

Hong Kong Rugby Premiership Youth Competition Rules
(Version 4; last updated on: 8 November 2018)

1. DEFINITIONS

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

- I. **Championship** means the Youth Championship competition
- II. **Club** means a rugby club represented by an individual club team and/or an agreed composite team (e.g. Warriors) participating in any Union led Competition
- III. **Competition** means any rugby union competition administered by the union
- IV. **Competition & League Coordinator** means a full time HKRU member of staff responsible for administering the Youth Competitions
- V. **HKRU** means the Hong Kong Rugby Union
- VI. **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 Youth as Chair and two independent representatives nominated by the Youth Committee.
- VII. **Match** means any rugby union match administered by the Union
- VIII. **Player** means a player playing a match administered by the Union
- IX. **Premiership** means the Youth Premiership League
- X. **Registration** means the Player has been registered by the Player's club online in the union's database for the relevant season
- XI. **Youth Rules** means these League and Competition Rules

2. COMPETITION ENTRY

To enter the Premiership a club must:

- 2.1 Be a registered HKRU club or HKRU approved composite team.
- 2.2 Have representation in at least 2 of the following age groups: U14, U16, U19. Exceptions and/or variations must be referred to and approved by LFCP.

3. COMPETITIONS

- 3.1 The HKRU controls and is responsible for the administration of the Youth Premiership & Championship.
- 3.2 Save for any exception set out in the rules and regulations the rules shall apply to all clubs during the season with effect from October 1st.
- 3.3 The entry procedures, format, sequence, timing and duration of the Premiership & Championship shall be determined by the HKRU.

4. EFFECTIVE REGISTRATION

- 4.1 A club must register between a minimum of 22 players and maximum of 25 players for the Youth Premiership prior to October 1st.
- 4.2 Players registered in 4.1 can only play for the one stated Club within the Premiership season.
- 4.3 Clubs must register a match day playing squad of between 19 – 21 players on a weekly basis, prior to 5pm on the Friday prior to the Sunday fixture. This should be submitted via email to the Competitions & League Coordinator using the form as shown in Appendix A. This will be uploaded onto the HKRU database for all clubs to view.
- 4.4 In the event of any changes to match day squads coaches and/or managers must communicate this with the opposition coach/manager prior to kick off.

4.5 A total of four players, released or not required from the registered squad in 4.3 in any given week can play in the Youth Championship Competition.

4.6 Any change in squad due to any reason, e.g. injury, must be referred to the LFCP for approval.

4.7 For any Premiership League fixture, a Premiership Club may name 5 additional Players who are not named in the Premiership Squad of 25 to play for the Premiership team provided those Players are:

- Registered with the Club on the Union's online database.
- No overseas based players can be selected.

4.8 For a club that enters 2 teams in the Youth Premiership, each team must register between a minimum of 22 players and maximum of 25 players in line with rule 4.1. This will be two distinct squads, should the club wish to play players across they will be required to seek dispensation from the LFCP. Failure to do so may result in the team which played the players forfeiting the match.

5. PLAYER LOANS

5.1 A player will be permitted to be loaned between two clubs from within the youth competitions.

5.2 Both clubs must complete the player loan registration document (see Appendix A) which indicates mutual agreement between both clubs.

5.3 The date of the loan is from the time of signature until the end of the Youth Premiership competition.

5.4 The loaned player may then only play for the club to which he has been loaned during this period of time.

6. PLAYERS PLAYING ABOVE THEIR DESIGNATED AGE GROUP

6.1 No team may select or play, in any division, any Player under the age grade birth dates unless the following application process has been complied with:

6.2 The applicant Player has applied to the HKRU in writing using the application form provided by the HKRU and including with that application:

- (a) Endorsement from the chairman or Head of Rugby of the Club where the Player wishes to play;
- (b) A letter from the applicant Player's parent(s) or legal guardian(s) supporting the application;
- (c) Reference from the coach of the team for whom the applicant wishes to play;

The form can be downloaded at the "Downloads - Player Forms - Underage Players" section of the HKRU website and is shown in Appendix B.

6.3 The application and recommendation should be submitted to the Elite Player Development Manager and Rugby Operations Manager, who will inform the LFCP of all applications. The HKRU reserves the right to make the final decision as to whether to allow the applicant to play up.

7. FALSE OR MISLEADING INFORMATION

7.1 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.

7.2 The indiscretion detailed in 7.1 may be referred to the LFCP for possible further sanctions

8. TEAM MANAGEMENT, REPLACEMENTS AND SUBSTITUTIONS

- 8.1 Premiership teams will be allowed a maximum of six replacements on a roll on, roll off, basis (Rolling Substitutions).
- 8.2 Substitutions may only be made when the ball is dead with the permission of the referee and via the 4th Official if one is appointed.
- 8.3 Premiership match day squads must contain at least four Trained Front Row Players to ensure that on the first occasion that a replacement Front Row Forward is required the team can continue to play safely with contested scrums.
- 8.4 Across all League Competitions where uncontested scrums are ordered during a Match as a result of there being no Trained Front Row Player replacement for any reason the team concerned shall not be entitled to replace the Player whose departure caused uncontested scrums without the consent of the opposition team. The team that has not forced the uncontested scrum has the option of the number of Players in the scrum. At all times during the Match a team must not have fewer than five Players in the scrum.

9. UNEVEN SCORES WITHING MATCHES

It is recognized that big score lines in matches do not develop the players, in either the winning or losing team. Accordingly, as a general principle, where the score in a match reaches a gap of 50 points, coaches should be encouraged to offer to:

- i. stop the match
- ii. continue the match as a friendly
- iii. mix the teams or substitute players to achieve a more evenly balanced match
- iv. substitute the 'better' players."

10. POSTPONEMENT OF MATCHES

- 10.1 Subject to Rules 9.2 and 9.3; a Club must fulfil its Competition fixture obligations in respect of any Match on the date and at the time appointed for such fixture.
- 10.2 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. The Referee's decision as to whether a Match should be played or abandoned shall be final.
- 10.3 If a Match is abandoned at, or after, half time then the score at the moment of abandonment shall stand and be deemed the final score in the Match unless otherwise directed by the LFCP.
- 10.4 Subject to the approval of the HKRU, a Match may be rearranged where both teams agree a Match should be postponed to a later date. This will preferably be on a Thursday evening, replacing the clubs' training session.
- 10.5 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 agreement as determined by the HKRU in its absolute discretion.

11. FAILURE TO HONUR FIXTURES

- 11.1 Where the LFCP is of the view that a Club has unjustifiably failed to fulfil its Competition fixture obligations, the Club shall be treated as having forfeited the Match in accordance with Rule 13.4 (iv).

12. EFFECT OR FORFEITURE OF 2 OR MORE MATCHES

- 12.1 Any team which forfeits 2 or more Matches in the same Youth Season shall, in addition to any other penalty, be liable to disqualification from the Competition, to be decided at the absolute discretion of the LFCP.

13. GENERAL COMPETITION RULES

13.1 First Aid or Physio Requirement

- 13.1.1 Clubs should ensure that they have sufficient First Aider's or Physio's and equipment present at each fixture.
- 13.1.2 Where a First Aider or Physio is present, the Referee should do no more than allow an injured Player to leave the field to receive treatment or allow the First Aider or Physio onto the field to administer treatment. The First Aider or Physio may come onto the field to administer treatment without notice when required.
- 13.1.3 Where no First Aider or Physio is present, the Laws of the Game provide that the Referee shall decide whether the Player may be replaced due to injury. There is no obligation on a Referee to provide or to be responsible for First Aid.

13.2 Team uniforms and Players Personal Equipment:

- 13.2.1 Clubs must inform the HKRU no later than October 1st of the proposed colours and design of their team uniform; jersey, shorts and socks. In the event of a kit clash, it is the responsibility of the designated away team to wear an alternate kit. In the event of any dispute the Match referee will be the arbitrator of whether or not a kit clash exists.
- 13.2.2 If the Match officials become aware that a team has two Players in the same team with the same numbered jersey, the Match officials will request that one of the Players be removed from the field until such time as a different numbered jersey, which none of the other Players on the pitch are displaying, is worn.

14. LEAGUE COMPETITION POINTS

14.1 The Youth Premiership League will play in the format as shown in Appendix D.

14.2 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

No points will be awarded for a bye or for a loss by more than 7 Match points

14.3 Where one or more teams have equal League Competition Points at any stage of the season, the position of each team in the relevant League Competition at that stage shall be determined firstly by the number of wins achieved and then on the basis of match points differential. A Club with a larger number of wins shall be placed higher than a Club with the same number of League Competition points but fewer wins.

14.4 If teams have equal League Competition points and an equal number of wins then a team with a larger difference between match points "for" and match points "against" shall be placed higher in the relevant League Competition than a team with a smaller difference between match points "for" and match points "against".

Should two teams have the same number of League Competition points and the same match points difference, the team having scored more match points "for" shall be placed higher in the Competition than the team having the lesser number of match points "for". If the above does not establish different League Competition positions then the team in the higher position shall be the team that has achieved the higher aggregate match points scored by it in the same season against the other team.

14.5 Match Forfeitures

In the event that a team forfeits a League Competition Match:

- (i) 5 League Competition points will be awarded to the team that receives the forfeiture.
- (ii) 1 League Competition point will be deducted from the team that forfeits the Match
- (iii) The team receiving the forfeiture will receive 20 Match points for and nil Match points against
- (iv) The team forfeiting the Match will receive nil Match points for and 20 Match points against.

15. DURATION OF MATCHES

15.1 Match durations per age group are as follows:

U14 – 25 minute halves with 10 minute interval

U16 – 30 minute halves with 10 minute interval

U19 – 35 minute halves with 10 minute interval

15.2 Stoppage time including interval, water breaks and injury time shall be determined by the Referee.

15.3 In the event that a team is not prepared to commence a Match within 15 minutes of the scheduled kick-off time as adjudged by the Match Referee, the opposition team has the right to claim a forfeiture should they wish to do so.

15.4 Issuing of YELLOW Card (SIN BIN)

Any Sin Binned player will be required to return to the Technical Area and sit with his/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

16. INTERPRETATION AND BREACH OF L&C RULES

16.1 The LFCP shall have 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 any administrative error) and shall give directions or make rulings as appropriate. The LFCP's decision shall be final and binding.

16.2 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 Rugby Operations Leader (Youth) or his/her nominee addressed to the LFCP along with all supporting documentation. Where a determination is sought in advance of a particular fixture being played, the application must be submitted to the LFCP at least 72 hours before the relevant fixture. The LFCP's decision shall be final and binding.

16.3 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.

16.4 Should a Premiership 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 point

Appendices

Appendix A

Player Loan Form – See below

Appendix B

Underage players Form – Follow link below:

<https://www.hkrugby.com//assets/downloads/Underage-Player-Form-Prem-Championship-National-Leagues.pdf>

Appendix A

Player Loan Form

This form is to be completed and e-mailed to the Competition & League Coordinator of the HKRU.

Please print and complete the details in the relevant sections.

Section A. Player Loan

Player Loan (as agreed upon by the 2 clubs – maximum period up to the end of the current Premiership League season)

We RFC have agreed to loan (the player)
to RFC with effect from 201_ until
..... 201_

Signed Name

Position Held Within Club

..... RFC

Player's Signature

Parent's/Guardian's Signature

HKRU Use only:

Ack.

Date:

