All Staffordshire County Youth Competition games are to be played in accordance with the current RFU Regulation 15 relating to age grade rugby and must also take into account the Age Grade Codes of Practice.

**Completion of Fixtures for the U13, U14 and U15 competitions**– the competition schedule is fixed, and fixtures will be played on the scheduled date, except due to inclement weather. The match should firstly be switched to the opposition ground if their pitch is fit to be played on. If the match cannot be switched, then the match will be played on the following Sunday.

If a Club cannot play a fixture for any other reason they will be excluded from the competition. In case of dispute the decision by the Mini & Youth Committee will be final.

**Determination of a Winner** - in any knockout phase of a competition the team that advances to the next stage of the competition will be on the basis of:

* Points Scored
* Tries Scored
* Conversions Scored

If the above does not clearly identify the team to progress to the next round, the ‘away’ team should progress unless it is a final, then the trophy is shared.

NB/ Staffordshire Competitions Committee is of the opinion that, at Colts level, a kicking competition puts unreasonable pressure on young players; and this has been adopted by the Mini and Youth Committee

**Player Transfers** – if a player decides to move clubs during the season, registration forms must be completed and notification received by the former club, prior to a player being available for selection in a county competition fixture.

**Officials** – it is the responsibility of the home team to organise a match referee. If possible, it is always best to have a neutral referee, who is a member of the Staffordshire Rugby Union Society of Referees (SRUSR). To ensure the game can be safely and effectively managed, clubs are advised to ensure that, if in-house referees are appointed, they are members of the SRUSR but should also ensure they are not a coach of the team or parent of a player in the team.

In the event that an in-house referee who is a member of the SRUSR is not available, then you have the choice of the opposition being asked if they have a referee who could do the game, or each team provides a referee for half of the game. The home referee does the first half, the away referee does the second half.

**U14 to U15 Knockout Competitions** -Competition draw for the preliminary / first round of games will be on an un-seeded basis, losers of Round 1 / Round 2 games (where one of the teams has had a bye in the Round 1) will enter the ‘Plate’ Competition whilst the winners will commence the ‘Cup’ competition. Each team is promised 2 games in the Competition.

Each round’s matches will be drawn from the winners of the previous round or in the case of the first round of the Plate competition from the losers of the preliminary / first rounds of the competition.

**Match Cards** – These must be filled in for all games in the Competitions and returned to the Competition Organiser after the game. (See Half Game Rule.)

**Half Game Rule** - All players who are in the squad to play on the Cup/League Match Day, must play at least half a game. A match card must be filled in by each team at all age groups from U13’s to U18’s with the time that players go on and come off the field of play recorded on the match card. It is important that both sides worked together to ensure this happens correctly and at the end of the game sign each other’s match cards. A copy of the match card must be forwarded to the Competition Organiser or if in a final the County official who is covering the final. If a team is found not to do this, then they will be excluded from the competition.

If this is found to happen in a final the team will be reported to the Staffordshire Disciplinary Committee. If they are the winners and found to be guilty, then the team will be told to return the Trophy and stripped of the title.

**The Differential Rule** – The six try (Under 13’s and below) and 50-point differential rule (U14’s – U18’s) will be mandatory and if this means that players have not played a half then both sides will be mixed up (I suggest that the odd numbers swap sides). This again is mandatory.

A new shortened friendly game will take place lasting at least the number of minutes remaining in the initial game. (This will ensure that everybody who has attended on the day plays at least a half game of rugby.)