

# Girls Youth 15's League Competitions Rules 2019/2020

## 1. DEFINITIONS

For the purposes of these competitions and rules, the following terms shall be defined as below:

- i. **Club** means a rugby club represented by an individual club team and/or an agreed composite team participating in any Union led competition
- ii. **Competition** means any rugby union competition administered by the Union
- iii. **Competition & League Coordinator** means a full time HKRU member of staff responsible for administering the Youth Competitions; Joseph Szeto
- iv. **Division 1 team** means any team/composite team registered in the Division 1 League
- v. **Division 2 team** means any team/composite team registered in the Division 2 league
- vi. **Head of Womens Development** means a full time HKRU member of staff responsible for the development of the girls and womens game; Samantha Feausi
- vii. **HKRU** means the Hong Kong Rugby Union
- viii. **LFCP** means the League Fixture Control Panel, which is authorised to make determinations on issues arising under the Youth Rules. The LFCP will consist of 3 people; the HKRU Director of Womens Rugby, the Head of Womens Rugby Development and an independent representative.
- ix. **Match** means any rugby union match administered by the Union
- x. **Players** means a player playing a match administered by the Union
- xi. **Season** means the League season, which runs from 3<sup>rd</sup> November to the 12<sup>th</sup> January
- xii. **Under 14** means players born in the years 2006 and 2007
- xiii. **Under 16** means players born in the years 2005 and 2004
- xiv. **Under 19** means players born in the years 2003, 2002 and 2001
- xv. **Union** means the Hong Kong Rugby Union
- xvi. **Youth Rules** means these League and Competition Rules
- xvii. **Youth 15's league** means the Girls Youth 15's League

## 2. COMPETITIONS

**2.1** The Union controls and is responsible for the administration of the Competitions.

**2.2** The Youth 15's League Competition and Rules shall apply to the girl's youth 15's league season

**2.3** The entry procedures, format, divisions, sequence, timing and duration of the Competitions shall be determined by the Union.

### **3. SQUAD REGISTRATION; HKRU REGISTRATION AND SQUAD LISTS**

**3.1** All players taking part in the Youth 15's league must be registered to play for their club, via the Union's Youth Registration System

**3.2** All Division 1 and Division 2 teams must submit a team squad list at the beginning of the Season. This squad list can be updated at any time during the duration of the Youth 15's league. Any updates to the squad list must be sent to the Competition and League Coordinator.

### **4. PLAYER LOANS**

**4.1** A player will be permitted to be loaned between two clubs from within the Youth 15's league, if the team they are being loaned to is short of players.

**4.2** Clubs must inform their opposition of the game that a loaned player is playing for their respective team, and if mutually agreed, the loaned player may play for that team.

**4.3** The opposition may either agree/disagree to the loaned player playing in the match.

### **5. PLAYERS PLAYING ABOVE THEIR DESIGNATED AGE GROUP**

**5.1** No team may select or play any players under the age grade birth dates, unless the following application process has been complied with:

- i. Endorsement for the Chairperson or Head of Rugby where the player wishes to play
- ii. A letter from the applicant Player's parent(s) or legal guardian(s) supporting the application
- iii. Reference from the coach of the team for whom the applicant wishes to play

**5.2** The application and recommendation should be submitted by email to the Head of Womens Rugby Development. The Union reserves the right to make the final decision as to whether to allow the applicant to play up.

### **6. FALSE OR MISLEADING INFORMATION**

**6.1** If a Club or Player supplies incorrect or misleading information to the HKRU on the online player registration system, the effective registration will be void.

**6.2** The indiscretion detailed in 6.1 may be referred to the LFCP for possible further sanctions.

### **7. LEAGUE FORMAT**

**7.1** U14 Division 1 league will consist of 1 round robin of XV's games, where each team plays each other one time. Once the round robin has completed, the top 4 finishing teams will play in the league semi-final and the

winning two teams will play in the league final. The winner of the league final will be determined winners of the league.

*Semi Final 1: 1<sup>st</sup> vs 4<sup>th</sup>*

*Semi Final 2: 2<sup>nd</sup> vs 3<sup>rd</sup>*

*Final: Winner of SF1 vs Winner of SF 2*

**7.2** U14 Division 1 will contest the U14 Girls Division 1 XV's League Champions Trophy

**7.3** U14 Division 2 will consist of 3 10's tournaments, where each team gets two games per tournament. As the U14 Division 2 competition is seen as a development competition, no trophies will be awarded for this competition.

**7.4** U16 League will consist of 2 round robins of XV's games, where each team players each other twice. Once the 2 round robins have completed, the team that finishes 1<sup>st</sup> place on the league table will be determined winners of the league.

**7.5** U16 League will contest the U16 Girls XV's League Champions Trophy

**7.6** U19 League will consist of 2 round robins of XV's games, where each team players each other twice. Once the 2 round robins have completed, the team that finishes 1<sup>st</sup> place on the league table will be determined winners of the league.

**7.7** U19 League will contest the U19 Girls XV's League Champions Trophy

## **8. LEAGUE COMPETITION POINTS**

**8.1** Points will be awarded for League Competition Matches as follows:

- 4 League Competition points for a win
- 2 League Competition points for a draw
- 1 League Competition point for a loss by 7 Match points or less
- 1 League Competition point for scoring 4 tries or more
- 0 points will be awarded for a bye or for a loss by more than 7 match points
- -1 point will be deducted from the team that forfeits a match.

## **9. GAME MANAGEMENT; SUBSTITUTIONS, FRONT ROW, YELLOW/RED CARDS, PLAYER NUMBERS, DIV1/2**

**9.1** All games played in the Youth 15's league will be played with unlimited rolling substitutions

**9.2** It is the responsibility of the clubs to suitably train front row players who are able to play safely with contested scrums. In the instance where a team does not have suitable trained front row players, they may request for the games to be played with uncontested scrums. If the referee deems the push scrum is unsafe,

then the referee has the authority to request the game be played with uncontested scrums

**9.3** Match durations per age group are as follows

- Under 14 Division 1; 25 minutes with a 5 minute half time
- Under 14 Division 2; 15 minutes with a 3 minute half time
- Under 16; 30 minutes with a 5 minute half time
- Under 19; 35 minute with a 5 minute half time

**9.4** Any player that is issued a yellow card (sin bin) will be required to return to the sidelines and sit with her team for the duration of the sin bin. Duration of sin bin:

- Under 14; 7 minutes of game time
- Under 16; 10 minutes of game time
- Under 19; 10 minutes of game time

**9.5** Any player that is issued a red card will not be allowed to continue the game, however this player can be replaced by another substitute player. In the event that a player is sent off, the HKRU disciplinary procedures and guidelines will apply.

**9.6** The Youth 15's league is to be played with at least 15 players representing the team on the pitch. In the instance where a team cannot field 15 players to represent the team, clubs are recommended to continue playing the fixture with as close to maximum numbers where possible. The opposition are required to play with matching numbers. i.e. 14v14, 13v13, 12v12, 11v11, 10v10. The game will still be considered as a league competition game.

**9.7** If a team can only field 9 players, then the game is considered a forfeit. The team with the most players will be awarded the win for the fixture. If both teams have 9 players each, then both teams will receive 0 points for that game. Clubs are recommended to continue play the fixture as a friendly, either as:

- 9 v 9 (or another modified format)
- Both teams divide total amount of players into even teams

**9.8** U14 Players are allowed to play between division 1 and division 2 with the exception of U14 NAG 19/20 players. U14 NAG 19/20 players are only allowed to play division 1 rugby.

**9.9** As the first U14 tournament will be played before the U14 NAG 19/20 Squad announcement, it is recommended that clubs select their development players more suited to play division 2 rugby for tournament, and subsequent tournaments thereafter.

**9.9** Any disagreement/exception to the rule above (9.8) can be brought to the attention of the Head of Womens Rugby Development

## **10. UNEVEN SCORES WITHIN MATCHES**

**10.1** A match will be deemed over if a 50 point differential occurs. Coaches are encouraged to continue the fixture as a friendly and should either:

- i. Mix the two teams and continue to play the game
- ii. Substitute players to achieve a more evenly balanced match
- iii. Play a modified game, e.g. 10's

## **11. POSTPONEMENT OF MATCHES**

**11.1** A match may be rearranged where the referee decides a match should not be played or should be abandoned prior to half time because of weather conditions or for any other reason.

**11.2** If a match is abandoned at, or after, halftime then the score at the moment of the abandonment shall stand and be deemed the final score in the match unless otherwise directed by the LCFP.

**11.3** Subject to the approval of the Union, a match may be rearranged where both teams agree a match should be postponed to a later date, if and when a later date is available.

**11.4** In the event that a match is to be rearranged the game will be rescheduled at a time, date and venue either as both teams shall agree, or in the absence of

## **12. FAILURE TO HONOUR FIXTURES**

**12.1** Where a club is unable to fulfil their fixtures, they should inform the Competition and League Coordinator as early as possible. The club shall be treated as having forfeited the match.

**12.2** The team that forfeits that match will be deducted -1 point (in accordance to 11.1). The team that is forfeited against will be awarded 4 league competition points and a 20 - 0 score.

## **13. GAME DAY FIRST AID**

**13.1** Clubs are responsible and should ensure that they have sufficient First Aiders or Physio's for their games. The Union will not provide first aid cover for the Youth 15's league.

## **14. INTERPRETATION AND BREACH OF LEAGUE COMPETITION RULES**

**14.1** The LCFP shall have the absolute discretion on the interpretation or application of the Competition rules, including determination of any breach of the Competition Rules or any matter not provided for in the Competition Rules (including rectifying an administrative error) and shall give directions or make rulings as appropriate. The LCFP's decision shall be final and binding.

**14.2** Any dispute or request for a determination relating to the interpretation or application of the

Competition Rules shall be referred to the LFCP. Applications should be submitted in writing to the Competition and League co-ordinator addressed to the LFCP along with all supporting documentation. The LFCP's decision shall be final and binding.

**14.3** Where there has been any omission or error in the Competition Rules the LFCP will have power to correct such error or omission in the manner they see fit.

**14.4** Should a club breach any of the Competition Rules, in addition to any express forfeiture provisions set out above, the relevant Club team that breached the Competition Rules may be deducted up to a further four league competition points.

## **Appendix**

### **Youth 15's League Team and Team Composite Entries**

<b>Under 14 Div 1</b>	<b>Under 14 Div 2</b>	<b>Under 16</b>	<b>Under 19</b>
HKFC	HKU Sandy Bay 2	HKFC	HKFC / Valley
Valley Fort	SKS/Tigers 2	HKU Sandy Bay / Valley	Gai Wu / HKUSB
HKU Sandy Bay 1	Flying Pirates 2	SKS/Tigers	SKS / Tigers
SKS/Tigers 1		Flying Pirates	Flying Pirates
Flying Pirates 1			