

## **RUGBY UNION SPORT SPECIFIC RULES 2020-21**

---

These sport specific rules are additional to the general rules which apply to all sports.

### **2. ELIGIBILITY OF STUDENTS**

#### **RU 2.1**

All AoC Sport rugby union competitions are played at the under-18 age group.

### **4. ADMINISTRATION OF LEAGUE COMPETITIONS**

#### **RU 4.1**

On the completion of Premier League fixtures, a series of play-off matches will be organised, the structure of this competition being dependent on the number of entries.

#### **RU 4.2**

Where teams in a league finish the season with the same number of points, their positions will be determined using the criteria laid out in rule 5.5.

#### **RU 4.3**

Where there is a different number of teams in groups, the qualifier for the play-off competition will be decided by the average points difference per match.

#### **RU 4.4**

The structure for the play-offs and the final date on which league fixtures can be played will be confirmed at the start of each season.

#### **RU 4.5**

Results received after the final date for the playing of fixtures will not count towards the qualification for the play-off competition.

#### **RU 4.6**

Any team that withdraws from the competition once the qualifiers for the play-off competition have been decided will not be permitted to enter in the following season.

## 6. ADMINISTRATION OF CUP COMPETITIONS

### RU 6.1

The Knockout Cup is only open to teams that have not entered an AoC Sport league competition.

### RU 6.2

The men's knockout cup is run as a 15-a-side competition and the women's as a 7-a-side competition.

### RU 6.3

Each men's match may have 23 named players with only 15 on the pitch at any one time. Each women's match may have 12 named players with only 7 on the pitch at any one time.

### RU 6.4

Matches will be played using current Rugby Union Under 18 rules as laid down by RFU.

## 8. FIXTURE CONFIRMATION AND CONDITIONS OF PLAY

### RU 8.1

Subject to agreement by both teams, the men's and women's league fixtures can be played under flexible format rules.

### RU 8.2

The number of players and replacements for flexible format matches must be agreed during the match confirmation process.

For guidance;

- 7-a-side with 3 replacements
- 10-a-side with 5 replacements
- 12-a-side with 5 replacements

### RU 8.3

7-a-side matches will be played over two halves of 7 minutes and scrums will be formed of 3 players from each team. A drop kick at goal is taken after a try is scored.

#### RU 8.4

10-a-side matches will be played over two halves of 10 minutes and scrums will be formed of 5 players from each team. A drop kick at goal is taken after a try is scored. The team that scores the try kicks off with drop kick from the half way line.

#### RU 8.5

12-a-side matches will be played over two halves of 25 minutes and scrums will be formed of 6 players from each team. A place kick conversion attempt will be made after a try is scored.

#### RU 8.6

In 15-a-side matches, teams may nominate up to eight substitutes/replacements as follows: -

- Squad of 16-18      either a prop or a hooker
- Squad of 19-12      a prop and a hooker
- Squad of 23          a hooker, tight-head prop and loose-head prop.

#### RU 8.7

Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders. When a front-row player leaves the playing area, whether through injury or temporary or permanent suspension, the referee enquires at that time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum, then the referee orders uncontested scrums. If the player returns or another front-row player comes on, then contested scrums may resume.

#### RU 8.8

Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.

#### RU 8.9

A player other than a nominated front row player can play in the front row if all replacements have been used, but only when uncontested scrums are being used.

#### RU 8.10

A team may replace any number of players during a match at any time. Players entering the field of play must do so at the half-way line after the replaced player has left the field of play.

#### RU 8.11

In all rugby union matches, all players within the match day squad must get to play at least half the game time available. This includes festivals and 7s competitions. See rule 18 for sanctions.

**NB** It is strongly recommended that teams document the number of minutes played by each player in the season in the event of an appeal from a responsible adult. Medical reports indicating that a player is fit to play in less than half a game will not be accepted as justification for being in breach of this rule.

#### RU 8.12

Rugby Union leagues: If there is a 50-point difference in the match points then the game will be concluded and the score as it stands will be the end result.

#### RU 8.13

Play-off quarter final and semi-final matches that finish in a draw at full-time will be decided by the following:

- a) Most tries;
- b) Most goals from tries;
- c) Away team.

#### RU 8.14

In the final if scores are level after 35 minutes each way, the winner will be determined as follows:

- a) Most tries;
- b) Most goals from tries;
- c) First try;
- d) First points.

## 10. PLAYER REGISTRATION AND TEAM SHEETS

#### RU 10.1

In 15-a-side competitions, a minimum of 18 players for each team must be registered in accordance with rule 10.

#### RU 10.2

A copy of the team sheet must be provided for the opponent and referee on which the positions of the front row replacements are clearly indicated.

## 15. MISCONDUCT

### RU 15.1

Age-Grade Rugby disciplinary issues in schools and colleges shall be dealt with by head teachers and principals respectively (or by a person(s) with delegated authority) as per the school or college's internal disciplinary process and in accordance with the procedures and the sanctions table set out in RFU regulation 19.

**NB** Any school or college may seek additional advice from AoC Sport.

## 18. SANCTIONS

### RU 18.1

Teams that breach the half game rule in league fixtures will be penalised as follows: -

- On the first instance that at least 1 player has not played half a game, the team will forfeit the match and a warning will be issued
- On the second instance that at least 1 player has not played half a game, the team will forfeit the match a formal warning will be issued. The college will not be permitted to receive international tickets for one year
- On the third instance that at least 1 player has not played half a game, the team will forfeit the match, an additional three points will be deducted and a warning will be issued
- On the third instance that at least 1 player has not played half a game, the team will forfeit the match, up to an additional 12 points will be deducted and the matter will be referred to the college Principal and the RFU Disciplinary Department

### RU 18.2

Teams that breach the half game rule in a cup fixtures will be removed from the competition and the RFU AGE Grade Manager will be notified.