Kent Youth Festival 2019 Under 13 Girls

**FESTIVAL RULES**

1. The "Laws of the Game" incorporating all Under 19 variations therein shall apply without variation with the exception that the referee will penalise any tackle above the height of the armpits. The Age Grade Review rules will also be adopted.
2. Squads shall be made up of no more than 22 players. Players must be of the right age group, playing “down” is not permitted (unless formal dispensation has been granted) but playing up within the RFU guidelines is. All players must be registered by the club with the RFU and the appropriate registration number included on the Team Registration Document. Failure to adhere to this will result in the disqualification of that team from the event

**Note**:

(i) There is no requirement to submit a list of registered players at the start of the season.

(ii) Should a Club enter more than one team in the festival it is the responsibility of the individual club to decide who is in each team on the day of the qualifying Festival.

(iii) After registration players may **not** move between teams during the day.

(iv) It is not a requirement that the team that competes in the finals is the same as in the qualifying round, which means that a player may be swapped between squads. On the other hand transferring a squad player from a team that is intended to be in the higher part of the waterfall to the lower part of the waterfall to strengthen the ability of the lower level side would not normally be acceptable unless there are exceptional circumstances which must be discussed with the Festival Organiser.

**“Half a Game” rule**

1. Other than set out in Regulation 15.12.2 (below), all clubs, teams, schools and colleges must ensure that each player selected in every match day squad plays at least half of the Available Playing Time. This requirement is mandatory across the entire age grade game and in respect of all contact and non-contact age grade matches, including 7 a-side matches and festivals/tournament matches.
2. ‘Available Playing Time’ means the total amount of playing time available to a team on any particular day. Where a team is participating in multiple matches in one day, the total available playing time will be the total number of minutes across all matches played by the team on that day; and in all cases (a) includes playing time spent off the pitch due to a temporary injury or yellow card and (b) excludes playing time that would have been available had a match not be abandoned or shortened due to bona fide reasons or in accordance with Regulation 15.11.3.
3. Regulation 15.12.1 will not apply in the event that a player is permanently removed from the match:
	1. due to an injury incurred during the match;
	2. as a result of a bona fide risk of injury; or
	3. as a result of a red card or in the event of the referee requesting that a player be permanently removed from the match.

**Swearing**

The County has adopted a policy to try and remove the use of swear words and phrases at junior games – both on and off the pitch – for several years. We want to reiterate this point now.

Rugby is a game of self-control and we expect this from our players, officials, coaches and spectators. Going forward, match officials will be asked to reiterate this policy at their pre-match briefing and will be adopting a policy of "Ask...Tell....Penalise" (ATP). They will "ask" players not to swear before the game, then "tell" them not to do so if they do use such language once the match commences and after this warning they will "penalise" at the next occurrence. Aggressive use of foul language at opponents or officials remains a straight red card offence.

Match officials will also be asked to police the touchline but here *first responsibility lies with coaches and spectators themselves*. The referee will ask supporters and officials that use offensive language to leave the playing vicinity and will not continue the game until they do. Any escalation of behaviour will be reported to the County Disciplinary Officer for further investigation.

**The “spirit of rugby” should prevail and all clubs in Kent are expected to adhere to the philosophy of the Age Grade Review. Rugby is to be “player centred”, encouraging and involve players of all types and standards. If evidence emerges that a club is not respecting the spirit of Age Grade rugby (e.g. by not giving adequate match time to all registered players in their squad) this could become an issue to be raised with the County Safeguarding Officer and the Chair of the Kent Youth Committee.**

1. Teams in each age group will play initially in Pools during the “Qualifying Day”. On completion of the Pools, qualifications for the next day of matches will be circulated. This will comply with the Age Grade Review “Waterfall” format i.e. groups of equivalent ability played on a round robin basis. Teams will compete for places in a final groups and will play equal amounts of rugby. All players will receive participation awards.

4. All matches in Groups of 4 shall play 10 minutes each way and Groups of 3 shall play 15 minutes each way with 1 minute for half-time. Timings are subject to change based on the format adopted.

5. Pool matches shall be 4 points for a win, 2 points for a draw, without extra time. In addition, a bonus point will be awarded to a team that scores 4 tries and also for losing by only one score. In the event of teams tying with same number of league points, the following will decide qualification:-

 by the result between the two sides, and if a draw

 by the highest number of tries scored, and if identical

 by the highest number of points scored, and if identical

 by the lowest number of points scored against, and if identical

* by the toss of a coin by the Tournament Organiser.
1. To decide the ‘best runner up’ if necessary the same hierarchy of criteria will apply, but it will be on an average per game calculation. If a team drops out leaving a group one team short then a 20-0 win (4 tries) will be awarded for seeding purposes.
2. Substitutes are allowed in accordance with the Standard Set of Variations to the Laws of the Game at Under 15/19 level. Any player injured and substituted may not resume playing in that match and he shall not play in any other match without the approval of a qualified medical person. Coaches are required to ensure injured players obtain medical advice.
3. Any player sent off will not be permitted to participate in the rest of the Tournament, and may be required to appear before the County’s disciplinary Committee. Players may be temporarily suspended *[sent to the “sin bin”]* for a duration of 4 minutes in 15 minutes each way games, 3 minutes for 12 minute each way matches and 2 minutes for 9 minute each way games.
4. A team which arrives late for any of its games is likely to be excluded from the Festival.
5. If the referee or Tournament Director deems the behaviour of spectators to be unacceptable, then the spectators will be asked to leave the playing area. If the unacceptable behaviour continues, then the team concerned may be disqualified from the tournament.
6. Any disputes or issues arising on the day should be referred to The Tournament Director and/or the Festival Coordinator.
7. The decision of the Tournament Director and/or the Festival Co-ordinator shall be final.