms with shower available in all sport centres. The tournament have the honour to be under the official patronage of the CZECH RUGBY UNION. Guaranteed minimum: 3 matches per team in categories U18, U16, U14. For teams in categories U12, U10 and U8 more matches guaranteed. Maximum number of teams: 32 in each category. Fixtures will be sent to all participants. Overall ranking of all categories will be announced.

#### Accommodation and local transportation

See participation packages information. We only accept teams using our package tour.

#### Programme

**April 10, 2026** (Friday) latest arrivals, coach meeting in the evening or on Saturday morning

**April 11, 2026** (Saturday) Match day, awards ceremony

**April 12, 2026** (Sunday) Optional friendly fixtures, sightseeing tour of Prague, trips etc.

#### Registration

Filled form send by email to [pyrf@estec.cz](mailto:pyrf@estec.cz) before deadline **February 13, 2026** (subject to availability)

#### Payment

1) Fixing deposit of 750,-EUR for 1-2 age category teams from 1 club and 1000,-EUR for 3 and more age category teams from 1 club: maximum within one month from registration

2) Rest of the payment of total price at the latest before March 10, 2026

Bank details will be sent upon registration together with deposit invoice.

ON PAYMENTS ALWAYS INDICATE NAME OF CLUB + note "PYRF2026"

#### Insurance and liability

The participating teams start in the tournament at their own risk and waive any action against the organizers including any claims for injuries, damage or theft. Neither registration fee nor the packages includes insurance. Participants are advised to manage insurance policy to cover their risks.

Information: [pyrf@estec.cz](mailto:pyrf@estec.cz)



## AGE GRADE VARIATIONS OF THE LAWS OF THE GAME

applicable to

**PRAGUE YOUTH RUGBY FESTIVAL**  
**April 2026**

### TACKLE HEIGHT

U8 – U12		U14	
	Above shoulders: yellow / red card		Above shoulders: yellow / red card
	Above sternum: PK		Above sternum: PK
	Above waist: warning		<b>Legal tackle height: below sternum</b>
<b>Legal tackle height: below waist</b>			

The adjustment of the tackle height is in line with the emphasis on player safety, where high tackles are one of the main causes of head and spinal injuries. An equally important aspect is to maintain continuity and speed of play; the ball carrier has more options to keep the ball "alive". At the same time, this limitation leads the player to manage low tackles.

The three zones of the tackle:

- Green - allowed height up to waist level (belly button).
- Orange - the referee always points out the correct technique.
- Red - from the bottom of the sternum.

The referee will always warn the tackler of a high tackle, but will only stop play if the tackle is above the level of the bottom of the sternum or if the tackler is simultaneously violating the prohibition of contest for the ball before tackle. The Head Contact Assessment Guide <https://www.rugbyunion.cz/pravidla/posuzovani-kontaktu-s-hlavou> shall apply.

### EXPLANATION OF SOME RULES

**NO KNOCK-ON** in categories **U6** and **U8**. The forward pass rule as well as the intentional KNOCK-ON and offside rule apply without restrictions.

**NO CHARGING** into a standing defender up to and including U14. Charging occurs when a player with the ball, without trying to avoid contact (without changing direction), hits a standing defender. Charging is not a situation in which an attacking player runs into a defender who has run towards him or is running in from the side.

**NO FEND OFF** up to and including the U12 category. It is prohibited to fend off a player before an attempt for tackle. If a player is already in contact, he can use his hand and push the opponent holding him away. Fend off is

not an attempt to break free from the tackle.

Kicking in the game is allowed from U8 onwards as a means of play, not as a means of gaining territory or breaking up play. Kicking is an important element as it is one of the three ways of over-coming a defence (through the defence / around the defence / over the defence). Kicking in the game is therefore allowed from age group U8 onwards, but if the ball goes into touch (without the opponent's intervention), the other side plays a free kick at the spot of the kick. This applies even if a penalty kick is awarded.

In age groups U6 - U10, the play is started with TAP - by touching the ball in the hands on the ground or on the foot. It is very important to keep the defence well apart.

Forbidden and penalised as dangerous play up to and including U12 is pushing out with the hands to the touch without trying to tackle the player, spin the player by grabbing the jersey, tripping with hand, squeeze ball (pushing the ball on the ground between the legs).

**Metal studs are prohibited up to and including U12.**

## U16 + U18

7s Variations of the laws of the game

## U14

Pitch size: Regular size

Ball size: 4

Team numbers: 15-a-side

Rolling substitutions are permitted and substituted players can be re-used at any time. Substitutions can only take place when the ball is "dead".

Charging: Not allowed

Tackle: Below sternum

Scrum: No scrums - free kick instead

Line outs: No lineouts - free kick instead

Duration: 15-20 min (max 90 min per 48 hours), no break (just one period)

## U12

Pitch size:	45 m x 55 m, no "22m" line
Ball size:	4
Team numbers:	10-a-side
	Rolling substitutions are permitted and substituted players can be re-used at any time. Substitutions can only take place when the ball is "dead".
Fend-off:	Not Allowed
Charging:	Not allowed
Tackle:	Around waist or below.
Ruck:	max 1+2 v 1+2
Maul:	max 3 v 3
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. No "mark". No 22 m drop out - free kick 10 m from a goal line instead.
Scrum:	Uncontested, 5 (3+2) v 5 (3+2) players, it is not allowed to attack the scrumhalf unless the scrumhalf keeps the ball (does not pass from the scrum)
Line out:	Uncontested, 3 (1+2) players
Free kick:	Opposition distance: at least 10 metres
Duration:	8-10 min (max 90 min per 48 hours), usually no break (just one period)

## U10

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. Substitutions can only take place when the ball is "dead".
Hand-off:	Not allowed
Charging:	Not allowed
Tackle:	Around waist or below.  No targeting the ball before the tackle is completed.
Ruck:	max 1+1 v 1+1
Maul:	max 2 v 2
Kicking:	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. No "mark". No 22 m drop out - free kick 10 m from a goal line instead.
Scrums:	tap
Line outs:	tap
Free tap:	Opposition distance at least 8 metres
Duration:	6-10 min (max 90 min per 48 hours), usually no break (just one period)

## U8

Pitch size:	15 m x 35 m, no 22m line
Ball size:	3
Numbers:	5-a-side
	Rolling substitutions are permitted and substituted players can be re-used at any time. Substitutions can only take place when the ball is "dead".
Knock-on:	No when picking up or receiving the ball
Fend-off:	Not allowed
Charging:	Not allowed
Tackle:	Around waist or below.  No targeting the ball before the tackle is completed.
Ruck:	max 1 v 1
Maul:	no; it is allowed to bind to the attacking team mate just to take the ball (no push together)
Kicking:	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. No "mark". No 22 m drop out - free kick 10 m from a goal line instead.
Scrum:	tap
Line outs:	tap
Free tap:	Opposition distance at least 5 metres
Referees:	= coaches
Duration:	6-10 min (max 90 min per 48 hours), usually no break (just one period)

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[www.pyrf.cz](http://www.pyrf.cz)