# KENT COUNTY RUGBY FOOTBALL UNION

## KENT COLTS “TURBO TENS”

### COMPETITIONS RULES 2018-19

**Preamble**

This competition is designed to offer U17 and U18 players a chance to warm-up for the season. The tournament will consist of a series of round-robin matches followed by a ranked finals series consisting of Cup, Plate, Bowl, Shield, Salver and Tankard. All teams will get equal game time. The emphasis of this competition is on participation and teams are encouraged to give equal playing time to all squad members where appropriate.

1. **Club Eligibility**
   1. The Competition is open to all clubs that are in full membership of the Kent County RFU and shall be played under the Rules of the Rugby Football Union.
2. **Competition Management**
   1. The management of this competition shall be vested in the County Youth sub-committee which shall appoint the Competition Manager who shall be responsible for organising the competition, and shall have full powers to deal with all disputes and transgressions subject to 2.2 below.
   2. In the event of an appeal against a decision of the Competition Manager the appeal shall be referred to the County Competitions sub-committee. The sub-committee will have access to all relevant correspondence and any further information the clubs concerned and the Competition Manager may wish to submit.
   3. The decision of the County Competitions sub-committee shall be final.
   4. The power to disqualify a Club from the competition remains with the County Youth sub-committee but may be subject to appeal to the County Competitions sub-committee as set out in 2.2 and 2.3 above.
3. **Behaviour likely to bring the game into disrepute**
   1. All clubs participating in the competition have a duty to ensure that players, coaches, supporters understand that ‘behaviour likely to bring the game into disrepute’ (RFU Regulation 5.12) will not be tolerated.
   2. For the avoidance of doubt ‘behaviour likely to bring the game into disrepute’ shall mean ‘any conduct, behaviour, statements and/or practices on or off the playing enclosure during or in connection with a Match or otherwise, that is unsporting and/or cheating and/or insulting and/or unruly and/or ill-disciplined and/or that brings or has the potential to bring the Game and/or its appointed personnel or Match Officials into disrepute’. Edited from World Rugby.
   3. Cases of such behaviour must be noted on the match card (Rule 6 below) and signed by the referee.
   4. All cases will be reported by the Competition Manager to the County Youth Disciplinary Secretary who will initiate an immediate enquiry in accordance with RFU regulations. The Secretary will oversee any disciplinary process in conjunction with the clubs and the County Disciplinary Committee.
   5. If a club and /or an individual or individuals is/are found guilty of behaviour which brings the game into disrepute then, the sanctions outlined below may be administered by a disciplinary panel in accordance with the RFU regulations.
   6. The sanction may include:
      * 1. a caution and warning as to future conduct;
        2. a fine;
        3. a suspension for a specified number of Matches (including all on-field activities) or period of time;
        4. expulsion from the remainder of the competition
        5. suspension from involvement in officiating, coaching and/or administration of the Game;
        6. the deduction or cancellation of points
        7. the cancellation of a Match result;
        8. the forfeiture of a Match;
        9. any combination of the above or such other sanction as may be appropriate
   7. Regardless of whether any instance of such behaviour is being investigated under the RFU disciplinary process, the Competition Manager, in conjunction with the County Youth Disciplinary Secretary and Chair of the Youth Sub Committee may consider the circumstances of any report. If the behaviour is considered prejudicial to the reputation, good conduct or spirit of the competition, the Competition Manager reserves the right to impose upon the team of the offending club a points deduction, cancellation or forfeiture of a match result, suspension or exclusion of the team from the competition. They may also impose any other restriction or condition to any further games played by the team or club in that competition, as is deemed reasonable to prevent or minimise any reoccurrence of the poor behaviour.
4. **Applications to enter**
   1. Applications to enter the competition must be made to the Competition Manager by e-mail on the proscribed entry form available from the County Youth website and not later than the date specified.
   2. The applicant shall state the name, and contact details of the person to be responsible for future communications for each team entered.
   3. Entries received after the specified date will not be considered under any circumstances.
   4. There shall be a competition entry fee agreed by the Youth sub-committee payable on application. Applications without the correct fee will not be accepted.
   5. Clubs may, with the agreement of the Competition Manager, enter a second team in the competition. A separate full competition entry fee will be due for that team.
5. **Squad Registration**
   1. Each team entered in the competition must submit to the Competition Manager, on the day of the tournament, a squad list detailing the names and RFU registration numbers of players and indicating those eligible to play in the front row. The Colts Turbo 10s Squad Registration Form is available on the County Youth Rugby website.
   2. The number of players in the squad must be sufficient to meet the playing rules and allow for injuries and player commitments for the entire tournament.
   3. Where a club has had accepted two (or more) teams clubs are encouraged to select teams of equal standard. There should be no overlap of players during the tournament.
   4. Players not registered in the above way will not be eligible to participate in the tournament.
6. **Age Group – Player Eligibility**
   1. Player eligibility is governed by RFU Regulation 15.
   2. Any team wishing to play a player outside their natural age grade must conform fully with the provisions of Regulation 15.3 and 15.4 and must seek authorisation in advance of the competition from the KCRFU Youth Chair.
   3. All players must be U18 at midnight on 31st August 2018.
   4. All players must be genuine members of the club they represent and shall have played for that club previously and have paid their club fees for the season.
7. **Squad Size**
   1. The maximum number of players in each squad shall not exceed 15.
8. **Team Size and Substitutes**
   1. A maximum of ten players per team is allowed on the pitch at any give time.
   2. Substitutes are allowed on a rolling basis but must only be drawn from the previously declared squad.
   3. Players who have been substituted may replace an injured player.
   4. Substitutes/replacements must be made with the referee’s permission and only when there is a stoppage or the ball is out of play.
   5. Team managers must ensure that replacements are immediately available during each game.
   6. A player replaced through injury may play in subsequent games subject to approval of the referee.
   7. A player who is ‘sent off’ is not allowed to play again in the tournament and for that game no substitute is allowed so that the team plays with fewer than ten players for the rest of that game.
   8. The team is allowed to start with ten players for the next game.
   9. The use of a temporary suspension (sin bin) for two minutes will be enforced.
9. **Conversions**
   1. Conversions must be taken within 40 seconds of scoring a try.
   2. Conversion attempts may be taken from the far side of the posts, i.e. towards the playing area;
   3. The kick will be taken between the posts and must be a drop kick.
10. **Restarts**
    1. The scoring team restarts play by a drop kick.
11. **Touch Judges**
    1. Each team must provide a touch judge for each game in which it plays
12. **Duration of Games**
    1. All games will be fifteen minutes one way only. The “home” (first named in programme) will call direction of play.
    2. There will be no extra time played.
    3. If, at the end of normal time in the FINALS STAGES (Q/F, SEMI AND FINALS), the game is drawn, captains will toss for the right to see who goes first in a series of drop goals from the 22 metre line, each taking five attempts.
    4. If still tied, then “sudden death”, with each team alternating 6th -10th player until a winner emerges; no repeat player attempts.
    5. If still drawn IN THE QUARTER-FINALS OR SEMI-FINALS the referee will toss a coin to determine how teams proceed. In the FINAL there will be no coin toss - the “trophy” will be shared.
13. **Pool Stage Scores**
    1. In the pool stage two points will be awarded for a win, one for a draw.
    2. If two or more teams have the same number of points the team(s) with the highest score differential will progress first to the next stage.
    3. If there is a tie for position, the result will be decided by:
       1. the result between the two sides or,
       2. if a draw or if the match was not played,
       3. the number of tries scored and then conceded in the pool stage
       4. and if still tied
       5. by the toss of a coin.
14. **Laws**
    1. Games to be played under the RFU laws Under 19s variations.
    2. Each item of protective clothing – padding or otherwise – must conform to RFU laws.
    3. In the event of a dispute about the rules or decisions in the tournament other than those of the referee, the Competition Manager’s decision is final.