

# TIER 4 WEST REGION YOUTH COMPETITION REGULATIONS 2017-2018

## 1 ORGANISATION AND ADMINISTRATION

- 1.1 West Region Youth Competitions (“**the Competitions**”) will be organised by the West Region Youth Committee (“**the Committee**”). The Committee will be appointed annually at a meeting of clubs competing in the West Region Youth Competitions.
- 1.2 Scottish Rugby’s West Region Competitions Administrator (“**the Administrator**”) shall be responsible for the day-to-day running of the Competitions.
- 1.3 The Committee will be responsible for organising the format of the Competitions each season.
- 1.4 The Competitions and the Competitions’ Rules will be compliant with World Rugby’s Regulations and Laws, including the Under 19 Variations, and Scottish Rugby’s “Are You Ready to play Rugby” policies as well as all other applicable Scottish Rugby rules, regulations, and protocols.

## 2 COMPETITION FIXTURES

- 2.1 In advance of each Competition, the Committee shall advise the competing clubs of the format that Competition.
- 2.2 The Administrator shall supply each competing club with a fixture list for each competition, listing the dates for the matches.
- 2.3 Every match will be played on the scheduled date unless both clubs agree to play on another date no later than the listed weekend and have the Administrator’s approval to change the date. The only other exception to this rule will be where a pitch is unplayable because of adverse weather.
- 2.4 Every match will kick off at 2.00pm unless both clubs agree to a different time. The match referee and the Administrator must be advised without delay regarding a kick-off time change.
- 2.5 The home club must immediately notify the Administrator whenever a match is postponed or abandoned. The Administrator must also be advised of the reason for the postponement or abandonment.

## 3 POSTPONED OR ABANDONED MATCHES

- 3.1 Postponed or abandoned matches will be played on the first available stand-by date or (with the Committee’s approval) on another mutually agreed date.
- 3.2 When an under-18 or under-16 match is abandoned before 55 minutes’ play (before 20 minutes of the second half have elapsed) the match will be replayed. When an under-18 or under-16 match is abandoned after 55 minutes play then the score at that time will be the match result.
- 3.3 When an under-15 match is abandoned before 45 minutes play (before 15 minutes of the second half have elapsed) the match will be replayed. When an under-15 match is abandoned after 45 minutes of play then the score at that time will be the match result.
- 3.4 Red and yellow cards and other discipline matters will apply to an abandoned match.

## 4 ELIGIBILITY

- 4.1 Before a player can play for a club in a match he **MUST** be registered with that club on Scottish Rugby’s online registration system.
- 4.2 Players **MUST** be of the correct age:
  - Under-18 aged 16 or 17 on 1 September 2017
  - Under-16 aged 15 on 1 September 2017
  - Under-15 aged 14 on 1 September 2017
  - Under-14 aged 13 on 1 September 2017
  - Under-13 aged 12 on 1 September 2017

**4.3 A player cannot change clubs between 1 September and 1 May except in exceptional circumstances. Any player wishing to change clubs must apply to the Committee via the Administrator stating the reason for the requested switch.**

4.4 Before kick-off in every match BOTH clubs' coaches must be satisfied that all players taking part in the match are eligible. Under NO circumstance can any coach question a player's eligibility AFTER the visiting team has left the host club's premises.

4.5 At under-18, under-16, under-15, under-14 and under-13, there is no maximum squad size, but each player must play at least 20 minutes.

4.6 Any number of rolling substitutions is allowed during matches.

## **5 THE TEAMS**

5.1 A club can field two teams in the same age group. However, that club MUST ensure that no player plays for both teams.

5.2 Before every under-18, under-16 and under-15 match each club must produce a team sheet recording each player's forename and surname, his date of birth, and his Scottish Rugby Player Registration number. A copy of that team sheet must be handed to the opposition coach and the referee. A copy of each team sheet must also be sent by email to the Administrator no later than 48 hours after the kick-off in the match.

5.3 Should a team at under-18, under-16 and under-15 have fewer than 15 players, though with a minimum of 13, the match can still be played as a fixture. At under-14 and under-13 the minimum number of players is 10. At all age levels the number of players in each team must be matched.

5.4 If a team has fewer than 13 players the coaches from the two teams should discuss on how to ensure a match is played. In this situation, maximum points are awarded to the team with at least 13 players, with one point being awarded to the team with fewer than 13 players.

5.5 If a team is unable to field a full front row, the match can still be played. On such occasions, all scrums will be uncontested.

5.6 If, during a 15 v 15 match, a player leaves the field because of injury and no replacement is available, the match will continue to its natural outcome with the winner being awarded the points regardless of numerical advantage or disadvantage. However, every scrum must be evenly matched in number (World Rugby Law 20.1 (e) – Under 19 Variations).

## **6 THE GROUND**

6.1 If, before the visiting team's departure from home, a match is called off because of adverse weather and/or ground conditions the home club must immediately notify the opposition and the referee. (An early call-off would save the visiting team from even starting the journey and could allow a WSRRS-appointed referee to be re-allocated.)

6.2 Where prior to kick-off there is doubt as to the fitness of the ground or the conditions for play, the referee and the respective head coaches shall inspect the pitch. The referee shall inspect the pitch on his own (or with assistant referees where appropriate) but will not disclose his decision to either club until after the team coaches have inspected the pitch. If any one of these three persons deems the pitch or conditions to be unplayable then the match shall be postponed. This decision shall lie solely with the head coaches and the referee. The home club and the referee must advise the Administrator of the reason why the match was not played.

## **7 THE MATCH**

### **Playing Time in Matches**

7.1 A match will last no longer than 70 minutes' playing time at under-18 and under-16 levels (World Rugby Law 5.1: Under 19 Variations) and no longer than 60 minutes' playing time at under-15 level, no longer than 50 minutes at under-14 and no longer than 40 minutes at under-13 (Scottish Rugby's Law Variations).

- 7.2 Under-14 and under-13 matches shall normally be played as two halves of respectively 25 and 20 minutes each. However, with agreement between the teams' head coaches, a match can be played as three periods of respectively 20 and 15 minutes.

#### **Maximum Score**

- 7.3 If during an under-16 or under-15 match a team attains a leads of 50 points the match will be deemed to have been completed and the referee shall blow for time.
- 7.4 If during an under-14 or under-13 match a team attains a leads of 30 points the match will be deemed to have been completed and the referee shall blow for time.
- 7.5 The remaining time should be played as a mixed match.

#### **League Points and League Tables**

- 7.6 In under-18, under-16 and under-15 matches three points shall be awarded for a win, two for a draw, and one for a defeat. A team failing to fulfil a fixture will not be awarded any points.
- 7.7 The under-14 and under-13 age groups will not have league tables.

#### **Scoring Variations at Under-14 and Under-13**

- 7.8 In under-14 and under-13 matches three points shall be awarded for a try and one point for any successful goal kick.

#### **Uncontested Scrum**

- 7.9 If a match cannot start with contested scrums because of the lack of suitably trained front-row personnel, the match will go ahead adopting uncontested scrums from the start. In such instances, the points will be awarded to the team able to field a trained front row regardless of the outcome of the match, though points for and against will be counted as scored in the match. (If a match starts with full front rows and one of these front-row players retires injured and cannot be replaced by a suitably trained player the match will continue to its natural outcome with uncontested scrums of equal numbers. In such instances, the result will stand, and league points and match points will be accordingly awarded.)

#### **Reporting Match Results**

- 7.10 Both teams and the referee must agree on the score at the end of the match. The referee will retain the scorecard for future reference.
- 7.11 Both teams MUST contact the Administrator with the result no later than 24 hours after the end of each match. The Administrator needs that information to collate results and update the Scottish Rugby website.

### **8 MATCH OFFICIALS**

- 8.1 The West of Scotland Rugby Referees Society ("WSRSS") may appoint referees for under-18 matches. Clubs will be contacted by the Administrator if a match is to have a WSRSS-appointed referee. Failing such an appointment by the WSRSS, it will be the home club's responsibility to provide a suitably qualified referee. For under-15, under-14, under-13 and under-16 matches it shall be the home club's responsibility to provide a suitably qualified referee.
- 8.2 The home club MUST contact a WSRSS-appointed referee no later than 72 hours before kick-off to confirm the match-day arrangements.
- 8.3 The home club must offer travel expenses to any referee who has not appointed by the WSRSS. (Referees appointed by the WSRSS can claim expenses via the WSRSS.)

### **9 METHOD FOR DECIDING ON LEAGUE PLACINGS AND IN TIED KNOCK-OUT MATCHES**

#### **Conference Tables**

- 9.1 League tables shall be produced for the under-18, under-16 and under-15 groups. Teams shall be awarded a placing in the table based on the number of Competition Points received (Regulation 7.6). The aggregate match points and tries scored (for and against) shall not be disclosed in any Competition table.

### **Tied League Placings**

- 9.2 The aggregate of all Competition Points awarded to each club/school shall be used to rank the participating teams.
- 9.3 In the event of two or more teams being equal on Competition Points, placings shall be determined in accordance with the following criteria (in the order given):
- 8.3.1 Competition Points awarded in the Matches between those teams; and
  - 8.3.2 the Team receiving fewer red cards in that age group's Competition.
- 9.4 If neither of the above is able to separate the teams the placing shall be shared.

### **Knock-Out Matches**

- 8.5 If the scores at full-time are equal in any play-off or knock-out Match:
- 8.5.1 *Competition Finals*: The trophy shall be shared.
  - 8.6.2 *Earlier Rounds*: The following criteria (in the order given) shall be used to decide the winner:
    - 8.5.2.1 the team scoring more tries;
    - 8.5.2.2 the team scoring more conversions;
    - 8.5.2.3 the team scoring more drop goals;
    - 8.5.2.4 the team receiving fewer red cards;
    - 8.5.2.5 the team receiving fewer yellow cards;
    - 8.5.2.6 in the event that none of the above is able to separate the teams, the away Team (or team drawn second where appropriate) shall be declared the winner.
- 8.6 No Extra Time shall be played at any stage of the competition.

## **10 MATTERS NOT PROVIDED FOR IN THESE REGULATIONS**

Should any matter arise that is not covered by these Regulations then reference should be made to the Schools and Youth National Competition Rules. If these National Rules do not provide guidance then the matter should be referred to the Schools and Youth Competitions Committee for advice

## **11 COMPLAINTS, SANCTIONS AND APPEALS**

- 9.1 All complaints or questions related to the Competition should be directed via the Administrator to the Committee.
- 9.2 Sanctions may be imposed by the Committee on any club found to have infringed any of the above rules. Such sanctions include a reprimand and warning as to future conduct and/or deduction of league points and/or disqualification from the Competition and/or such other appropriate sanction as defined in the Schools and Youth National Competition Rules.
- 9.3 A club has the right to appeal to the West Region Competitions Committee against any sanction imposed.

## **12 DISCIPLINE MATTERS**

All discipline matters (World Rugby Laws and Scottish Rugby's Code of Conduct) will be dealt with by Scottish Rugby's Discipline Panel as defined in the Scottish Rugby Guide to Disciplinary Issues.

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