



DEVON RFU

AGE GRADE COMPETITION

REGULATIONS 2024/25

INTRODUCTION

“The Devon RFU guideline (supported by the RFU) for Age Grade Players with effect from the 7th September 2024 is that a player can play no more than the equivalent of five full games of contact rugby a month with a maximum of 35 games (**A game is any time on field**) within a season. It will be the responsibility of all the people managing rugby in Devon to monitor this (Clubs, Schools, Colleges and the Academy). Should this guideline be disregarded for any player the DRFU will ask the relevant bodies to justify their actions as to why a player’s playing time exceeded these guidelines, and this could be seen as a disciplinary issue. It would, as a matter of course, be flagged up as a safeguarding issue as it will be seen as neglect by the relevant body with the welfare of the player, potentially being put at risk and disregarding the advice of the CB. The DRFU Safeguarding Manager will be expected to be informed, and the matter referred to the RFU Safeguarding Team.”

DEVON RFU AGE GRADE COMMITTEE will be enforcing the Half Game Rule for all Age Grade players and will be checking in with clubs throughout the season as part of RFU Regulation 15. Along with this the ‘Game on’ principle will be adhered to.

Competition Rules

The competition is administered by an appointed person who will refer and liaise with the **DEVON RFU AGE GRADE COMMITTEE**.

Competition Sub Committee Members;

Devon AG Chairman, Devon AG Vice Chairman, Devon AG Secretary, and Devon AG Girls Representative.

1 THE COMPETITION

- 1.1. The competition will be known as the name identified in the Appendix for each Age Grade Competition, and shall be subject to the direction and control of Devon RFU acting through its Devon RFU Age Grade Committee
- 1.2. The competition will be administered by the Competition Administrator who is responsible for the day-to-day running of the competition on behalf of the Devon RFU Age Grade Committee
- 1.3. By entering the competition, Clubs agree to abide by the regulations as laid out in this document
- 1.4. The Devon RFU Age Grade Committee has full powers of adjudicating on all matters relating to the competition and their decisions shall be final.

1.5. The administrators will facilitate the smooth running of the competition administration. Their decisions are binding on teams entered in the specified competition. Teams can appeal on matters of administration to the Devon RFU Age Grade Committee as laid out in Rule 12.

2. ENTRY TO COMPETITIONS

2.1 The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

2.2 All clubs must adhere to the Policies of Devon RFU and the Regulations of the RFU. Any club found to have contravened these Policies and Regulations by Devon RFU Age Grade Committee may have league points deducted or be withdrawn from the competition. Discipline offences will be referred to the CB Discipline Committee who may impose greater sanctions.

2.3 An entry fee will be payable by each club, the amount of which to be decided by the Devon RFU AGM each season. The fee is to cover the cost of administration, trophies, medals, etc and must be paid before the 1st September in the year of the season. Yearly fees are set out in the appendix 8.

3. QUALIFICATIONS FOR PLAYERS/TRANSFERS OF PLAYERS

3.1 To play in the Age Grade Rugby competition, a player must be under the specified age in the appendix on the **1st September** of the year in which the season commences and be affiliated with that club.

3.2 The England RFU Age Grade regulations permit certain players to play UP one age grade OR DOWN one age grade provided they have permission from their parent or guardian to do so by completing the form from the RFU. Permission forms must be lodged (e-mail a copy) with the Competition Administrator prior to the start of the game and be available for inspection by the opposition at each game the player plays in. You will need to show that the Administrator has confirmed (an email will be returned asap) the player is accepted to play in the competition. Remember that the Club Safeguarding Officer needs to sign off each player.

3.3 Players must be current members of the rugby club they are playing for and must be registered and assigned on the RFU Game Management System (GMS) for that Club, as an active member, and with the competition administrator, All players need to be registered with the competition administrator by email on the date in the Appendix.

3.4 Players may transfer with the permission of the Devon RFU Age Grade Committee in advance of the move. This permission will need to be supported with written support from both Junior Club Chair's in line with the Devon RFU Transfer policy. (Which can be found on the Devon RFU Website). A transfer will be considered by the Devon RFU Age Grade Committee on individual merit, consideration will be given to house or school moves out of a Clubs catchment area.

3.5 Players who are new to the game and were not previously registered with a club as an active player, can be registered by a club with the RFU prior to **1st March** in that season. Once

registered, they can play in the competition. Please note all players need to be registered within 45 days of attending the first rugby session (RFU Regs)

3.6 For the purposes of these rules, players that transfer from any club in Cornwall, Somerset or Dorset & Wilts constituent bodies, will be treated as if they played for a club affiliated to Devon.

3.7 Players that transfer from elsewhere in England, or transfer from overseas RFU, will be treated as “new” players as per 3.5 above.

3.8 For a player to play in the Final of the Competition they must play **50%** of the games in the competition, please remember that the ‘Half game Rule’ must be adhered to. Unless;

- a) The player has had an injury; this will be assessed by the Competition Administrator.
- b) They are a new player to the Club as per Regulation 3.3, 3.4, 3.5, 3.6 and 3.7.

4. MATCHES

4.1 Fixtures in the competition will be arranged in advance by the competition administrator and must be played on (or before if both teams agree) the date given (within the RFU Structured Season for Age Grade Rugby in Devon). Competition matches will take priority over friendly/touring matches.

4.2 Matches will be played in accordance with England RFU rules and regulations for Age Grade Rugby.

4.3 No Age Grade player is permitted to play any additional time in a match (**NO EXTRA TIME**).

4.4 In the event of a clash of colours, and/or at the request of the referee, it will be the **ALWAYS TEAM’S** responsibility to change the strip. All shirts will carry a unique number to each player in the team (usually clubs have a set of 23 shirts numbered for matches).

4.5 If the point’s differential in any match reaches 50, the referee will consult with the coaches about continuing the match. It is recommended that the match continues with the team in the lead making substitutions to allow new or less experienced players to play, or the players are swapped between teams to even out the play. In any event, the maximum point’s differential that will be awarded to any team in the competition is 50 and the score will be at the point the match is stopped to balance the sides.

5. TEAM COMPOSITION

5.1 Match Day squads for competition matches, must comprise of as many players that a team has available and affiliated. It is the responsibility of the Team Manager and Coaches to play all players in the match and abide by the Half Game Rule.

5.2 In order for a match to proceed, under these regulations, both teams must start with at **least 10 of their own registered players in the playing squad**.

5.3 It is *expected* that clubs will cooperate with their opponents in the loaning of players, to ensure that the maximum number of players are involved on match days, but players cannot

be forced to play for opponents. *Underage or Over age players must not be loaned, under any circumstances.*

5.4 If players refuse to play for their opponents, which is their prerogative, the match will be played with equal numbers on each team (subject to 5.2 above).

5.5.1 Teams must start the game with an equal number of players on both teams, should a team's numbers be reduced due to injury the opposition must also reduce their player numbers accordingly. (Exceptions are yellow and red cards)

5.5.2 Reduced number teams will line up with the following:

14 a side – no number 8

13 a side – no flankers (6 & 7)

12 a side – No back row (6, 7 & 8)

11 a side – No Outside Centre (6, 7, 8 & 13)

10 a side – One of the Wings (6, 7, 8, 13 & 11 or 14)

5.6 Each team in the competition should have suitably trained and experienced front-row players and replacements. As a guide in a squad of 23 players, at least five players must be able to play at Loose Head or Tight Head Prop, and two players must be able to play at Hooker. Players able to play in the front row are to be annotated on the team sheet before the start of play. Front row players replaced because of the half game rule, or an injury must be replaced by an annotated front row player. If, for reasons beyond a team's control there are no front row replacements available during a match, the referee will order non-contested scrums and fill in the result sheet with the time this event started. An injured player causing non contested scrums to be ordered must be permanently removed from the field of play.

5.7 If a team does not have a suitably trained and experienced front row for the start of an arranged match, The match will continue with non-contested scrums and the result sheet annotated to reflect this situation by the referee. Both teams will indicate non contested scrums when notifying the competition administrator of the result. The team without sufficient front row players will submit a reason in writing to the Competition Administrator within 48 hours of the game finishing DEVON RFU AGE GRADE COMMITTEE will investigate and rule if the game will be treated as a friendly or competition game. This decision will be notified to the club as soon as reasonably possible. Teams that persistently use uncontested scrums may have results points halved at the discretion of the AGC.

6. LEAGUE POINTS & PROGRESSION

6.1 In all the league competitions points will be awarded on the following basis:

Win = 4 points

Draw = 2 points

Bonus points will be awarded as follows:

1 point on scoring four tries in a game. (*)

1 point if the losing margin is 7 points or less. (*)

(*) It will be possible to accumulate all these bonus points, even for a losing side.

6.2 In determining league positions, the teams will be placed in order according to those with the most league points. Where there is a tie, points differential will take effect.

6.3 Competition Cup Games - The winner of the game will be decided in the following manner: **(NO EXTRA TIME)**

- a) Team which has scored the most points in the match;
- b) Team which has scored the most tries in the match;
- c) Team which has scored the most converted tries in the match;
- d) The team with the least red cards.
- e) The away team in the Cup Competition. In finals it will be treated as a shared win.

6.4 If a team doesn't have 10 players to start the game the administrator must be told straight away, by the offending side so they can discuss it at administrative level to decide if the fixture is to be replayed or taken as a walk over.

7. MATCH OFFICIALS

Match officials are volunteers who facilitate our game for the pleasure of the players and spectators. Their job is not easy, and they will all admit they make mistakes. However, players, coaches and spectators should always support their decisions. **Any form of match official abuse will not be tolerated. Players, coaches or spectators COULD be liable to sanction by the competitions committee. The sanction could be a points deduction or in serious cases removal from the competition.**

General

7.1 If either Devon Rugby Referees' Society or Plymouth Rugby Referees Society notifies a home club that no Society referee is available, the club can appoint a referee in the following order (make sure the competition administrator is advised in advance):

Member of a referee society from another CB

ELRA qualified club referee, from another RFC, or

ELRA qualified referees from within either participating club, where that referee is independent of the age group teams playing.

ELRA Referees of any grade associated with the team will not be acceptable. Society associated with teams may be considered in consultation with competition organiser

7.2 It shall be the responsibility of the home side to confirm match day arrangements with the appointed referee, by the **Wednesday** immediately preceding the match, or as soon as the appointment is made, if later. Failure to do so, and therefore no referee turning up, will be treated as an un-played match and the home team will forfeit the fixture (0-28).

7.3 Where Clubs cancel matches, and they fail to notify the Referee in advance of the scheduled game the Referee Society will charge that club for an attendance and any expenses incurred.

7.4 Each team should provide one competent person to act as touch judge, ideally not a player replacement, who will act under the jurisdiction of the referee. Unless they are appointed as Assistant Referees, touch judges cannot signal offences or foul play but may be consulted by the referee in appropriate circumstances.

7.5 Where games are postponed the home club should notify the appointed Referee and the competition administrator as soon as possible.

Leagues

7.6 Matches played in the competition will be officiated by suitably qualified referees, appointed by the Devon Rugby Referees' Society or Plymouth Rugby Referees Society. In the event that these referee societies are unable to provide a referee, teams should follow the guidance at 7.1.

Cup

7.7 Devon Referee **Society WILL NOT** appoint referees for the Preliminary or First Round of Cup or plate matches. It is the Club responsibility to provide a competent Referee who is ELRA qualified or similar qualification, as in 7.1.

7.8 Referee's appointed by the Club must have no affiliation to the team playing as an Age Grade member, parent, guardian or any other relationship with the players taking part in the game.

7.9 Matches from the Semi Final stage will have Referee's appointed by Devon Referee Society. The home club is responsible for contacting the Devon Referee Society Appointments Secretary in advance to request an appointment. **HOME teams should create a fixture within GMS so that a referee request is generated within 'Who's the Ref'.**

7.10 All league matches to be entered on GMS for Referee appointments to be made, this will be done for the Colts by Devon RFU.

8. MATCHDAY ADMINISTRATION

8.1 It is the responsibility of the Coach and Team Manager for each team entered into the competition to comply with the administrative arrangements stipulated by the competition administrator on behalf of the Age Grade Competition Sub Committee. Check the relevant appendix below.

8.2 It is the responsibility of each team to provide their own match result sheet which must be populated with their team before the game. This must contain the names and RFU registration numbers of the players in the squad for that match. The first names and surnames used must be those under which the player is registered on the RFU Game Management System. The sheet must identify nominated front row players and players playing up or down before the game starts. Team managers must identify players 'playing up (or down)' to the referee and the opposition.

8.3 Each coach or team manager must ensure they have RFU registration cards (access online or in hard copy), containing a *recent* (no older than 2 years) picture of the player, for all players shown on the team sheet. These registration cards must be made available to the opposition to verify the eligibility of players.

8.4 It is the responsibility of both sides to inform the referee before the game if any players have been loaned. It is the responsibility of the teams to inform the competition administrator, by way of the match result sheet, where a Club has loaned its opponents any players, players that are playing up or down an age grade.

8.6 Before the start of the match Team Coaches & Team Managers/Administrator will discuss with the Referee how the squad of players will be organised with regard to playing time for the match. This may be quarter games, half game and change a number at half time or you may choose rolling time. Please identify the preferred pattern so that both teams understand what is happening and it helps the Referee manage the game.

8.7 Both sides MUST text the Competition Administrator the score as soon as the game finishes, but no later than 2 hours after the game has finished.

8.8 At the conclusion of the match, or as soon as possible afterwards, the referee will enter the final score and sign the match result sheet with information included if the scrums became non-contested at the start or at any point thereafter in the match. Also, if the game concluded early from weather/bad light, etc or the points margin was reached. Each side should scan and EMAIL their results sheet to the Competition Administrator at the address in the appropriate appendix below and (*Results Email address*) The HOME side should also include the referee's sheet. The result sheets should arrive no later than 48 hours from the end of the match. Any results sheets not received this way the home side could have points deducted.

8.9 Late submissions of the full match result sheet following the match (48 hours) or text message (2 hours) will be referred to the Age Grade Competition Sub-Committee by the Competition Administrator so that a decision on the number of points (League Competitions) to be deducted can be made, or if a winning home team can move forward in the Cup competition. The first offence in leagues will incur a ONE-point deduction and a second occurrence a deduction of THREE-points. Further occurrences' will be stepped up in THREE-point increments. No maximum points deduction will be placed on a team.

8.10 Kick times -

U16's, U15's & U14's - Sunday's between 11am and 12pm unless agreed by both teams.

Colts - Saturday's between 2pm and 3pm unless agreed by both teams.

Girls - Sunday's between 1pm and 3pm unless agreed by both teams.

9. POSTPONED & ABANDONED MATCHES

9.1 If ground or weather conditions prevent a match being played at the ground of the Club designated as the "home" side, every effort must be made to play the match either (a) at the grounds of the designated "away" side should that Club have a suitable pitch available, or (b) at a neutral venue. In cup competitions where a match's venue changes (either to designated

“away” venue or to a neutral venue), the status of Home and Away DOES NOT change, in order to allow for the draw scenario as per 6.4.

9.2 If ground or weather conditions prevent a match being played at the grounds of either Club, (or neutral venue) the match will be

- A) re-scheduled **by the Competition Administrator** if possible.
- B) A double header game if we still have time in the calendar to play the match.
- C) Goes down as a draw 20-20, 3 points each in the league.
- D) Cup Competitions – If Clubs have made reasonable efforts a draw will be organised by the Competitions Sub Committee.

9.3 If a match is abandoned because of weather conditions (including bad light) or any other reason, when the required minutes (please see appendix) or more have been played, then the score at the moment of abandonment shall stand and be deemed the final score in the match. The Referee’s decision as to the necessity for abandonment and the number of minutes played at the moment of abandonment shall be final.

9.4 Matches that are postponed due to unavailability of players (‘Game On’ principle is to be applied going to 10 a side) or other reasonable circumstances must notify the scheduled opponents and competition administrator 24 hours in advance (eg 12 Noon on the Friday prior to a Saturday match) by telephone/mobile voice communication. The club postponing the match is also required to notify the Referee by voice communication and confirm that all have been cancelled with an e-mail to the Competition Administrator. Failure to adhere will result in the game being referred to the Devon RFU Age Grade Committee and maybe treated as a late submission of results (see 8.9).

10. UNPLAYED MATCHES

10.1 Coaches must endeavour to play the fixtures on the dates circulated by the competition administrator set on the Age Grade Rugby Calendar (or earlier if BOTH teams agree).

10.2 League & Cup/Plate fixtures take precedence over friendly and touring matches.

10.3 Matches will not be postponed due to player County, Academy and DDP commitments, or other issues to do with squad availability, unless agreed by the Competition Sub Committee. If a team fails an obligation to play a match, the Competition Administrator must be notified by text at the time and email within twenty-four hours of the scheduled game. The team that is deemed to be responsible for the match being un-played will lose the game 28-0 and may be deducted up to 2 league points, depending on the circumstances by the Age Grade Committee. The non-offending side will receive 5 league points.

10.5 Any club which fails to fulfil 50% of its scheduled league fixtures at any stage during the season could be removed from the competition and all records expunged by the Devon RFU Age Grade Committee after a review.

11. OTHER ISSUES

11.1 Any team which is proved to have fielded an ineligible player, will be deducted five league points for every match in which the ineligible player(s) participated. Teams in Cup Competitions may not proceed in the Competition subject to the ruling of the Devon RFU Age Grade Committee. The Club will also be referred to the County Safeguarding Manager.

11.2 Coaches and Team Managers/Administrators are responsible for their own behaviour, and that of the parents, guardians and supporters of their team. The standard of behaviour expected is that laid out in the RFU & Devon RFU Codes of Conduct. Where the conduct of an individual or group of people falls below that standard, that individual or group may be liable for sanctions to be imposed by the Devon RFU Discipline Committee. These sanctions may be extended to the team.

11.3 Each team MUST have a dedicated First Aider. The First Aider shall be the only person permitted to enter the field of play during the match. Clubs are required to have a person, or persons identified and visible on match days (Hi-vis jacket recommended). This person MUST be entered on GMS under the team roles as the first aider.

11.4 Home teams must ensure that pitches are surrounded by a barrier, at least two metres from the touchline, and around the whole pitch, behind which all Coaches, Replacements and non-participating people must always remain behind. Referees have the right to not play the match if this is not done.

11.5 A technical area maybe provided which should be clearly marked, where the replacements and coaches will be allowed. This area must have a physical barrier (post and rope lines are acceptable) behind the playing area barrier (2 metres from the touchline).

12.APPEALS

12.1 A team may appeal the decision of the competition administrator. An appeal must be made in writing, and come from either the Junior Chairman or Secretary supported by the Club Chairman where possible and sent to the Devon RFU Age Competitions Manager (juniorcups@devonrfu.com)

12.2 Appeals will not be accepted by the Devon RFU Age Grade Committee from coaches, parents or guardians of players.

12.3 An appeal must be made within 48 hours of the event/decision about which the appeal is being made.

12.4 Appeals will be heard by the Age Grade Competition Manager with assistance from the competition organiser and two other members of the AGC (not The Devon RFU Age Grade Chairman, the Festivals Organiser and the Age Grade Secretary). The results of the appeal will be published in writing as soon as possible.

12.5 If teams substantially disagree with decisions made at this stage, they may approach the Devon RFU Age Grade chairman within 48hrs, in writing, explaining why they believe the decision is incorrect. The AG Chairman may convene a further meeting including the Festivals Organiser and the Age Grade Secretary to discuss this appeal. The Devon Age Grade Chair will confirm or overturn the original decision. The decision of the Age Grade Chairman is final and binding.

12.6 The parties will be informed in writing by the Devon RFU Age Grade Committee once the hearing has been completed.

13. INTERPRETATION OF RULES

Where not covered separately the rules of the Devon Senior Cup will be used as guidance, including financial arrangements set by the Devon RFU Age Grade Committee. Where complaints are raised against a team but not specifically covered in these competition rules the Age Grade Committee may adjudicate basing decisions on RFU regulations, guidelines and principles

Devon RFU Age Grade Committee will review these rules annually, or on an ad-hoc basis if required.

APPENDIX 1

Under 18's & 17's – Colts

Sponsored By; Ashburton Motors Works

Competition will be known as the 'Ashburton Motors Works Devon Colts League'

Administrator; Steve Alexander

Tel: 07894862636 - Email; colts@devonrfu.com

RFU Regulations

The Maximum number of players on the pitch at any one time for a team is 15.

Playing Time is 35 minutes for each half. No extra time.

Ball Size is 5

Sin Bin is 7 minutes

Time to be played before a score will stand (at the Referee's discretion) is 50 minutes.

Competition Format

The Leagues will be based on 4 competitions; Cup, Shield, Bowl and Plate.
after a preliminary round has been played to determine a team's potential level.

The preliminary round will consist of 3 pools of 8 based on previous season results. Teams will play 7 games, home or away. On completion of the preliminary stage 4 pools of 6 will be formed based on pool position.

They will then process into 4 pools of 6 where they will be each other HOME and AWAY (10 games), followed by a repechage knockout stage.

Trophy winners will then play the equivalent winner in Cornwall on the date set on the Age Grade Rugby Calendar, Venue TBC. Failure to honour the fixture will see the club banned from the following season's competition.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

Squad size max 23.

Clubs are to export their 'Playing Squad' from GMS, forward to the competition administrator and juniorcups@devonrfu.com before the first game or 1st September. Further players may be added as the season progresses until the 1st March.

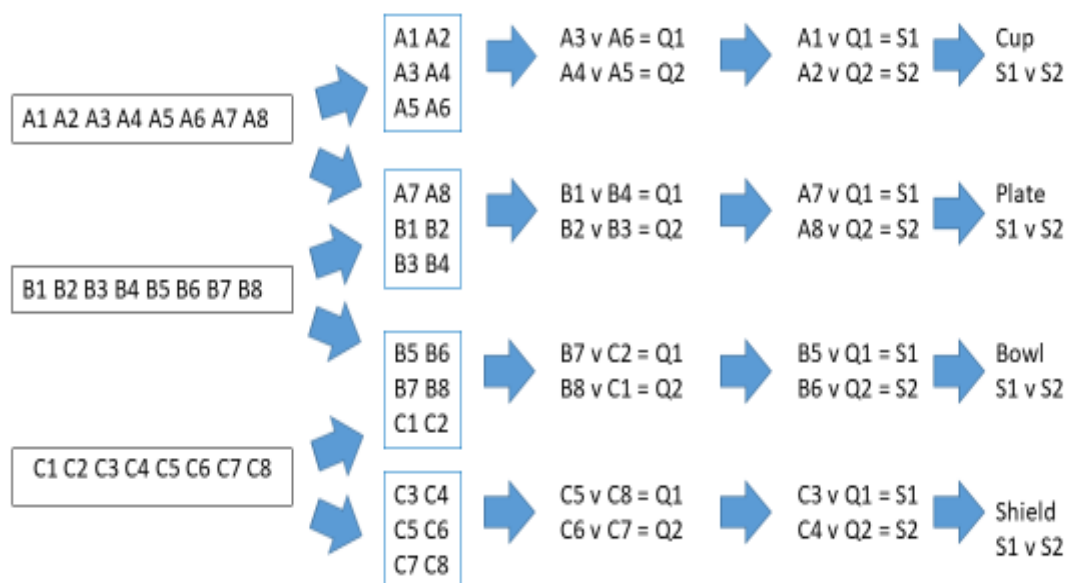
You must also indicate your front row players.

To play in the league competition a player must fall within the Age Grade Rules. That means he will be 16 or 17 on the 1st September at the start of the season.

Results

Results must be submitted according to the timescales indicated in the rules.

COLTS 2024/25



APPENDIX 2

Under 16's

Competition will be known as the 'Fisherman's Cup

Administrator; Kim Hilland

Tel: 07969 451114 - Email; fishermans@devonrfu.com

RFU Regulations

The Maximum number of players on the pitch at any one time for a team is 15.

Playing Time is 35 minutes for each half. No extra time.

Ball Size is 5

Sin Bin is 7 minutes

Time to be played before a score will stand (at the Referee's discretion) is 50 minutes.

Competition Format

The Leagues will be based on 3 competition's Cup, Shield and Plate after a preliminary round has been played to determine a team's potential level.

The preliminary round will consist of a 6 pool of 4 based on location – teams will play 3 games, home or away, they will then process into 3 pools of 8 where they will be each other HOME OR AWAY (7 games), with the top 2 side in the pool will go through to the final.

Finals Dates are set within the Age Grade Calendar, Venue TBC.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

To play in the league competition a player must fall within the Age Grade Rules. That means he will be 15 on the 1st September at the start of the season.

Clubs are to export their 'Playing Squad' from GMS, this is also to include who is your front row and forward to the competition administrator and juniorcups@devonrfu.com before the first game or by October 1st whichever is the earlier. Further players may be added as the season progresses until the 1st March but must first inform the competition administrator and provide an updated Playing Squad. Paragraph 3 above is to be considered before a player becomes eligible.

You must also indicate your front row players.

Results

Results must be submitted according to the timescales indicated in the rules.

APPENDIX 3

Under 15's

Administrator; Aggy Stanczyk

Tel:07581250901 - Email; u15scompetition@devonrfu.com

RFU Regulations

The Maximum number of players on the pitch at any one time for a team is 15.

Playing Time is 30 minutes for each half. No extra time.

Ball Size is 5

Sin Bin is 6 minutes

Time to be played before a score will stand (at the Referee's discretion) is 45 minutes.

Competition Format

There will be 4 Leagues based on 2 competition's Cup and Plate

We will start with 4 groups consisting of 6 teams, based on location – teams will play 5 games, home or away.

The top eight teams across all groups will progress to a cup competition where first placed will play eighth, second play seventh etc in a knockout competition. Similarly, teams placed ninth to sixteenth will contest a knockout plate competition.

Finals Dates are set within the Age Grade Calendar, Venue TBC.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

Squad size max 30.

To play in the league competition a player must fall within the Age Grade Rules. That means he will be 14 on the 1st September at the start of the season.

Clubs are to export their 'Playing Squad' from GMS, this is also to include who is your front row and forward to the competition administrator and juniorcups@devonrfu.com before the first game or by October 1st whichever is the earlier. Further players may be added as the season progresses until the 1st March but must first inform the competition administrator and provide an updated Playing Squad. Paragraph 3 above is to be considered before a player becomes eligible.

You must also indicate your front row players.

APPENDIX 4

Under 14's

Administrator; Aggy Stanczyk

Tel: 07581250901 - Email; u14scompetition@devonrfu.com

RFU Regulations

Number of players on the pitch at any one time for a team is 15.

Playing Time is 25 minutes for each half. No extra time.

Ball Size is 4

Sin Bin is 5 minutes

Time to be played before a score will stand (at the Referee's discretion) is 35 minutes.

Competition Format

The draw for the season will take place in early September.

The draw will determine the opposition with all clubs in the mix who have entered the competition.

When the preliminary, First and Second Rounds have been completed a fresh draw for the remaining teams in the cup will take place for the Quarter Finals knockout stage. This will also be when the teams that have been eliminated on the earlier rounds will be drawn to take part in the Plate Knockout Competition.

Finals Dates are set within the Age Grade Calendar, Venue TBC.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

Squad size max 30.

To play in the league competition a player must fall within the Age Grade Rules. That means he will be 13 on the 1st September at the start of the season.

Clubs are to export their 'Playing Squad' from GMS, this is also to include who is your front row and forward to the competition administrator and juniorcups@devonrfu.com before the first game or by October 1st whichever is the earlier. Further players may be added as the season progresses until the 1st March but must first inform the competition administrator and provide an updated Playing Squad. Paragraph 3 above is to be considered before a player becomes eligible.

You must also indicate your front row players.

APPENDIX 5

Girls Under 18's

Administrator; Jamie Ball

Tel: 07764 942006 - Email; girlscompetitions@devonrfu.com

RFU Regulations

Number of players on the pitch at any one time for a team is 15.

Playing Time is 35 minutes for each half. No extra time.

Ball Size is 5

Sin Bin is 7 minutes

Time to be played before a score will stand (at the Referee's discretion) is 50 minutes.

Competition Format

TBC

Finals Dates are set within the Age Grade Calendar, Venue TBC.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

Squad size max 30.

Any clusters must be notified before the season starts.

To play in the league competition a player must fall within the Age Grade Rules. That means she will be 16 or 17 on the 1st September at the start of the season.

Clubs are to export their 'Playing Squad' from GMS and forward to the competition administrator at juniorcups@devonrfu.com before the first game or by October 1st whichever is the earlier. Further players may be added as the season progresses until the 1st March but must first inform the competition administrator and provide an updated Playing Squad. Paragraph 3 above is to be considered before a player becomes eligible.

APPENDIX 6

Girls Under 16's

Administrator; Jamie Ball

Tel: 07764 942006 - Email; girlscompetitions@devonrfu.com

RFU Regulations

Number of players on the pitch at any one time for a team is 15.

Playing Time is 35 minutes for each half. No extra time.

Ball Size is 5

Sin Bin is 7 minutes

Time to be played before a score will stand (at the Referee's discretion) is 35 minutes.

Competition Format

TBC

Finals Dates are set within the Age Grade Calendar, Venue TBC.

Eligibility

The competition is open to any Rugby Football Club currently affiliated to the Devon RFU.

Squad size max 30.

Any clusters must be notified before the season starts.

To play in the league competition a player must fall within the Age Grade Rules. That means she will be 14 or 15 on the 1st September at the start of the season.

Clubs are to export their 'Playing Squad' from GMS and forward to the competition administrator at juniorcups@devonrfu.com before the first game or by October 1st whichever is the earlier. Further players may be added as the season progresses until the 1st March but must first inform the competition administrator and provide an updated Playing Squad. Paragraph 3 above is to be considered before a player becomes eligible.

APPENDIX 7

DEVON RFU AGE GRADE COMMITTEE

Members

Devon Age Grade Chairman	Graeme Gillard
Devon Age Grade Secretary	Verity White
Devon AG Competitions Manager	James Kelly
Independent Member	Kim Hilland (U16)
	Paula Briar (Festivals)
	Aggy Stanczyk (U14/15)
	Steve Alexander (Colts)
	Jamie Ball (Girls)

Role

To meet as required to discuss and hear evidence and consider outcomes concerning matches in Age Grade rugby competitions and festivals where decisions/infringements may have occurred. These issues will be presented to the Age Grade Manager for a meeting to be called after notification from the Competition or Festival Administrator.

Only the Devon RFU Age Grade Committee can award points deductions or sanction. This can only be reversed with an appeal to the committee as per the appeals process. All information with regards to clustering of clubs, players playing up and down will be communicated to the Chairman to forward to the committee for information. The panel of decision will consist of three members.

APPENDIX 8

Finance

Competition Entry Fee

U14's Team entry fee £35.00

U15's Team entry fee £35.00

U16's Team entry fee £55.00

U18's Team (Colts) entry fee £55.00

Girls U18's Team entry fee £35.00

Girls U16's Team entry fee £35.00

Finals Match Day Gate Entry

Entry fee to watch the finals are chargeable to all;

Girls Under 18's and 16's,

U16's Fisherman's Cup

U15's Cup finals

U14's Cup Finals

will be £3.00 per adult. U18's and younger are Free.

Under 18's Colt's finals will be £5.00 for adults. U18's and younger are Free.

There is NO charging for parking.

The only people who do not pay an entry fee on Final's Day are the Players of the Final teams, the Coaches (max 4), Team Managers (max 2), First Aiders (max 2) of those final teams and must have been with the team for the season. Devon Referees appointed and Devon Officials attending.