**EASTERN COUNTIES YOUTH CUPS**

**“RULES and REGULATIONS”**

**Players**

**Players’ Age Groups** are taken as at 1st September 2018. For the avoidance of doubt, no club may play an overage player in the competition, for any reason, unless they have special Eastern Counties dispensation – this will lead to immediate disqualification.

However, clubs may field players from the age group immediately below (i.e. – Under 16 teams may field Under 15 players, but not Under 14s).

**Squad Size** – there is no maximum squad size for cup matches. Clubs to communicate numbers to opposition, to allow a meaningful game. Rotating Substitutions are allowed. Where a club is short of 15 players, the game should go ahead, with the opposing club reducing numbers on the pitch to equalise. All members of a nominated squad must play half a game
“B” teams may enter competition, and where entered (and appropriate for level of competition) a club must ensure that such team shall consist of players who would normally be expected to play for that team.

All players must be bona fide members of the club who have paid their club subscription for the current season, and have already played regularly for their club, either in seasons 2017/18 or 2018/19, not having played for another club in a cup competition in the current season.
Players need to have been registered with their club 21 days prior to the match; county cup organiser to have authority to suspend this rule in appropriate cases.

Team Managers should exchange team sheets with their opposition manager prior to the start of the game. Games must be played with equal numbers (except in case of yellow or red cards at U15 & U16)

**Front Row Forwards** – clubs should aim to have at least 4 forwards capable and suitably trained to play in the front row. If a club is unable to field a replacement at any time, the game will continue with uncontested scrums, and the final result will stand.

**Jurisdiction**

All games will be played under IRB Laws appropriate to the Age Group involved.

**Matches**- will be played on such dates as are scheduled by the competition organiser derived from the structured season. The competition organiser may, on application and agreement of both clubs, agree to the rescheduling of any match.

In the event of adverse weather conditions any cancelled match shall be played on the next available date, allocated for cup games in the structured season, agreed in conjunction with the competition organiser.

If a club is unable to fulfil the fixture for any reason the match will be deemed to be conceded with the match awarded to their opponents (score 15-0)

**Length of Matches**

Under 14s – 25 Minutes each way, excluding stoppage time

Under 15s – 30 Minutes each way, excluding stoppage time

Under 16s – 35 Minutes each way, excluding stoppage time

 Under 14s should play with a size 4 ball; Under 15s and Under 16s with a size 5 ball.

**High Scoring Matches**

If and when a 50-point differential in scores is reached in a game, the game will be considered won and lost at that point.

 **Referees**.

Clubs are asked to ensure that their Club Referee Co-ordinator appoints a qualified and appropriately experienced referee to each game. Conscious of the difficulty that Referee Societies may have in appointing to youth matches on a Sunday, the referee may be a member of the home club, provided he / she is not involved in the coaching / direct management of the team involved or a parent of a player (unless graded level 9 or better).

**Kick-Off Times**

Conscious of the pitch congestion that some clubs suffer, the home club is responsible for arranging kick-offs between 10.30 am and 12.30 pm on the appointed Sunday, but must confirm the match and the kick-off time to their opponents’ youth chairman or fixture secretary, and to the appointed referee by the Wednesday prior to the game. With agreement, games can be played during the week prior to the appointed Sunday. If there is any disagreement, the “fall back” kick off time is 11.30 on the appointed Sunday

**Norfolk Cup and Plate Rules
Scoring and Qualification**

In Round Robin games:-

4 points for a Win

2 points for a Draw

1 point for losing by less than 7 points

**Pool Positions**

Should there be two or more teams level on points at the end of the pool competitions the following rules will apply in this order to determine the final positions.

1. The team with the most wins
2. The team that has scored the most points
3. The team with the highest score differential (points for minus points against)
4. Should they still be equal it will be the result from the game between the 2 sides.

Where at the end of a competition teams are level on points because of another teams non fulfilment of its games, then all points awarded from that teams games will become null and void. It will also not be possible for a team that doesn’t fulfil all its fixtures to win the Cup or Plate competition.

**Notification of Results**

All results should be sent by email to Wilf Lambert at wc.lambert@btinternet.com by no later than 9pm on the Monday immediately following the date of the game.