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

## Colts 12-a-side LEAGUE

## COMPETITION RULES 2019-20

**General**

This competition will beplayed **and must be completed** in the periodbefore **Christmas 2019.** The competition is designed specifically for clubs who are seeking to retain U17 and U18 year old players but who might struggle to meet a full season of 15-a-side fixtures due to small squad sizes. The intention is to give players who are committed to rugby union and to their clubs the opportunity to enjoy competitive rugby against teams of similar standing within the Youth Rugby framework before they progress to the adult game.

1. **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(s) 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 Squad Registration Form is available on the County Youth Rugby website.
   2. Squads may consist of a maximum of 20 players from which a match day squad of up to 16 may be selected. This is to allow for rotation for injury or other player unavailability.
6. **Player eligibility**
   1. All players must be Under 18 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. All players must be genuine players for their Club Under 18s and must be a fully paid up member of the club.
   3. No player may play for more than one team in the competition in any one season.
   4. The Club may only play members who are regular members of the Club and shall not include players especially for the competition.
7. **Match Day Arrangements**
   1. The Home Side will be responsible for contacting its opponent and for arranging the time, venue and the Referee.
   2. 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 which will then be responsible for all the arrangements for the fixture.
   3. The home club referee liaison officer is responsible for the appointment of a **qualified** referee for each home fixture. Where possible Referees for each game should be appointed by either the Kent or London Society of Rugby Football Union Referees as appropriate for the club. 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 DRB checked and is not a member of the clubs playing.
   4. Each side shall supply a Touch Judge.
   5. All games will be played on the dates agreed by the County Youth sub-committee and specified by the Competition Manager. The Youth Calendar may be found on the County website.
   6. The Clubs concerned shall immediately notify the competition manager by email of any abandonment of matches and the reason therefore.
   7. If by mutual consent a fixture is postponed and the postponement is approved by the Competition Manager a new date must be mutually agreed within a week of the postponement. Further postponement will not normally be agreed. In the event of a side not being able to honour the fixture on the postponed date then the match will be forfeit and treated as a ‘walkover’. As all fixtures must be completed by Christmas the ‘walkover’ rule will be applied strictly.
8. **Results**
   1. Each team manager will prepare 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. Any instances of ‘***behaviour likely to bring the game into disrepute’*** should be recorded on the Match sheet (see 8.7 and 8.8 below)
   3. It will be the responsibility of the Home Team manager to complete the Match Results form, available from the County Youth website.
   4. 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 provided to the referee.
   5. 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.
   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. A statement describing briefly ‘behaviour likely to bring the game into disrepute’ will be included on the back of the form.
   8. Fuller statements should be provided to the ***County Youth Disciplinary Secretary*** within 48 hours of the match
   9. 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.
   10. The manager of the Visiting Team has an absolute obligation to assist with the completion of the form in accordance with the above requirements.
   11. The Match Results form, duly completed, must reach the Competition Manager not later than 48 hours after the round.
   12. 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. Each match will be 25 minutes each way, no extra time will be played in any match
   2. 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.
   3. If a team is unable to fulfil a fixture the opposition will be awarded a ‘Walkover’.
   4. Squads may include a maximum of 16 players, including a minimum of three front row players and two other forwards [the scrum will consist of five players].
   5. Every team should start the match with sufficient trained front row players to enable contested scrums; this should include at least 1 front row replacement.
   6. Substitutes will be allowed to roll on and roll off subject to the agreement of the referee for each substitution
   7. Each game is expected to start with a **minimum of** **10** players in each team. If a team is short of players it is hoped that the opposition will assist by lending players where possible.
   8. If a team arrives 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.
   9. If a front row player is injured so that the game goes to uncontested scrums this must be reported to the League Co-ordinator as part of the result reporting procedure.
   10. If a team arrives with fewer than 12 players, but with a minimum of 10 players, and provided that it has given advance notification to the opposition and the Competition manager, the game will proceed with each side playing the lower number of players i.e. 10 – the side with more players may roll-on substitutes. The match result and points awarded will stand as at the end of the game.
   11. 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. If the side with fewer players loses the normal points allocation will apply.
   12. In the interest of equal opportunity teams are encouraged to adopt the **“half game” rule** whereby every player named in the match day squad will be offered the opportunity to play at least half a game.
10. **Competition format**
    1. The competition will take the format of a league or leagues depending on the total number of entrants.
    2. If there is more than one league the composition of each league will be determined by the Competition Manager with reference to team managers.
    3. The basic criteria for seeding will be the relative positions of the clubs entered in the County Under 17s competitions in the previous season. In the case of a club which was not entered in relevant Under 17s competitions in the previous season the seeding committee may take into account other factors which it considers relevant.
    4. Each side will play all the other sides in the league once only.
    5. The Competition Manager will be responsible for the order of games and designating home and away fixtures.
    6. Points will be awarded as follows:
       1. The winning team in each match will receive 4 points.
       2. Both teams will be awarded 2 points for a draw
       3. The losing team will be awarded 1 point and a further 1 point if the losing margin is 10 points or fewer.
       4. One bonus point will be awarded to a team scoring 4 tries or more
    7. If a team is unable to fulfil a fixture the opposition will be awarded a ‘Walkover’ and receive 4 points and a notional score of 30 points to 0 and a try bonus (see also rule 8.20 below).
    8. When calculating points difference in the league tables the Competition Manager will allocate a maximum of plus, or minus, 50 points even if the actual difference was greater than 50 points.
    9. Following the completion of all league matches, if teams are tied on points then points difference will be used to break the tie in order to calculate who progresses, and in what order and to which competition.
    10. If Rule 10.9 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.
    11. 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 at the league fixtures with particular reference to the impact of ‘Walkover’ results.

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