



Appendix 4

Dorset & Wilts Rugby Football Union Limited

Working Together to Grow Rugby in Dorset and Wiltshire

Under 14 & Under 15 & Under 16 Competitions 2018-2019

Introduction and Principles

Age Grade Competitions in Dorset & Wilts are now organised by the Young Player Development Committee. They are player focussed with the aim being to support the development and retention of players.

There is an assumption that Coaches & Managers can be trusted to show common sense and approach these competitions in a fair and reasonable manner with clubs working collaboratively and flexibly within the spirit and letter of the cut down rules and guidance we are now providing.

It is expected that Clubs will be determined to get games played and in doing this will be as flexible and creative as possible with a willingness to overcome difficulties. Cancellation should only ever be the very last resort.

There are some rules which have to be followed, mainly those that stem from RFU Regulations, and when referring to these we will use the word 'must'. If these are ignored, then a sanction is likely to be imposed by the Competition Organiser or the matter referred to the Disciplinary Committee.

We will sometimes use the word 'expected'. In these situations, Clubs should normally follow the rule or guidance but if there are extenuating circumstances these can be discussed with the Competition Organiser. If the Competition Organiser discovers that such a rule is not being followed they will normally initiate the conversation with the Club and only if the breach continues will a sanction be applied.

We will sometimes use the word 'encourage' when we would like Clubs to follow something we regard as good practice and which may become a requirement in future seasons.

Player Eligibility

To play in any of these competitions' players must be registered with the club they are representing.

Players must only play in their own Age Grade unless all the necessary procedure described in RFU Regulation 15 have been followed.

Fixtures

Other than Knock Out Finals and the Under 12 Tournaments all fixture dates are PLAY BY DATES and other dates can be used by agreement between Clubs. If agreement cannot be reached the default is the given date with a morning kick off for Under 12 through to Under 16 and an afternoon kick off for Colts. The exact kick of time is determined by the home Club.

If a game is rescheduled for a date before the play by date the Competition Organiser must be informed. If Clubs wish to arrange a date later than the play by date, then the permission of the Competition Organiser must be obtained in advance.

If a game has to be postponed due to bad weather or ground conditions the default date becomes the next available Sunday where there is not a clash with County training or matches. If Clubs wish to play on a later date they require the permission of the Competition Organiser.

If conditions are doubtful the home team are expected to arrange an inspection early enough to avoid the away team travelling unnecessarily.

Referees

The Referee's Society is approached by the Competition Organisers and asked to appoint referees to as many games from Colts down to Under 14 as possible. Society Referees are not normally appointed to Under 12 and Under 13 games.

For all Under 12 and Under 13 games and for other games where a Society Referee is not appointed it is the responsibility of the home club to appoint the most appropriate referee they can.

1. Ideally the referee appointed will be qualified but they must at a minimum have the competence and experience to referee the game safely and fairly.
2. Ideally the referee appointed should be neutral – ie not from either club.
3. If this is not possible than the next best option is to use a home club referee who normally works with a different group.
4. If it is necessary to have a referee from within the group playing then the home club may wish to invite the away club to referee half the game. The decision lies with the home club.
5. If the home club is unable to find a suitable referee the away club should be asked to do so.

Results

To avoid any confusion the Lead Coaches or Managers of both teams are encouraged to ask the referee to confirm the result at the end of the game. The referee's decision is final.

The home team is responsible for communicating the result by email or text to the Competition Organiser no later than 6pm on the day of the game.

Both teams should submit a Match Card including a list of the names of all participant players with their RFU ID Numbers by email or post to arrive no later than the Wednesday following the game. Both Match Cards should show the final score and the home Match Card should be countersigned by the referee.

Duration of Matches

The duration of matches will normally be the maximum time laid down for the Age Grade in Regulation 15.

Colts & Under 16s – 35 minutes each way, Under 15's – 30 minutes each way, Under 14's & Under 13's – 25 minutes each way, Under 12's – 20 minutes each way (shorter games will be played in Tournaments with a maximum total of 70 minutes).

No additional time can be played other than time added on for injury stoppages.

From Colts down to Under 13 a game shall finish when the points difference reaches 50 points unless both sides agree to continue. If the game continues the final score for competition purposes will be taken at the time when the 50 points difference was reached.

For Under 12s any game must stop when the try difference reaches 6 tries and that shall be the final score. If steps are taken to balance the sides a separate friendly game can follow.

Expected & Minimum Numbers of Players

The expected numbers to play at each Age Grade and the minimum numbers required for a game to start or continue as part of the competition are given below.

If at least one team is unable to field sufficient players, the side with the greater number of players must either lend players or reduce their numbers so both sides have the same. Teams are encouraged to lend and accept the loan of players but are not obliged to do so. The numbers on each side do not have to be equalised following a yellow or red card.

If the numbers available are below the minimum teams are encouraged to play some form of friendly rather than cancel a game.

Colts through to Under 14 – 15 per side expected with 12 per side minimum for competition purposes.

Under 13 – 13 per side expected with 10 per side minimum for competition purposes.

Under 12 – 12 per side expected with 9 per side minimum for competition purposes.

Front Row

From Colts to Under 13, whenever possible teams are expected to include a trained and experienced front row and replacement(s). If this is not possible games may start or continue with uncontested scrums and the result will still count for competition purposes.

Under 12 scrums are formed of the nearest five players and only the strike is contested so specialist front rows are not required.

Match Day Squads

Unless agreed between the two Clubs or with the Competition Organiser the maximum size of Match Day Squad will be:

Colts through to Under 14 – 22; Under 13 – 19; Under 12 – 18.

Separate rules will be issued for the Under 12 Tournaments.

‘Rolling substitutions’ are permitted in all our Age Grade competitions and there is no restriction on the number of ‘rotations’.

Use of All Registered Players

The aim is to encourage participation.

At Colts level Clubs are encouraged to use all their registered players but there is no obligation to do so.

At Under 16 and Under 15 level Clubs are expected to use all their registered players at least once in total across the whole competition. Any exceptions should be discussed with Competition Organisers.

At Under 14 and Under 13 level Clubs are expected to use all their registered players at least twice in total across the whole competition. Any exceptions should be discussed with Competition Organisers.

At Under 12 level Clubs are expected to use all their registered players at least once in total in the first phase of the competition. Separate rules will be issued for the Tournaments.

Half Game Rule

Those who ran Under 14 teams last season will know that Dorset & Wilts were one of the pilot counties for the Half Game Rule last season. The RFU have told us they will be reporting shortly on the outcome of the pilot and how they expect to see this move forward. It is likely to be obligatory throughout Age Grade Rugby from 2019/20.

While waiting for details for this season from the RFU in essence the rule requires all players on the team sheet for a match to play for at least the equivalent of one half of the game. This does not need to be in one spell. Common sense prevails in terms of injuries etc. Colts teams are encouraged to implement the Half Game Rule but need only do so if both Clubs agree.

Teams from Under 16 down to Under 12 are expected to implement the Half Game Rule. Using the premise that we trust coaches unless and until they prove otherwise this will initially be self-policed. If justified concerns are raised that this trust is being abused Competition Organisers would have to impose a more onerous logging system on the team involved.

Scoring in Groups and Leagues

In Pools and Leagues the scoring system will be:

Youth (including Colts)	Win	5pts
	Draw	3pts
	Lose	1pt (as long as game is played as a competition game)
	Try Bonus	1pt (five or more tries scored)

Lose Bonus 1pt (lose by seven or less points)

The default score for a walkover is 25-0 (five tries to nil) for Colts and 50-0 (10 tries to nil) for other Youth although Competition Organisers may adjust this result depending whether or not both sides have made every reasonable effort to keep the game on.

Midi	Win	4pts
	Draw	2pts
	Lose	1pt (as long as game is played as competition game)
	Bonuses	None awarded

The default score for a walkover is 30-0 although Competition Organisers may adjust this result depending whether or not both sides have made every reasonable effort to keep the game on.

Splitting Ties in Groups or Leagues

If teams are finish level in a table, the order will be decided by:

1. The team with greater overall difference between points scored and points conceded in all games.
2. The team scoring the higher total number of points in all games.
3. The team scoring the higher total number of tries in all games.
4. The result (or aggregate result in leagues which play home and away) between the tied teams.

Drawn games in Knock Out Competitions

No extra time (other than time added on for injury stoppages) is played.

1. The winner is the team scoring the more tries
2. The winner is the team scoring the more penalty kicks
3. The winner is the team that scored the first try
4. The winner is the team that scored first

Matters not covered, disputes and appeals

Matters not covered by these rules will be decided by the overall Competitions Organiser where necessary in conjunction with the Dorset & Wilts Young Player Development Committee. Unless changed in these rules' decisions will normally be based on previous rules and practice.

Disputes will be resolved initially by the Administrators of individual competitions who may refer them to the overall Competitions Organiser.

Any disciplinary issues will be passed on to the Youth & Schools Discipline Officer.

Any appeals against decisions of the Competitions Organiser will be considered by a sub-group set up by the Young Player Development Committee for that purpose.