



## KENT U16 & U18 GIRLS GUIDANCE 2025-26

This Guidance document has been prepared to provide assistance to clubs playing within the Kent Under 16 and Under 18 Girls leagues and should be read in conjunction with RFU Regulation 15 (Age Grade Rugby).

### **Objective**

To create local level competitions that allow clubs to grow and develop their team and individual players throughout the season.

### **Competition Format**

All dates set out in the Kent Girls Calendar and the formats as circulated.

**Under 16s League All teams have 5 Home & 5 Away Games plus one Bye Weekend.**

**Under 18s League Some teams have 4 home and 3 away games and some have 3 home matches and 4 away matches. This was decided via ballot)**

### **1. Rearrangement of Fixtures**

A fixture may only be rearranged if both teams are in agreement or for inclement weather and if a game is cancelled you still need to let the Competition Manager know. Please liaise with Jak Lipka, the County Competitions Manager **throughout this process and to obtain his permission.**

### **2. Borrowing of Players**

Clubs can borrow players from each other, and other squads (within the “spirit of rugby”) subject to the below conditions:

- (1) a maximum of three players can be borrowed in any one match unless both teams are in agreement
- (2) if one team is not in agreement that there are no more than 3 players that can be borrowed
- (3) a borrowed player must be declared to the opposition prior to the start of the fixture.

### **3. Eligibility of Players**

- All players must be individually registered to their club on GMS
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#### 4. Matches

All matches will be played in accordance with Regulation 15 and Appendix 9

[RFU Regulation 15.pdf \(englandrugby.com\)](#)

Teams should play 15-a-side but can play 12 a-side or lower if required and Teams must match numbers. It is to be hoped that the “Borrowing of Players” regulation above will help with this “matching” and if one side cannot field 12 or more players on Match Day then they must inform their opposition and the Competitions Manager ASAP. The RFU’s “Game On” guidelines should also be adopted where relevant.

Maximum playing time is 70 minutes for a single match.

Teams may use a maximum of 7 replacements. Replacements may be used as rolling substitutes.

Regulation 15.11.3 (b) confirms that “*matches must be brought to an end if....the points difference is more than 50 points*”. On occasions when this happened in previous seasons, the “Spirit of Rugby” was invoked with teams mixing and matching players for the rest of the game if there was sufficient playing time remaining to make this worthwhile. We hope this practice will continue again in 2024/25.

#### ***“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. In respect of the U18 Academy Competition only, all clubs must ensure that each player selected in every match day squad plays at least 20% of the Available Playing Time.*

*3. ‘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.*

*4. Regulation 15.12.1 will not apply in the event that a player is permanently removed from the match:*

*a) due to an injury incurred during the match;*

*b) as a result of a bona fide risk of injury; or*

*c) as a result of a red card or in the event of the referee requesting that a player be permanently removed from the match.*

We are heavily reliant on **self-regulation** of this rule, and trust your clubs to do “the right thing” within the “Spirit of Rugby”.

#### **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

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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.

### **Scrums**

In the event of a team being unable to field a suitably trained front row at the start of any fixture, the match will be played with uncontested scrums and the result shall stand.

## **5. Pre-Match Requirements**

Teams must contact each other by no later than Thursday evening before the upcoming game, to confirm playing numbers for the scheduled fixtures. This will include whether matches are likely to be played with contested or uncontested scrums.

The home club will be responsible for arranging a fully qualified referee. In the first instance they should apply to their respective Referees Society and if no Society referee is available, a qualified club referee should be used. The Competition Manager will do his best to help with referee appointments, but responsibility still lays with the clubs in the first instance, should a Society referee not be appointed. In reality, Society referee (un)availability will mean that the appointment of Society referees will be highly unlikely until the Cup competitions.

Each club will provide a competent touch judge who has knowledge of the Laws and the use of the flag for each competition match unless touch judges have been appointed by the Referees society.

## **6. Match Day - Responsibilities**

The host venue will provide post-match food for their opposition and the Referee.

## **7. Match Day Forms & Results**

Each club is responsible for correctly completing a match result sheet on the day. Managers must ensure that both team names and the scores are entered in the appropriate boxes at the top of the sheet.

Score Reporting – The home side must email/text/WhatsApp the result to **Jak Lipka** at [girlscompetitionskentrfu@gmail.com](mailto:girlscompetitionskentrfu@gmail.com) and **07544849771** by 7pm on the day of the game. The "Match Card" must follow by 10pm the next day or if subject to delay then the Competition Manager must be notified urgently. Sadly, the 2024/25 season saw far too many examples of late reporting.

## **8. Competition Points**

- 4 points for a win
- 2 points for a draw
- 0 points for a loss
- 4 points for a walkover (and a 50-0 scoreline)

A bonus point will be awarded to a team:

- (a) on each occasion it scores four or more tries in a match
- (b) on each occasion it loses a match by 15 points or less

Final Pool Positions will be calculated as follows:

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- a) The team scoring the highest number of points shall be placed first, and the other teams placed in descending order according to the points gained.
- b) If two or more teams have equal points, they shall be placed according to the result of any game between the two sides.
- c) If two or more teams are still equal, they will be placed according to the match points difference.
- d) If two or more teams have equal match points difference, they shall be placed according to the greatest number of match points scored.
- e) If two or more teams have equal match points scored, they shall be placed according to the greatest number of try bonus points awarded.
- f) If two or more teams are still equal, they will share the pool title.

#### **9. Additional Cup Guidance**

Qualifying Cup matches should be played to the maximum playing time as permitted under the RFU regulations i.e. 70 minutes (at both Under 16 & Under 18s). This means that there is no provision for “extra time” in these games and if the scores are level at full time then the winner will be adjudged by:-

1. The team which has scored the most tries, and if equal
2. The team that has received the least red cards, and if equal
3. The side playing away from home

On Finals Day, matches will be shortened to allow for a potential “extra time” period to be played, and if level after this period then the winner will be adjudged by:-

1. The team which has scored the most tries, and if equal
2. The team that has received the least red cards, and if equal
3. The team which scored the first try in normal time.

***Any issues with any fixtures must be brought to the attention of the Competition Manager emailing [Jak Lipka at girlscompetitionskentrfu@gmail.com](mailto:girlscompetitionskentrfu@gmail.com) as soon as they are known, copied to the opposition (if appropriate).***



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