

Spitfire Gold Veterans Competition 2017-18

Principles of the competition. Competition Objectives

1. This year, we have stayed at 24 clubs, meaning that Tier 1 (which plays for the Cup) will have 16 teams, whilst Tier 2, which plays for the Bowl, will have 8 teams.
2. The aim of the Competition is to help sustain Vets rugby in Kent by providing a coherent, meaningful and enjoyable competition for older players.
3. The first principle is that we should strive to conduct ourselves in a gentlemanly, hospitable and sporting manner in our dealings with one another.
4. There is no point in playing rugby unless we are trying to win but participation is also important and all participants should make every effort to get their matches played – and on time.
5. Sunday afternoons are preferred to encourage wider support and boost club bar profits.
6. The competition is divided into two Tiers, to cater for larger and smaller clubs – in the interests of realistic competition.
7. The Pool stages are grouped geographically to avoid excessive travelling
8. This year, there will be a Cup, Plate and Shield Final in the Tier 1 and a Bowl final for Tier 2, to be played on a finals day in the County Town.

Competition Rules

The structure is Pools of 4 teams playing 3 games each, followed by Cup, Plate and Shield Semi-Finals for the teams finishing 1st, 2nd & 3rd in Tier 1 pools and Bowl Semi-Finals for the teams finishing 1st & 2nd in Tier 2 pools. (This means that the four teams finishing lowest in Tier 1 and 2 will not progress to Semi-Finals).

1. Group stages to follow the same rules and points scoring system as the Shepherd Neame Kent Rural Leagues except:
 - No limit on size of squad and number of replacements used
 - No players under 35
 - Maximum of 5 players in 35-39 age group on the field at any time.
 - Front row rules as per Kent Rural except that if a team becomes unable to contest scrums, they lose a player from the field of play. (This is intended to combat “tactical injuries” to front-row players)
2. Knockout stages as above. In the event of a tie after 80 minutes, the away team wins, except in the Finals, when a tied game will be awarded to the team scoring most tries, or if still tied, most converted tries or if still tied, drop-goal shoot-out for 5 players.
3. All games to be played on or before the default date except where weather intervenes. Matches to be re-arranged by agreement of both teams and the organizers.
4. There is no requirement for participants to be paid-up club members of the participating clubs, as we are trying to encourage retired players to turn out 4 or 5 times a season with their old mates. Each club can handle this as they see fit.
5. Home team to provide food and society ref.

Notes to Spitfire Gold Veterans Competition 2017-18.

1. Semi-Finals default date is Sun Feb 25th, Finals day is Sunday March 18th.
2. In Tier 1, The winners of each pool will progress to Cup semi-finals, A vs B, C vs D
3. In Tier 1, The Runners-up of each pool will progress to Plate semi-finals, A vs B, C vs D.
4. In Tier 1, The 3rd placed teams will play one another for a place in the shield final, A vs B, C vs D
5. In Tier 2, The winners of both pools will play the runners up of both pools for a place in the Bowl final
6. Semi Final Home draw will go to any team that received only 1 home game in the pool stages. If this applies to both of a pair of semi-finalists, the home-draw will go to the team with most Pool-stage points.
7. Pool stage points will be allocated as per Junior League structure ie 4 points for a win, 3 points for a draw, 1 point for a loss, 0 points for forfeit, 1 bonus point for a losing score within 7 points of winners.
8. Please contact Kent Refs Society asap, to book society referees.