

LEPRECHAUN TIGERS FESTIVAL



Age Grade Law Variations Links

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- [Under-9 & Under-10](#)
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- [Under-13 & Under-14 \(7s\)](#)
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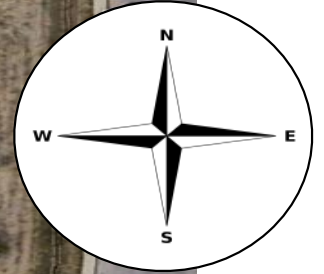
LEPRECHAUN TIGERS PITCH MAPS



Lep/Tigers RFC

Pitch 1

Pitch 2



Leprechaun Tiger Rugby Club



Lep/Tigers RFC



U13 Girls - 10s - 6 team round robin. Seeding based on divisional standings
Festival winner determined by pool round results
1st game 9:15am. Coaches Meeting 8:45am

Team 1 St Albert
 Team 2 NorWesters
 Team 3 Druids
 Team 4 Sharks / LTs / Riggers
 Team 5 Pirates / Clan / Rockers
 Team 6 LA / Knights / Bone Collectors

The following points system will be used during the pool matches: Win: 3 || Draw: 2 || Loss: 1 || Forfeit: 0

Should teams be equal on points at the end of the Pool rounds the following will apply:

- The most victorious team from the pool game (i.e. head-to-head winner, if applicable)
- Then, the team with the best points differential will progress. (this is calculated by total points scored for (F) subtracted by the points scored Against (A). e.g. 150 points for - 60 points Against = +90)
- Then, if equal the team with the best percentages (total points scored for divided by total points scored against)
- Then, most tries
- Then, toss of a coin

Coaches meeting 30min before first match

Kickoff	Finish	Field	Match	Home	Score (# Tries)	Away	Score (# Tries)	MO
09:15	09:37	1	G1	St Albert <i>Team 1</i>		Sharks / LTs / Riggers <i>Team 4</i>		
09:40	10:02	1	G2	NorWesters <i>Team 2</i>		Druids <i>Team 3</i>		
10:05	10:27	1	G3	Pirates / Clan / Rockers <i>Team 5</i>		LA / Knights / Bone Collectors <i>Team 6</i>		
10:30	10:52	1	G4	Druids <i>Team 3</i>		St Albert <i>Team 1</i>		
10:55	11:17	1	G5	Sharks / LTs / Riggers <i>Team 4</i>		Pirates / Clan / Rockers <i>Team 5</i>		
11:20	11:42	1	G6	NorWesters <i>Team 2</i>		LA / Knights / Bone Collectors <i>Team 6</i>		
11:45	12:07	1	G7	Pirates / Clan / Rockers <i>Team 5</i>		Druids <i>Team 3</i>		
12:10	12:32	1	G8	St Albert <i>Team 1</i>		NorWesters <i>Team 2</i>		
12:35	12:57	1	G9	Sharks / LTs / Riggers <i>Team 4</i>		LA / Knights / Bone Collectors <i>Team 6</i>		

U13 Boys - 10s - 6 team round robin. Seeding based on divisional standings
Festival winner determined by pool round results
1st game 9:00am. Coaches Meeting 8:30am

- Team 1 NorWesters
- Team 2 Pirates / Clan
- Team 3 LA / Sharks / LTs / Knights / Bone Collectors
- Team 4 Druids
- Team 5 St Albert Red
- Team 6 St Albert White

The following points system will be used during the pool matches: Win: 3 || Draw: 2 || Loss: 1 || Forfeit: 0

- Should teams be equal on points at the end of the Pool rounds the following will apply:
- The most victorious team from the pool game (i.e. head-to-head winner, if applicable)
 - Then, the team with the best points differential will progress. (this is calculated by total points scored for (F) subtracted by the points scored Against (A). e.g. 150 points for - 60 points Against = +90)
 - Then, if equal the team with the best percentages (total points scored for divided by total points scored against)
 - Then, most tries
 - Then, toss of a coin

Coaches meeting 30min before first match

Kickoff	Finish	Field	Match	Home	Score (# Tries)	Away	Score (# Tries)	MO
09:00	09:22	2	B1	NorWesters <i>Team 1</i>		Druids <i>Team 4</i>		
09:25	09:47	2	B2	Pirates / Clan <i>Team 2</i>		LA / Sharks / LTs / Knights / Bone Collectors <i>Team 3</i>		
09:50	10:12	2	B3	St Albert Red <i>Team 5</i>		St Albert White <i>Team 6</i>		
10:15	10:37	2	B4	LA / Sharks / LTs / Knights / Bone Collectors <i>Team 3</i>		NorWesters <i>Team 1</i>		
10:40	11:02	2	B5	Druids <i>Team 4</i>		St Albert Red <i>Team 5</i>		
11:05	11:27	2	B6	Pirates / Clan <i>Team 2</i>		St Albert White <i>Team 6</i>		
11:30	11:52	2	B7	St Albert Red <i>Team 5</i>		LA / Sharks / LTs / Knights / Bone Collectors <i>Team 3</i>		
11:55	12:17	2	B8	NorWesters <i>Team 1</i>		Pirates / Clan <i>Team 2</i>		
12:20	12:42	2	B9	Druids <i>Team 4</i>		St Albert White <i>Team 6</i>		

U15 Girls - 10s - 8 teams, 2 pools round robin. Seeding based on divisional standings***Festival winner determined by pool round results*****Blue Pool - 1st game 1:15pm (12:45pm coaches meeting); Green Pool - 1st game 3:45pm (3:15pm coaches meeting)**

Team 1	Druids Red
Team 2	NorWester Maroon
Team 3	NorWester Gold
Team 4	Druids Green
Team 5	St Albert
Team 6	Sharks / Riggers
Team 7	Clan / Pirates
Team 8	LA / Bone Collectors

The following points system will be used during the pool matches: Win: 3 || Draw: 2 || Loss: 1 || Forfeit: 0

Should teams be equal on points at the end of the Pool rounds the following will apply:

- The most victorious team from the pool game (i.e. head-to-head winner, if applicable)
- Then, the team with the best points differential will progress. (this is calculated by total points scored for (F) subtracted by the points scored Against (A). e.g. 150 points for - 60 points Against = +90)
- Then, if equal the team with the best percentages (total points scored for divided by total points scored against)
- Then, most tries
- Then, toss of a coin

Coaches meeting 30min before first match

Kickoff	Finish	Field	Match	Home	Score (# Tries)	Away	Score (# Tries)	MO
13:15	13:37	1	G1	Druids Red <i>Team 1</i>		NorWester Maroon <i>Team 2</i>		
13:15	13:37	2	G2	NorWester Gold <i>Team 3</i>		Druids Green <i>Team 4</i>		

14:05	14:27	1	G3	NorWester Maroon <i>Team 2</i>		NorWester Gold <i>Team 3</i>		
14:05	14:27	1	G4	Druids Red <i>Team 1</i>		Druids Green <i>Team 4</i>		

14:55	15:17	1	G5	NorWester Gold <i>Team 3</i>		Druids Red <i>Team 1</i>		
14:55	15:17	2	G6	NorWester Maroon <i>Team 2</i>		Druids Green <i>Team 4</i>		

15:45	16:07	1	G7	St Albert <i>Team 5</i>		Sharks / Riggers <i>Team 6</i>		
15:45	16:07	2	G8	Clan / Pirates <i>Team 7</i>		LA / Bone Collectors <i>Team 8</i>		

16:35	16:57	1	G9	Sharks / Riggers <i>Team 6</i>		Clan / Pirates <i>Team 7</i>		
16:35	16:57	2	G10	St Albert <i>Team 5</i>		LA / Bone Collectors <i>Team 8</i>		

17:25	17:47	1	G11	Clan / Pirates <i>Team 7</i>		St Albert <i>Team 5</i>		
17:25	17:47	2	G12	Sharks / Riggers <i>Team 6</i>		LA / Bone Collectors <i>Team 8</i>		

U15 Boys - 10s - 6 team round robin. Seeding based on divisional standings
Festival winner determined by pool round results
1st game 1:40pm. Coaches meeting 1:10pm

Team 1 NorWesters / Knights
 Team 2 St Albert
 Team 3 LA / Sharks / LTs
 Team 4 Druids Green
 Team 5 Druids Red
 Team 6 Pirates / Clan

The following points system will be used during the pool matches: Win: 3 || Draw: 2 || Loss: 1 || Forfeit: 0

Should teams be equal on points at the end of the Pool rounds the following will apply:

- The most victorious team from the pool game (i.e. head-to-head winner, if applicable)
- Then, the team with the best points differential will progress. (this is calculated by total points scored for (F) subtracted by the points scored Against (A). e.g. 150 points for - 60 points Against = +90)
- Then, if equal the team with the best percentages (total points scored for divided by total points scored against)
- Then, most tries
- Then, toss of a coin

Coaches meeting 30min before first match

Kickoff	Finish	Field	Match	Home	Score (# Tries)	Away	Score (# Tries)	MO
13:40	14:02	1	B1	NorWesters / Knights <i>Team 1</i>		Druids Green <i>Team 4</i>		
13:40	14:02	2	B2	St Albert <i>Team 2</i>		LA / Sharks / LTs <i>Team 3</i>		
14:05	14:27	2	B3	Druids Red <i>Team 5</i>		Pirates / Clan <i>Team 6</i>		
14:05	14:27	2	B4	LA / Sharks / LTs <i>Team 3</i>		NorWesters / Knights <i>Team 1</i>		

14:30	14:52	1	B5	Druids Green <i>Team 4</i>		Druids Red <i>Team 5</i>		
14:30	14:52	2	B6	St Albert <i>Team 2</i>		Pirates / Clan <i>Team 6</i>		
15:20	15:42	1	B7	Druids Red <i>Team 5</i>		LA / Sharks / LTs <i>Team 3</i>		
15:20	15:42	2	B8	NorWesters / Knights <i>Team 1</i>		St Albert <i>Team 2</i>		
16:10	16:32	2	B9	Druids Green <i>Team 4</i>		Pirates / Clan <i>Team 6</i>		