



GIRL'S CUP GUIDANCE 2017.18

This Guidance document has been prepared to provide assistance to organisers when organising the local/CB and area competitions for the U15 and U18 girl's age groups and should be read in conjunction with RFU Regulation 15 (Age Grade Rugby) including the Girls Rules of Play set out in Appendix 11 of RFU Regulation 15.

Area Cup Competition

All dates will be those as set out in the RFU Age Grade Calendar (unless at local level it is agreed to move a date to another in a club window).

Cluster Teams

All cluster clubs for have been approved through special dispensation and been granted by the Rugby Events and Competitions Department, Local Delivery Team and the CB.

Borrowing of Players

U15 Borrowing of players is prohibited in this age group

U18 Clubs can borrow players from each other, subject to the below conditions:

- (1) Players can only be borrowed from a club that has not taken part in the Cup Competition or the club was knocked out of the Area Cup by the 18th December
- (2) a maximum of two players can be borrowed in any one match
- (3) a borrowed player must be declared to the opposition prior to the start of the fixture;
- (4) a player can only be borrowed in order to fulfil a fixture to complete a playing squad or to cover a specific position.

1. Eligibility of Players

All players wishing to play in the Girls U15 Competition for the 2017/18 Season must be age 13 or 14 at midnight on the 31st August 2017.

All players wishing to play in the Girls U18 Competition for the 2017/18 Season must be age 15, 16 or 17 at midnight on the 31st August 2017.

- All players must be individually registered to their club on GMS
- A player can only play for one club in any Girls Cup competition in any one season unless otherwise approved in writing by the RFU Rugby Events and Competitions Department.

2. U15

All matches will be played in accordance with Regulation 15

Teams should play 15-a-side, but can play 12 aside or lower in local competition if required Pre Christmas, as determined by the local competition organiser, Teams must match numbers.

Maximum playing time is 60 minutes for a single match

Maximum playing time is 80 minutes for a Festival

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

Scrums (Area Cup)

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.

3. U18

All matches will be played in accordance with Regulation 15

Teams should play 15-a-side, but can play 12 aside or lower in local competition if required Pre Christmas, as determined by the local competition organiser, Teams must match numbers

Once the game has started there is no requirement to field the same number of players with the following exception:

- No team to have more than one extra player on the field following the inability of the other team to field replacements (Except when this is due to yellow or red cards).

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

15 aside – World Rugby U19 Law variations will apply.

12 aside – 6 in the scrum, 6 backs

Maximum playing time is 70 minutes for a single match

Maximum playing time is 90 minutes for a Festival

If a 17 year old player moves to Women's rugby within a season, and participates in the Women's Cup, that player is cup-tied to that competition and cannot also play in the Girls Cup.

Scrums (Area Cup)

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

Area Level and National Cup Criteria

For a club to progress after the Area Cup and into the National Cup they must be able to demonstrate that they can meet the following criteria:

U15 & U18

- Enough players to be able to play 15-a-side (minimum of 18 registered active players on GMS)
- At least two Front Row Cover to complete matches with contested scrums

If a club cannot meet the above criteria the RFU will invite the 2nd place team in the Area to progress if they meet the criteria.

4. Pre Match Requirements

Teams must contact their host venue by no later than Thursday evening to confirm playing numbers for the scheduled fixtures. This will include whether matches are likely to be played with contested or uncontested scrums.

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.



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Any issues with any fixtures must be brought to the attention of the RFU Competitions Executive for Women's Rugby (keeleyfathers@rfu.com) as soon as they are known, copied to the opposition (if appropriate) and the relevant WRDO.

5. Rearrangement of Fixtures

A fixture may only be rearranged in extreme circumstances or inclement weather and in agreement with the RFU. If a match is to be rearranged a new date will be set by the organiser.

6. Match Day - Responsibilities

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

7. Match Day Forms & Results

The match day forms are crucial to the workings of the Competition.

Each club is responsible for correctly completing a match result sheet on the day. Organisers 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 telephone the result through to the Result Service by 6pm on the day the match has been played stating the age group fixture.

RESULT SERVICE TELEPHONE NO: 01676 478080 or text 07797800102

8. Competition Points for Area Cup Pools and National Semi Finals Pools

- 3 points for a win
- 2 points for a draw
- 0 points for a loss

A bonus point will be awarded to a team:

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

Final Pool Positions should be calculated as follows:

- 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 will be placed according to the match points difference.

Note: To calculate the match points difference where a defaulted fixture has taken place the non-offending team shall record a Bonus point 25- nil win

- c) If two or more teams have equal match points difference, they shall be placed according to the greatest number of match points scored (*incorporating Note above as applicable*).
- d) If two or more teams have equal match points scored they shall be placed according to the greatest number of tries scored.
- e) If two or more teams have scored equal number of tries they shall be placed according to the greatest number of drop goals scored.



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- f) If two or more teams are still equal they shall be placed according to the greatest number of successful try conversions.
- g) If two or more teams are still equal they shall be placed according to the number of penalties scored.
- h) If two or more teams are still equal they will share the pool title and promotion will be decided with a playoff match between the two teams or by any other method as determined by the organiser.

9. Area Finals – Drawn Matches

If scores are level at the end of the match, the following order of events shall be applied in order to determine the winner of a drawn match:

- 1) Number of tries
- 2) Number of conversions from tries
- 3) First try
- 4) First point
- 5) Toss of a coin

10. National Finals – Drawn Matches

If scores are level at the end of the match, the following order of events shall be applied in order to determine the winner of a drawn match:

- 6) Number of tries
- 7) Number of conversions from tries
- 8) First try
- 9) First point
- 10) Trophy Shared



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