

Regulation 43 (Youth)

Hampshire Youth Competitions - 2013/14 Season

4301 Description and Aims

Junior Cup (Under 13 to 16 Age Groups)

1. The Competition shall be called "The Hampshire Under xx County Cup Competition (the Competition) as appropriate to the age group.
2. Subject to approval by the Management Committee a Competition may include a name of a sponsor.
3. The aims are to
 - i. encourage participation in competition rugby.
 - ii. improve player development, enjoyment, retention and commitment to the Game.
 - iii. produce a County Champion at the age groups decided by the Youth Forum.
4. All matches in the Competition shall be played under the Laws of Rugby Football and comply with the Bye-Laws, Rules and Regulations of the Rugby Football Union and the Hampshire Football Union.

4302 Organising Committee

1. The Competition shall be organised by the Youth Competitions Management Group (YCMG) whose decisions shall be final and binding.
2. Each Club must nominate a Club Official at each age group who shall be responsible for communication with the organiser for each of the U13 to U16 age group competitions.

4303 Eligibility Of Clubs

1. The Competition shall be open to all Clubs in Hampshire, the Isle of Wight and the Channel Islands and affiliate Clubs as decided by the YCMG
2. Each Club may enter one team at each age group.
3. There may be opportunities for Clubs to enter a second team at any age group, subject to the approval of the YCMG.

4304 Eligibility Of Players

1. A Club may only play, or select as a replacement, those players who have a Youth Player Registration on RFU Rugby First system.
2. Players who register for a Club for the first time and have never been registered before are eligible to play in the next Competition match
3. Players who change Clubs in the closed season and re-register with the new Club on or before the first Sunday in September are eligible to participate from the first County Competition match.
4. Players who change Clubs after the first Sunday in September are eligible to play for the new Club twenty one days after the date of re-registration on the RFU Rugby First system.
5. Players who change Clubs after the last Sunday in February are not entitled to play for the new Club in a Competition match for the rest of the season.
6. Any Club who knowingly plays an ineligible or unregistered player shall forfeit the match, irrespective of the result and will face the possibility of further penalty as deemed necessary by the YCMG Committee.

4305 Finance

1. Each participating Club shall pay an Entry Fee per age group which shall be determined annually by the YCMG.
2. The Entry Fee for each age group entered in the Junior Cups will be included on the invoice for Club charges raised by the Executive Director each September.

4306 Terms and Conditions of Participation

1. Applications for entry into the following seasons Competitions will be called for at the January Youth Forum and Clubs must register their intent with the YCMG by the 31st March.
2. Confirmation of entry must be received by the YCMG by the 31st May to guarantee entry in the following season's Competition at any age.
3. Any Club may withdraw a team from any Competition by 8pm on the second Sunday in September without penalty and be entitled to a refund of entry fee for that team.
4. Any Club withdrawing from a Competition match after 8pm on the Thursday evening prior to the scheduled match date shall be responsible for all reasonable and irrecoverable expenses incurred and invoiced by the opposing Club.
5. Any Club which repeatedly contravenes this regulation may be excluded from the Competition for the rest of the season and the age group concerned may be excluded from any Competition in the following season(s).

4307 The Competition Dates, Format, and Draws

1. Cup Matches shall be played on the Sundays of the weekends designated for the age group as notified by the YCMG in line with the RFU Structured Season. No matches are to be scheduled or re-scheduled for a County weekend. These dates will be issued to the Clubs as early as possible and normally no later than the 30 June each year.
2. Matches must be played on the scheduled dates and must not be postponed except if grounds are unfit to play on or because of adverse weather conditions.
3. Only in the most exceptional circumstances may a Club propose a change of Cup date to the Organiser. The Organiser shall decide whether the circumstance is exceptional and their decision will be final. The re-arranged fixture must be played before the next scheduled round in any of the Cup Competitions.
4. The Competition shall be run on a multi-level knock out basis. Normally there will be a First Round, Quarter Finals, Semi Final and a Final. If more than sixteen Clubs enter an age group there will be a Preliminary Round. The YCMG may seed Clubs at any age group.
5.

Under 13 & Under 14	25 minutes each way	Size 4 Ball
Under 15	30 minutes each way	Size 5 Ball
Under 16	35 minutes each way	Size 5 Ball
6. Should a team establish a lead of 40 or more points, a win shall be awarded as if the game has ended at this stage. Teams are encouraged to make changes and continue playing until the end of normal time.
7. The draw for all the rounds shall be made at a meeting of the Youth Officials convened for that purpose. Opponents in each round shall be drawn by lots, taking into account any seeding deemed necessary by the YCMG.
8. The draw for each subsequent round of any of the Cup Competition will be made once all the results from the previous round are known.

9. Details of all the matches to be played will be advised to the Club Official at each age group designated by the respective Clubs by the Age Group Organiser as soon as the draw is known.

This information will also be posted on the Hampshire Youth pages on the Hampshire Rugby Union Website. The address is as follows www.hampshirerugby.co.uk.

10. Hampshire Rugby Union shall provide a Trophy for the Club winning each age group Competition in the Junior Cup Finals.
11. All players on the winning team in the Junior Cup Finals shall receive Commemorative medals.

4308 Colours

1. In the event of a clash of colours, the Home Club shall change jerseys subject to the satisfaction of the referee.
2. The jerseys of teams should all be numbered to ensure correct identification of players and replacements during the match.

4309 Replacements

1. Up to a maximum of seven replacements are allowed. As required by Law 3 (Under 19 variation), if a team nominates 22 players it must have at least six players who can play in the front row. If between 19 and 21 it must have five and if between 16 and 18 players it must have four. If 15 or fewer players, they must have three.
2. If a team cannot field players who are suitably trained and proficient for the three front-row and the two lock positions whether this is due to injury or sending-off, then the referee shall order uncontested scrums.
3. A player who has been substituted may replace an injured player at any time.
4. A player who has been injured and replaced may not resume playing in that match without the approval of a suitably qualified medical person. Team Managers are to ensure that the parents of an injured player are made aware as soon as possible.

4310 Kick Off Times

1. Kick-Off time shall normally be 11am . This can be changed if necessary, with the prior agreement of Team Managers at both Clubs.
2. Kick-Off time of any match involving an Offshore Club may be adjusted as necessary to accommodate travel arrangements.

4311 Venues and Grounds

1. Channel Island Clubs are required to play all Competition matches on the mainland unless a mainland Club chooses to travel either at its own expense or at the expense of the Channel Islands Club. Both Jersey and Guernsey Rugby Clubs offer a payment of £1,000 towards the travel expenses of any Club wishing to visit the Islands for Cup matches.
2. Clubs may agree in advance to change the venue of a Competition match with the approval of the Organiser.
3. If a late decision, within three hours of the scheduled Kick-Off is to be made as to the fitness of a pitch to play Rugby it should be made by the respective Team Managers. Every effort must be made to switch to a playable pitch and play the fixture if at all possible.
4. At all times there should be easy accessible entry for an ambulance to the pitch and access to a mobile telephone at pitch side. Home Clubs are strongly recommended to ensure that a Doctor or other medically qualified person is present throughout a match.

5. It is the Home Club's responsibility to ensure that all pitches are marked correctly and clearly. It must make sure that proper provision for players safety has been made whilst playing in a match.

4312 Referee's and Touch Judges

1. It is the responsibility of the Home Club to ensure that a suitably qualified referee is available to officiate at the match.
2. Any Club that fails to source a suitably qualified referee from their own club, referees society or from the away team will forfeit the match at the age group concerned. A lack of referee will not be considered grounds for re-scheduling a match.
3. Each Club will provide a competent touch-judge for each Competition match.

4313 Drawn Matches

1. There shall not be any extra time played under any circumstances.
2. If at the end of the match the scores are level, then the team that has scored the most tries shall go forward to the next round or will be deemed to have won the match in any final of the competition.
3. If this does not produce a winner then the team that has scored the most conversions from tries shall go forward into the next round or will be deemed to have won the match in any final of the competition.
4. If this does not produce a winner, then the team that scored first shall go forward to the next round or will be deemed to have won the match in any final of the competition.
5. In the unlikely event that there is a nil-nil draw, then the result will be determined by a drop goal kick off.
6. A drop goal kick-off is where the Captains will toss a coin for the right to see who goes first in a series of drop goals. Drop goal attempts will take place from the 22 metre line on the centre mark between the posts with each team taking 5 drop goals each. The team which scores most drop goals shall be the winner. If after 5 drop goal attempts each the scores are tied, then sudden death will be played until a winner emerges. No player will be allowed to repeat a drop goal attempt until all players in that team have taken a kick at goal.

4314 Postponed and Abandoned Matches

1. In the event of a match being postponed, which should be very rare, it is the responsibility of both Clubs involved to ensure that the match is re-scheduled and played at least a week before the next round of matches in the Competition is scheduled. If for any reason a fixture can not be rearranged by this date the result will be decided by a toss of a coin.
2. In the event of a match being abandoned because of weather conditions or any other safety or disciplinary reason with at least 2/3rds of the time allotted for the match having been played, the score at the time of the abandonment will stand as the result of the match. The referee's decision as to the necessity of any abandonment and the timing of such event shall be final.
3. If less than 2/3rds of the time allotted for the match to be played has not been completed then the result will be void. The match must be scheduled to be replayed the following weekend and will take precedence over any other prearranged match that may have been scheduled.
4. It is the responsibility of the Home Club to ensure that the Organiser is informed within 48 hours of any abandonment and confirm that the match has been re-scheduled for the following week.
5. If a Club withdraws from a Cup match after 8pm on the Thursday evening prior to the fixture date then the non-offending Club shall be awarded the match.

6. In the event of both Clubs involved not agreeing with the protocol regarding postponed or abandoned matches, this should be reported to the Organiser who will decide what action to take.

4315 Notification of Results

1. By 8pm on Thursday evening prior to the scheduled match, it is the responsibility of the two Team Managers to have made contact with each other to confirm the match arrangements and exchange Team Lists of the players selected to play the fixture.
2. It is the responsibility of both Team Manager to inform the Organiser by telephone or e-mail the result of the match or the fact that the match has not been played as soon as possible but no later than 8pm on the Wednesday following the match.
3. A match may be declared void and the result decided by the toss of a coin if the result is not reported on time.

4316 Protests, Disputes and Transgressions

1. Any matters in dispute or any alleged transgressions of this Regulation must be referred to the Organiser in person or by telephone or by e-mail within 48 hours of the end of the game. If by e-mail the complaint should where possible be copied to all other interested parties. If a verbal complaint is made in person or by telephone then it must be supported by a written complaint which should reach the Organiser and other interested parties within a further 48 hours.
2. The Organiser has the authority to resolve any such complaint and shall inform the interested parties of his decision.

4317 Appeals

1. If a Club wishes to appeal against the decision of an age group Organiser, the appeal must be lodged with the Chairman of the YCMG in person or by telephone or e-mail within 48 hours of receiving the decision. The YCMG Chairman has the authority to resolve any such appeal.
2. If a Club wishes to appeal against the decision of the YCMG Chairman, the appeal must be lodged with the Youth Chairman in person or by telephone or e-mail within 48 hours of receiving the decision. The appeal will be considered by the Youth Chairman and the Youth Committee at their next scheduled meeting if time permits or by the Officers if not. Their decision shall be final.