

Staffordshire Colts Cup Competition Regulations 2024/2025

Please ensure that your club is aware that matches are played under the national game regulations (which can be found at www.englandrugby.com and also in the Rugby Football Union Handbook), unless otherwise specified below. The Staffordshire Referee-Club Protocol also applies to all cup competitions, and clubs and coaches should ensure that it is implemented.

A. Squad Requirements:

1. Colts Cup playing squads will ideally contain at least five players capable of playing in the front row.
2. Seven replacements will be allowed with unlimited interchanges.
3. Players must be bone fide playing members of the club of the team for which they play and be registered with the RFU.
4. A player must have reached their 16th birthday prior to the 1st September at the start of the season unless they have permission to play up in accordance with the RFU Age Grade Regulations.
5. A player must not have reached their 18th birthday prior to the 1st September at the start of the season.
6. Teams should complete the Electronic Match Card (EMC) with their squad at least 30 minutes before the start of the match and record the result on the card within 48 hours of the match being completed.
7. The RFU Regulations regarding the half game rule and overplaying of players must be observed.

B. Match Outcomes:

1. Games ending in a draw after 70 minutes of playing time will count as a win for the side which has scored more tries.
2. If level on tries, the team with more conversions will be declared the winner.
3. If both teams have an equal number of tries and conversions, the away team will be awarded the leg and progress to the next round.
4. In the Colts Final, should the result be tied at the end of full time, paragraph 1 and 2 shall apply. If this does not determine the winner then the trophy will be shared.

C. Match Arrangements:

1. It is the responsibility of the home team to approach their opponents, agree on a date, arrange a referee from SRUSR, and keep the Colts Cup Organiser informed of arrangements, highlighting potential difficulties at the earliest possible stage.
2. In the event of a clash of colours, it will be the home team's responsibility to change shirts. Where there is doubt, the referee will be the arbiter in deciding whether a similarity of colours constitutes a clash.
3. Matches must be played by the designated date. The Away team's usual playing day for their U18s side will be the default date on the designated weekend that the match is played. For most teams competing in the Staffordshire Transition Programme this will be a Saturday.
4. Bad weather or an unavoidable backlog of league/national cup matches are considered the only valid reasons for postponement or an extension of the play-by date.
5. Should a team or teams wish to switch venues, this is permissible by mutual consent and with the approval of the Colts Cup organiser.
6. In the event of clubs being unable to agree on a date, the Colts Cup Organiser, on behalf of the SRU, will make the final decision, binding on both clubs.



D. Referees:

1. Home teams are responsible for applying to the Referees' Society for the appointment of a referee, via Whostheref.
2. Home clubs should follow the protocols of the relevant Referees' Society in confirming the referee in the week prior to the match.
3. Failure by the home team to immediately inform their appointed referee of any cancellation, postponement, or switch of venue will result in a two (2) point deduction.
4. In the event of a Referees' Society being unable to provide a referee or a confirmed referee crying off late, the home club should ask the away club if they are able to provide a qualified Foundation or ELRA referee, who is not a manager or coach of the team or a parent of a player.
5. Should a team experience difficulty with the official appointments channel from their local Referees' Society they should inform the Colts Cup organiser.
6. In the event of the referee being unable to be appointed, the Team Managers can agree a suitable method of the game being officiated.
7. In the event of a re-arranged match, the home club must inform the Referees' Society of the re-arranged date as soon as that date is known.
8. The team managers of clubs should together meet with the match referee at least 45 minutes prior to the kick off to ensure a consistent understanding of these Regulations, and to ensure that all Coaches and Officials, are aware of the number of players including replacements to be fielded by each team, and any other match relevant issues, such as the number of Front Row forwards, and their Replacements.

E. Uncontested Scrums:

- In the event that a team is unable to field a full front row at the start of the game, resulting in uncontested scrums:
 - The team responsible for uncontested scrums must notify the opposition and the referee as soon as possible.
 - The team causing uncontested scrums will play with one fewer player for the duration of uncontested scrums, unless both teams are responsible for uncontested scrums.
 - If that team plays with 1 player less in the scrum, then the opposition must match the numbers in the scrum, for example 7:7 with the formation of 3:4
 - If uncontested scrums occur due to injuries sustained during the match, the above player reduction will apply from the point of the injury.
 - This regulation is designed to encourage the development and maintenance of front-row capabilities within all squads. This specific regulation does not apply in the Plate competition.

Match Reporting:

- The EMC should be completed with the result within 48 hours of the match concluding and please send a message with the result to Martin on 07889088558.

Martin de Ridder, Colts Cup Organiser, February 2025

