# D:\My Documents\Kent Rugby\Logos\Kent logo small.JPGKENT RUGBY FOOTBALL UNION

## UNDER 16s COMPETITION RULES 2018/2019

**Preamble**

This competition is designed to offer a series of formal matches to players of all ability across the County of Kent. It will consist of a series of round-robin matches followed by a ranked, elimination competition consisting of Cup, Plate, Bowl, Shield and Development Cup or a combination of these according to the number of entries and ability levels. The emphasis of this competition is on participation, perseverance across the season, skills development and application of the ethos of Rugby Union.

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, prior to the commencement of the competition, a squad list detailing the names and RFU registration numbers of players and indicating those eligible to play in the front row. The U16 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 teams an overlap of eight (8) players is permissible, during the qualifying rounds only, in order to allow individual player movement between squads, subject to the provisions of 3.10. Once the competition moves to the knock out stages the A and B teams must be fixed with no movement between teams.
	4. Players not registered in the above way for this competition will not be eligible to participate in the tournament, except where, with the prior agreement of the Competition Manager, the player is a new recruit to the sport of rugby, has joined the club in question and has been registered with the RFU in the year of the competition.
	5. The Competition Manager has the right to refuse or reject an application for a second team if, after viewing the squad sheets, it is believed that 2 teams will not be sustainable without breaching the competition rules or if the additional entry would result in oversize pools or otherwise distort the structure of the competition.
6. **Player Eligibility**
	1. All players must be Under 16 years of age on the 1st September at the start of the season in which they play in the Competition and must be registered according to the procedures agreed by the RFU.
	2. In the interest of player development & retention, this Competition is intended for the U16 age group. It is therefore expected that registered U16 players are given priority over U15 players, for whom there is a separate competition. Clubs who need to play U15’s to run a side for the season or, on occasion, to fulfil a fixture, need to meet the provisions of RFU Age Grade Regulation 15.3.2 and request permission from the competition manager and ensure the player is registered and highlighted as an U15.
	3. All players must be genuine players for their Club Under 16s and to be eligible must be a fully paid up member of the club and playing regularly for that club. The Club shall not include players especially for the competition.
	4. No player may play for more than one club in the competition in any one season.
7. **Match Day Arrangements**
	1. All games will be played on the dates agreed by the County Youth sub-committee and as specified by the competition manager.
	2. The Home Side will be responsible for contacting its opponent and for arranging the venue and the Referee.
	3. In the event that the pitch of the designated home side is not available, for whatever reason, and the away side can host the fixture it shall be played at the away side’s ground and that team will then be responsible for all the arrangements for the fixture.
	4. For competition and refereeing administration purposes all matches in this league will kick off at 11.00pm unless permission has been granted by the Competition Manager for a change in Kick Off time.
	5. The Competition Manager will normally grant requests for changes to the Kick Off time provided that:
		* 1. The Competition Manager receives the request at least 72 hours prior to the match being played.
			2. The opposition has been contacted and agrees to the change
			3. The Club undertakes to contact and inform the appointed referee in good time.
			4. Changes in Kick Off times will not normally be allowed within 72 hours of the match.
	6. Any club failing to comply with this rule is liable for action to be taken under Rule 2.
	7. Referees for each game should be appointed by an appropriate (Kent or London) Society of Rugby Football Union Referees.
	8. With regard to the pool matches only, if it does not prove possible to appoint a Society referee then, with the agreement of the opposition, a referee who holds the RFU 15-a-side referee certificate may be appointed provided that such a person has been CRB checked. Every endeavour should be made to appoint a referee without a direct association with the team (i.e. not a coach or parent of a player in the side).
	9. With the exception of the Final each side shall supply a Touch Judge who shall make themselves known to the Referee prior to the start of the match.
	10. The Clubs concerned shall immediately notify the competition manager by email of any postponement or abandonment of matches and the reason therefore.
8. **Recording of Match Results**
	1. Prior to each match both teams will provide each other with a signed team sheet identifying front row players on the form provided on the County Youth website. Managers will be responsible for producing copies themselves and for having the list available before the start of the match.
	2. It will be the responsibility of the Home Team manager to complete the Match Results form, available from the County Youth website.
	3. The form will contain the full team list for each team identifying trained front row players, this will be completed before the start of the game and will be provided to the referee.
	4. After the game the form will be completed by the referee who will state the score, number of tries, conversions and penalties scored and number of yellow and red cards. The name and Society of the referee will be included.
	5. Any instances of ‘behaviour likely to bring the game into disrepute’ should be recorded, in the form of a brief statement, on the appropriate section of the Match Results Form
	6. The completed form will be signed by the referee and by the managers of both teams and returned to the manager of the Home Team prior to the referee leaving the ground.
	7. Fuller statements should be provided to the County Youth Disciplinary Secretary within 48 hours of the match.
	8. The manager of the Home Team will notify the result of the match to the Competitions Manager by email before the end of the day on which the match is held.
	9. The manager of the Visiting Team has an absolute obligation to assist with the completion of the form in accordance with the above requirement.
	10. The Match Results form, duly completed, must reach the Competition Manager not later than 24 hours after the round. A legible scan or photograph of the form is acceptable.
	11. Failure to ensure proper and timely completion of the Match Results form or the notification of the results or the report of behaviour likely to bring the game into disrepute’ may result in disqualification.
9. **Match Rules**
	1. Matches will be played in accordance with RFU Age Grade Rugby Regulation 15 and Appendix 9 with the following specific competition amendments/additions.
	2. The Match Day Squad shall include no more than 22 players.
	3. Each match will be 35 minutes each way, no extra time will be played in any match.
	4. Referees shall blow no-side (full time) in any game played in this competition if a 50 point differential occurs between teams regardless of time played.
	5. If a team is unable to fulfil a fixture the opposition will be awarded a ‘Walkover’.
	6. Each game is expected to start with a minimum of 15 players in each team and if a side is short of players it must inform the opposition and the Competition organiser in good time.
	7. If a team arrives with 15+ players with recognised Front Row players but no front row replacements and after the start of the match there is a Front Row injury the match will continue with uncontested scrums. The match result and points awarded will stand as at the end of the game.
	8. If a team arrives with fewer than 15 players, but with a minimum of 12 players (or 10 for the Development Cup), and provided that it has given advance notification to the opposition and the Competition organiser, the game will proceed with each side playing the lower number of players – the side with more players may roll-on substitutes. The match result and points awarded will stand as at the end of the game.
	9. If the side with fewer players does not have sufficient recognised Front Row players and as a result the match is played with uncontested scrums and the ‘offending’ side wins then each side will be awarded three points and the points scored will be those of the losing side.
	10. If the side with fewer players loses the normal points allocation will apply.
10. **NOTES:**
	1. If a team is short of players it is hoped that the opposition will assist by lending players to enable a 15-a-side game to proceed. Teams will be allowed to use substitutes on a rolling basis if their opposition is short of players.
	2. If a front row player is injured so that the game goes to uncontested scrums this must be reported to the Competition Manager as part of the result reporting procedure.
	3. In the event of a draw in the play offs at full time the score will be recorded as a draw except where any yellow or red cards have been imposed in which event the team without infringements will score four points for a win.
	4. In the event of a draw at full time, in the elimination stage or final, the game will be decided on the highest number of tries and then on conversions. If this does not produce a result then account will be taken of any yellow or red cards which have been imposed and if none a toss of a coin with the away team (or furthest travelling team for the final) calling.
11. **Competition Format**
	1. The competition will take the following two stage format:
	2. The first stage will consist of pools, normally of four or five teams, the number to be determined by the number of entries.
	3. The composition of each pool will be determined by a competition committee agreed by the County Youth sub-committee
	4. There shall be no appeal against the decisions of the committee.
	5. The Competition Manager will be responsible for the order of games and designating home and away fixtures.
	6. Each side will play all the other sides in the pool once only.
	7. Points will be awarded for each match on the following basis:
		* 1. Win 4 points.
			2. Draw 2 points.
			3. Loss 1 point.
	8. Bonus points will be allocated for each match on the following basis
		* 1. 1 point to the loser if the losing margin is 10 points or fewer.
			2. 1 point for either team scoring 4 or more tries
	9. If a team is unable to fulfil a fixture the opposition will be awarded a ‘Walkover’ and receive 4 points only (no bonus point) and a notional score of 20 points to 0. The losing team will not accumulate a point.
	10. The Competition Manager, when calculating points difference in the pools, will allocate a maximum of plus, or minus, 50 points even if the actual difference was greater than 50 points.
	11. Following the completion of all pool matches, if teams are tied on points, then Fair Play points will be considered first. Where teams are still tied, points difference and/or the result between the two tied teams will be used to break the tie in order to calculate who progresses and in what order and to which competition.
	12. If Rule 11.11 fails to break any ties then the Competition Manager will conduct a draw in order to break the tie and inform teams of the result of this draw.
	13. The Competition Manager reserves the right, in consultation with the Chair of the Youth sub-committee and other members of the Committee, as appropriate, to review the outcomes of results of the pool fixtures with particular reference to the impact of ‘Walkover’ and uncontested scrum results.
	14. The second stage of the competition will be a knock out, consisting of quarter-final, semi-final and final.
	15. Following the completion of all pool matches teams will be “ranked” within their groups according to 8.7 to 8.14 and will then progress to the Cup, Plate, Bowl or Shield competitions accordingly.
	16. Once the four quarter final groups are known a random draw will take place to determine home / away allocations for the quarter-final matches for each of the four trophies.
	17. The winners of each quarter-final will then be drawn into semi-finals; the winners of the semi-final matches will proceed to the Finals.
	18. The venue for the Finals will be determined by the County Youth sub-committee.
12. Exceptions to these Rules will not normally be made. (No exception to Rules 1 and 2 will be allowed).

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