



DEVON RFU AGE GRADE COMPETITION REGULATIONS 2026-27

INTRODUCTION

“The Devon RFU guideline (supported by the RFU) for Age Grade Players with effect from the 5th September 2026. A player can play no more than five 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.”

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 Director, Devon AG Competition Lead, Devon AG Secretary and Devon AG Girls Representative.

1 THE COMPETITION

- 1.1. The competitions 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 of November in the year of the season. Yearly fees are set out in the Appendix 10.

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 **1st September** of the year in which the season commences and be affiliated with that club.

3.2 Players must normally play in their defined Age Grade. A player may only play outside their defined Age Grade where expressly permitted by the current RFU Regulation 15 and where all required assessments, approvals and safeguarding requirements have been completed. The required RFU approval must be obtained before the player participates and must be available for inspection.

3.3 Players must be current Active 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.

3.4 Players may transfer with the permission of the Devon RFU Age Grade Committee in advance of the move. A transfer will be considered by the Devon RFU Age Grade Committee on individual merit; consideration will be given to house 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 February 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 Players that transfer from elsewhere in England, or transfer from overseas RFU, will be treated as "new" players as per 3.5 above.

3.7 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 and 3.6.

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 difference in any match becomes greater than 50, the referee will stop the game and that will be the score that is recorded. The ref may consult with the coaches about continuing the match as a friendly. 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.

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 filling out the Electronic Match Card. The team without sufficient front row players will submit a reason in writing to the Competition Administrator within 48 hours of the game finishing. The Devon 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 Age Grade Director.

5.8 **Academy players** – a team may only select 3 academy players in the match day squad.

5.9 - Cluster Arrangements

Where an individual club does not have sufficient registered players to field a team at the relevant Age Grade, clubs may apply to form a Cluster Team to enable players from two or more clubs to participate in fixtures.

The following process will apply:

1. Clubs wishing to form a Cluster Team must complete the **Age Grade Cluster Form** prior to arranging fixtures.
2. A Cluster Team should only be formed where one or more participating clubs do not have sufficient players to field a team independently.
3. The completed form must be submitted using the designated RFU Age Grade Cluster Form: [Age Grade Cluster Registration Form](#)
4. The clubs involved must notify the relevant Age Grade Devon RFU Competitions Administrator of the proposed Cluster Team, identifying the clubs and number of players involved, so that the proposed arrangement can be recorded and checked against the applicable competition and Age Grade requirements.
5. Nothing within these regulations shall override the RFU Age Grade Regulations, Code of Practice or any applicable safeguarding, player welfare, registration, playing-out-of-age, fixture or competition requirements.

Note: The Age Grade Cluster Form is an administrative process for notifying and recording Cluster Team arrangements. Completion of the form does not remove the requirement for

clubs, coaches, volunteers and players to comply with the RFU Age Grade Regulations and all other applicable Devon RFU regulations.

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 or Plymouth Rugby Referees Society notifies a home club that no Society referee is available, or if 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**
- **ERRA qualified club referee, from another RFC, or**

- **ERRA qualified referees from within either participating club, where that referee is independent of the age group teams playing**
- **ERRA 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. Please contact your Club Referee Co-ordinator if you have any issues. 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 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.

7.4 Where games are postponed the home club should notify the appointed Referee and the Competition Administrator as soon as possible.

7.5 DRR/PRRS will only appoint refs to the Colts (Saturdays), U16's (Sunday) So long as they have them and then if any spare the Girls U18's, Girls U16's then the boys U15's in that order

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 Matches from the Semi Final stage will have Referee's appointed by Devon Referee Society/Plymouth Rugby Referees Society.

8. MATCHDAY ADMINISTRATION

8.1 It is the responsibility of the Coach and Team Manager of each team 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 fill in their own Electronic Match Card (EMC) which must be populated with their team **24 before the game**. The EMC must identify nominated front row players Team managers must identify players 'playing up (or down)' to the referee and the opposition.

8.3 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 email where a club has loaned its opponents any players and of players that are playing up or down an age grade.

8.4 At the conclusion of the match, or as soon as possible afterwards, Team Managers should confirm with the Referee the final score and the number of try's scored for inclusion in the EMC. Team Managers should also discuss and agree match events such as uncontested scrums, etc. Also, if the game concluded early from weather/bad light, etc or the points margin was reached. Each side should confirm their EMC to include all subs made and events that have happened ie try by Harry Potter.

8.5 Late submissions of the Electronic Match Card following the match (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 may 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.

8.6 Kick off times must be at the following 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

All 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 or 1pm prior to a Sunday 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 8.5).

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 and 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 in the league phase will not be allowed to progress to the knockout phase.

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 3.5 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). Within 48 hours.

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

12.3 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 Director, the Festivals Organiser or the Age Grade Secretary). The results of the appeal will be published in writing as soon as possible.

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

Eligibility

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

Competition Format

Clubs will be divided equally between two geographical groups loosely labelled 'North and East' and South and West. From each geographical group two groups of five will be formed by a random draw. A fifth group will be formed the remaining clubs. Each team will play the other members of their group on a home and away basis. Fixtures will be decided by the competition organiser in consultation with the competition's secretary. Teams will accrue three league points for a win. Teams may accrue additional league points by scoring four tries during the game. Losing teams may accrue an additional bonus point if they have scored within seven points of the winner's score.

On completion of the league phase each club will be ranked against ALL clubs within the competition.

The top six ranked clubs will play in the knockout phase of the cup competition.

Clubs ranked 7 to 12 will play in the knockout phase of the plate competition.

Clubs ranked 13 to 18 will play in the knockout phase of the bowl competition.

Clubs ranked 19 to 24 will play in the knockout phase of the shield competition.

APPENDIX 2

Under 16's

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

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.

Competition Format

Clubs will be divided equally between two geographical groups loosely labelled 'North and East' and South and West. From each geographical group two groups will be formed by a random draw. Each team will play the other members of their group on a home or away basis. Fixtures will be decided by the GMS. Teams will accrue 4 league points for a win. Teams may accrue additional league points by scoring four tries' during the game. Losing teams may accrue an additional bonus point if they have scored within 7 points of the winner's score.

On completion of the league phase

1st and 2nd place in each group will play in the knockout phase of the Cup competition.

3rd and 4th place in each group will play in the knockout phase of the Shield competition.

5th and 6th place in each group will play in the knockout phase of the Plate competition

Finals date and venue TBC

APPENDIX 3

Under 15's

Administrator; Wendy

Tel: 07435 333669 - 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

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.

Competition Format

Clubs will be divided equally between two geographical groups loosely labelled 'North and East' and South and West. From each geographical group two groups will be formed by a random draw. Each team will play the other members of their group on a home or away basis. Fixtures will be decided by the GMS. Teams will accrue 4 league points for a win. Teams may accrue additional league points by scoring four tries during the game. Losing teams may accrue an additional bonus point if they have scored within 7 points of the winner's score.

On completion of the league phase

1st and 2nd place in each group will play in the knockout phase of the Cup competition.

3rd and 4th place in each group will play in the knockout phase of the Shield competition.

Finals date and venue TBC

APPENDIX 4

Under 14's

Administrator; Jenny Trinder

Tel: 07512 708989 - 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

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.

Competition Format

The draw for the season will take place in September. The draw will determine the opposition with all clubs in the mix who have entered the competition.

- **Preliminary Round winners** will progress to the Cup competition and will be included in the First Round draw.
- **Preliminary Round losers** will be eliminated from the Cup competition and will progress to the Plate Knockout Competition.
- **Teams receiving a bye in the Preliminary Round** will enter the Cup competition at the First Round and will be included in the First Round draw.
- **Winners of the first round** will go to the quarter final of the cup. Knockout stage commences.
- **Losers of the first round** go into the quarter final of the plate. Knockout stage commences.

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

APPENDIX 5

Girls Under 18's will now be known Cornwall & Devon U18 Girls League

Administrator; Tracey Driver

Tel: 07964 355424 - Email; girlslead@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

Maximum 8 teams

Each playing home and away games against the others over a total of 14 game weekends

Points scored in accordance with section 6

1st and 2nd will play for the Cup, 3rd and 4th will play for the Shield

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. Clubs that will be looking to cluster will need to notify the AGC at the start of the competition, no clusters will be approved after the competition has started. If a club does choose to cluster, player numbers should not exceed the max squad size.

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

APPENDIX 6

Girls Under 16's League

Administrator; Tracey Driver

Tel: 07964355424 - Email; girlslead@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

Maximum 8 teams

Each playing home and away games against the others over a total of 14 game weekends

Points scored in accordance with section 6

1st and 2nd will play a Cup final, 3rd and 4th will play a Plate 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.

Squad size max 30 with standalone Clubs required to register 22 or more players on GMS by 12 September 2026 to be eligible for the League. Clubs who do not meet this threshold may be removed. League teams are not eligible to play in the U16 Cup

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

APPENDIX 7

Girls Under 16's Cup

Administrator; Tracey Driver

Tel: 07964355424 - Email; girlslead@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

One pool for a maximum of 6 teams, a second pool if higher numbers

Everyone plays everyone once whether home or away

Points scored in accordance with section 6

No semi finals

1st and 2nd play for the Cup, 3rd and 4th play for the Shield, 5th and 6th play for the Plate

Eligibility

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

Squad size max 30. Clubs that will be looking to cluster will need to notify the AGC at the start of the competition, no clusters will be approved after the competition has started. If a club does choose to cluster, player numbers should not exceed the max squad size. Cup teams are not eligible to play in the U16 League

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

APPENDIX 8

Girls Under 14's Cup

Administrator; Tracey Driver

Tel: 07964 355424 - Email; girlscompetitions@devonrfu.com girlslead@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

Pool sizes are determined by the number of teams taking part. There are 16 teams – four groups of four teams based on the outcome of last year's competition with new teams starting in Group 4

Phase 1: Everyone plays everyone in their Group once earning points - 3 games

Phase 2: Pools are reordered to reflect points awarded, the top team from Group 2, 3 and 4 move up, the bottom team from Group 1, 2 and 3 move down. Everyone plays everyone in their group again; every effort will be made that the number of home and away games are equal. The last of the games will be played over two venues (TBC) Group 1 and 2, Group 3 and 4, unless a single venue can be identified on the finals date as set within the Age Grade Calendar. There will recognition to those teams leading and coming second in their respective Groups

The outcome of the waterfall will be the starting point of the 2027/28 competition pools

Eligibility

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

Squad size max 30. Clubs that will be looking to cluster will need to notify the AGC at the start of the competition, no clusters will be approved after the competition has started. If a club does choose to cluster, player numbers should not exceed the max squad size.

To play in the league competition a player must fall within the Age Grade Rules. That means they will be 12 or 13 on the 1st September at the start of the season.

APPENDIX 9

DEVON RFU AGE GRADE COMMITTEE

Members

Devon Age Grade Director	Jackie Cole
Devon Age Grade Secretary	Verity White
Devon AG Competitions Manager	Jenny Trinder
Independent Member	Kim Hilland (U16)
	Wendy Brown (U15)
	Jenny Trinder (U14)
	Steve Alexander (Colts)
	Tracey Driver (Girls)
	Molly (Festivals)

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 10

Finance

Competition Entry Fee

U14's Team entry fee £50.00

U15's Team entry fee £50.00

U16's Team entry fee £60.00

U18's Team (Colts) entry fee £60.00

Girls U14 Team entry fee £40.00

Girls U16 Team entry fee £40.00

Girls U18 Team entry fee £40.00

Finals Match Day Gate Entry

Entry fee to watch the finals are chargeable to all;

Girls Under 16's and 14's,

Under 16's Fisherman's Cup

U15's Cup finals

U14's Cup Finals

will be £5.00 for adults. U16's and younger are Free.

Under 18's Colt's finals and Girls U18's will be £6.00 for adults. U16's and younger are Free.

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 (Have a role on GMS and names to be sent in). Devon Referees appointed and Devon Officials attending.