



**“Developing Life Long Participation In Rugby”**

# **Buckinghamshire County RFU Youth Cup & Leagues 2016 - 2017**

**Developed by Neale Baker, Mike Banton and Andy Saunders. Bucks County RFU.**

**Revised Summer 2016.**

## **Objectives**

The primary objective of the Leagues is to introduce young players to the competitive challenges of League rugby, as an additional element of their long term development.

It should be borne in mind at all times by those having influence over youth games that whenever possible we are there to ensure fair and balanced games between sides of similar abilities.

All rules as they apply to league games will apply equally to cup games and vice versa with the exception of players playing out of age group in league games.

## **Structure**

The two leagues are administered by Bucks Rugby Development on behalf of the Buckinghamshire RFU.

The BRD has appointed a Competitions Committee to run all aspects of the leagues—by design the same group will also run the county cup & plate knock out competitions.

The Leagues will commence with effect from September each season. At the end of the season, a trophy will be awarded to the winning team in Division 1 of each age group.

The winning team of Division 2 of each age group may gain promotion to Division 1 and the lowest placed team in Division 1 may be relegated to Division 2 for the next season. This will be at the discretion of the Competitions Committee in line with the objective of ensuring fair and balanced matches.

The Competitions Committee will rule on any disputes and/or matters arising in connection with the Leagues and will also act as a disciplinary panel in the event of any player(s) being sent off in League matches. Where appropriate, the Competitions Committee will be empowered to co-opt a member of the County Disciplinary Committee to sit on the League disciplinary panel.

It is intended that the normal disciplinary process should be maintained – disciplinary reports will be submitted to county but Under 18 issues will be referred back to be handled within the club.

The Competitions Committee and League Administrators will consist of the following individuals:-

Chairman	-	Neale Baker
League/Cup Manager	-	Mike Banton
Youth Chair	-	Andy Saunders

## Rules

All League matches are to be played in accordance with the Laws of Rugby Union Football (including Under 15 and Under 19 variations, as appropriate).

- Each game will be **25 minutes** each way for u14. Under no circumstances is extra time to be played. Size 4 ball.
- Each game will be **30 minutes** each way for u15. Under no circumstances is extra time to be played. Size 5 ball.
- Each game will be **35 minutes** each way for u16. Under no circumstances is extra time to be played. Size 5 ball.
- The maximum size of squad for each team will be 22 players, of which 6 players must be competent to play in the front row.
- Once the score reaches a 50 point **difference** the game must be stopped.
  
- As per the Under 17 Rules –
- If the scores are level at the end of the required time the winner will be:
  - The side that scored the most tries - if this does not produce a winner then
  - The side that scored the most goals from tries ( converted tries ) - if this does not produce a winner then
  - The visiting will be declared the winner ( except in a Final)
  
- The only exception is the Final of the Cup or Plate at all age levels when if the sides are tied on score, tries and goals – then the winner will be decided on the toss of a coin.
  
- If a team is unable to field a full complement of 15 players at the start of the match, the opposition must reduce the amount of its own players on the pitch to an equivalent number.
  
- (N.B. At all times, the number of players in the scrum must be the same on both sides).
  
- However, the team with the larger squad shall still be entitled to use the remainder of its players as replacements at any time during the match.
- It is required that ALL players must play in Club shirts of the same club on the same side.

It is recommended that clubs endeavour to ensure that ALL players have a numbered shirt and if possible the teams play in squad shirts.

Where a team cannot field 6 competent front row players, the point at which the game moves to uncontested scrums due to the lack of front row players, will be the point at

which that team concedes the game. With this in mind club officials are reminded of their personal responsibility and accountability in relation to the welfare of their players.

The Pitch must be marked as required by the RFU.

The Home side is asked to ensure that (with the exception of Permitted Personnel) all other persons are kept at a reasonable distance from the playing area by permanent or temporary barriers (the intention here is that all games should be played on pitches that are “roped off“ or on a first team pitch that has permanent barriers )

No more than four water carriers per team (including medical staff and replacement players) are permitted within the pitch side or perimeter fencing or other barrier and that such “Permitted Personnel” remain on the side of the pitch designated by the home club within an area bounded by the centre and 10 metre line on the pitch and two metres from the side line of the pitch at the end of the pitch in which its team plays the first half of the match.

Under NO circumstances are any coach/manager/player etc. allowed to “wander” along the touch line. They must remain in the “technical” area described above.

All water carriers should be identified by bibs or similar and be clearly identified and a process of accessing the pitch should be agreed with match officials before the game.

The Club, the players the coaches and the managers of each side are entirely responsible for the conduct of players, spectators and club members associated with that side. All involved are reminded of the RFU code of conduct at junior matches and will expected to abide by that code.

Referees have been advised that in the event of players or match officials being abused by coaches, parents or others present then the home team will be invited to arrange the removal of the offending individuals from the playing area. If this cannot be done the referee will halt the game, identify which side the individuals are ‘supporting’ and the match will be recorded as a ‘win’ for the opposing team.

In the case of matches being played on ‘neutral’ ground, the relative team manager will be responsible for the management of supporter’s behaviour!

A full disciplinary report will be submitted in all cases where games are stopped due to abuse.

### **Selection of B Teams & B Team squads**

The objective for clubs with large squads is to enable players to enjoy safe fair balanced games within the spirit of the game of rugby – we are looking to help all clubs to retain players in the game.

Where possible both A & B side league games have been scheduled on the same day.

We do understand that within a squad, players may move from the B team into the A team and that “swing” players may be dropped to the B team – however we would encourage Clubs to try and maintain a core team squad for the league fixtures.

The Competitions Committee reserve the right to ask the age group to review and be accountable for the selection policy if the results indicate that selection might not align with the spirit of the game.

‘B’ teams will not be entered into the cup competitions.

### **Re scheduled Fixtures**

The onus will be on coaches and managers to ensure that a side is fielded for each League fixture.

If a game needs to be cancelled at short notice e.g. weather/pitch conditions, then contact MUST be made with the opposition and the referee ASAP and the game re scheduled. The League Administrator must also be informed by the host club.

***Unless a Cup or League fixture is already arranged the fixture will be played the following week.***

Remember that a league game WILL ALWAYS take precedence over a friendly match.

If a dispute arises then the Administrators will, in all cases, be empowered to resolve the matter & their decision will be final.

### **Playing Up & Playing Down**

Should a club not have enough players in their squad to consistently fulfil their fixtures, then with approval of the League administrators, they may play up to 3 players from an age group below and if absolutely necessary, up to 2 players from the age group above.

The players from the age group above should **always** be players who would **not** normally start for their own age group team, eg: the player would **normally** be a replacement. (*see Objectives above – we are asking coaches to hold to the spirit of the game*).

Before this can occur then the league administrator will be consulted, playing up/down forms **will** be completed by the team needing the additional players, and a copy supplied to the Administrator.

### **Match Day Paper Work**

Prior to kick-off, both managers will present the referee with a Team Sheet (specimen copy attached), which the referee will sign and return to the respective managers for safe-keeping.

At the end of the match, the referee will complete a score card, which, having been signed by both managers will then be handed to the manager of the home side for safe-keeping. The manager of the **Home** team is to be responsible for communicating the result to the League Administrator by not later than 6.00 p.m. on the day of the match by Email.

If a complaint is received concerning the eligibility of a player to participate in the Leagues, the manager of the team in question **MUST** provide the League Administrator with a copy of the relevant Team Sheet on request.

If a team is unable to field a full complement of 15 players at the start of the match, the opposition **must** reduce the number of its own players on the pitch to match the opposition. **(N.B. At all times, the number of players in the scrum must be the same on both sides)**. However, the team with the larger squad shall still be entitled to use the remainder of its players as replacements at any time during the match.

If a team is unable to field a minimum of 10 players, the fixture will be “scratched” and 4 points awarded to the opposition. In the event of both teams being unable to field a minimum of 10 players, the fixture will, again, be “scratched” and no points will be awarded to either side.

### **League Points**

Subject to the foregoing, points will be awarded as follows:-

Win	=	4 points
Draw	=	2 points
Loss	=	1 point (provided that team fulfils fixture)
Loss	=	0 points (if team withdraws after 6.00 p.m. on Thursday)

Bonus point if the losing team finishes 7 points or less from the winners

Bonus point for a team scoring more than 4 or more tries in a game,

## **The Cup & Plate Competitions**

For the avoidance of doubt, “The Bucks Cup” at Under 15 and Under 16 will continue to be run as a separate competition, with a Cup and Plate competition.

If a team is drawn in the Bucks Cup against another team in the same League and both teams wish to play the Cup game as a “double-header” (i.e. rather than play each other over two separate weekends), then **both** teams must first seek the permission of the League Administrator to do so.

The dates for all League and Cup/Plate games have already been set and every club should aim to adhere to these arrangements. Both Cup and League are a test of the strength of the club squad, not just one or two ‘superstars’. The unavailability of a couple of players due to school trips, injury or family arrangements will not justify the rescheduling of a fixture.

### **Cup Plate League**

**IF** any club decides to play league rugby (*must be with permission of Bucks RFU*) outside of the CB, then they will not be permitted to enter the Bucks Cup or Plate etc. for that season, likewise if a club side enters a Cup/Plate etc. competition **outside** of Bucks CB, then they will be disqualified from entering the Bucks Cup/Plate etc. This is to ensure our League and Cups survive and that we remain able to assist ALL our clubs.

### **AND**

Please remember the CORE PRINCIPLES and the SPIRIT of our game.

GOOD LUCK.

## **CLUB CONTACTS - UNDER 13 TO UNDER 16**

Please complete and return to Andy Saunders via Email at [andy@tacl.co.uk](mailto:andy@tacl.co.uk) no later than 10th September 2016. This will enable correspondence and invites to go to the correct people.

Club	
Age Group	
Name of Manager/Contact	
Postal Address	
E-mail Address	
Contact Number	
Mobile Number	

Club	
Age Group	
Name of 2 <sup>nd</sup> Contact	
Postal Address	
E-mail Address	
Contact Number	
Mobile Number	

# LEAGUE PLAYER LIST 2016- 2017

Club ..... Age Group ...Under ??

	Name	D.O.B.	RFU Registration No
1			
2			
3			
4			
5			
6			
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35			

# LEAGUE TEAM SHEET

Club .....Age Group .....

Venue .....Manager .....

Opposition .....Date .....

	Name	D.O.B.	RFU registration No
1			
2			
3			
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Signed:-

Manager .....Print Name .....

Referee .....Print Name .....