



## Saracens Herts Middlesex Junior Leagues Rules – Season 2010/11

### League Management structure

1. The Management Committee will comprise a Chairman, Vice Chairman, Treasurer, League Secretary, and up to 6 other Divisional Administrators.
2. Participating clubs can nominate members to the management committee at the beginning of each season.
3. The Management Committee will be responsible for the rules, fixtures, sponsorship and publicity.
4. The League secretary will be responsible for the maintenance of the League tables.
5. Divisional Administrators will be the primary arbitrators in any disputes between clubs.
6. The clubs who compete in the Leagues are governed by all rules and disciplinary structures as laid down by the County Board to whom they are affiliated. The League itself is not responsible for discipline.
7. The Management Committee, under the auspices of the relevant county Rugby Development Partnerships, has the responsibility for the running of the Leagues and the interpretation of these rules. In doing so the overriding concern will always be that young people should be able to play rugby in a fair and competitive environment.

### Clubs/Teams

1. Each club must nominate a League Representative who will act as the contact for the League Secretary on all matters concerning the League, results and fixtures. Failure to do so may result in exclusion from the League. The representative will be responsible for the submission of all information and results to the web site and may nominate Team Administrators to help him/her in this task.
2. Subject to these rules all teams from Clubs that are affiliated to Hertfordshire or Middlesex RFU may participate in the League. The Management Committee may invite clubs from other County Boards at their discretion.
3. New teams may only join at the beginning of the season and will normally enter into the lowest division in their age group.
4. In the event that a team does not have sufficient players, players from the year below may be utilised as allowed by the continuum and Under 19 rules.
5. Each club must submit team managers and contact details to a central database that will be available to access on the web site.
6. Each team must have full player and public liability insurance as approved by the RFU.
7. If, for any reason, a team fails to fulfill more than two of its League fixtures, then it shall be at the discretion of the Management Committee to disqualify it from the League for the current and subsequent seasons. In which case all results for that season will be cancelled.
8. Each team entered into the leagues must demonstrate a minimum of 20 active RFU registered players at the beginning of each season. By "active" it is meant that they must be a fully paid up member of the club for the coming season.

### Players

1. All players participating in the League must be;
  - a. A paid member of their Club
  - b. Registered with the RFU Player Registration Scheme
2. A player may transfer between Clubs during a season but only once his registration has been received by the RFU and his former club has been informed.
3. All players must be eligible to play for their age group. Over-age players are not allowed unless all of the following conditions are satisfied:
  - a. They are authorised to do so through the RFU Registration Scheme
  - b. Their registration document clearly states this
  - c. There is an explicit undertaking from the RFU registering authority to confirm their status and to keep the League Secretary immediately informed of any changes
  - d. The players are identified as being over-age to both the opposition and the referee before each match
4. No player may play up further than one age group.
5. Clubs that enter two or more squads in an age group can register players in any squad and are initially allowed to move players between them subject to the limitation that no player can appear more than 3 times for two different





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squads in a season. Players can only be named in one squad on any particular fixture date and thus there can be no sharing of players between A and B teams for fixtures played on the same weekend.

6. On January 1st players become locked to one squad and clubs must re-register them as such. Following this date players can no longer move or play out of their squad without express permission from the league.
7. All players are limited to a maximum of 9 League games a season.

## Divisional format

1. There will be six age group Leagues from U13s to Colts, each split into an appropriate number of divisions as decided by the Management Committee.
2. Each division can contain a maximum of ten teams (normally eight).
3. For U13s to U16s the winners and runners up in each division will be eligible for promotion, and the bottom two teams will be liable for relegation. This will be subject to maintaining a balanced number of teams in each division with the final decisions being made by the management committee.
4. A points system involving both Colts and U17s teams will determine the positions in the following years Colts league.
5. Points for the results of games will be awarded as follows:
  - i. 4 points for a win
  - ii. 2 points for a draw
  - iii. 1 bonus point for four tries in a match.
  - iv. 1 bonus point to the loser for being within five points.
6. A maximum points differential of 45 can be recorded for any one match. The recorded score should reflect the points total once this difference is achieved. The match itself can continue at the discretion of the coaches and referee.
7. In the case of two or more teams ending the season with an equal number of points, final rankings will be determined on the following basis:
  - i. Highest points differential in comparable completed League fixtures
  - ii. The result between the two teams
  - iii. Toss of a coin

## Match officials

1. The Home Team is responsible for supplying a **suitable** referee for the fixture where **suitable** implies that the referee is (in order of preference):
  - a. a currently recognised society referee
  - b. a qualified referee not attached to the Home Club
  - c. a qualified referee not attached to the Home Team (ie that particular Age Group)
2. If a **suitable** referee is not available then the Home Team must:
  - a. Inform the visiting team at least two full days in advance that there is no suitable referee.
  - b. Offer the visiting team the option of providing an alternative suitable referee for the whole game.
  - c. If the Visiting Team declines the offer of providing their own referee then the Home Team can provide a qualified referee who is also attached to the particular Age Group.

Failure to comply with these rules may result in the docking of points from the Home Team and so it is advised that adequate records be kept for future reference.

3. Each team is responsible for providing a touch judge to assist the referee during the game

## Fixtures and Playing Conditions

1. Fixture dates and specified "slip" dates (which must be kept free for re-arranged matches) will be determined at the beginning of the season. All matches must be played on the specified date unless a request is made by either team to the Divisional Administrator for the fixture to be rearranged either;
  - a. at the beginning of the season (before 1<sup>st</sup> October) or;
  - b. with at least 3 months advance noticeAlternatively BOTH teams can agree a rearranged date at any time  
In all cases an alternative date must be agreed and authorised by the Divisional Administrator.
  - c. The home team may request a fixture to be re-arranged if the weather makes the pitch unplayable. In this case the visiting team must be offered the option to host the fixture if their ground is playable thus allowing the game to go ahead on the scheduled date. Where possible at least 24 hours notice should be given to the visiting team.





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In the first instance the re-arranged fixtures must be played in the season "slip" dates and always, where possible, at the original venue.

It should be noted that where a club runs more than one team at a particular age group the Divisional Administrator may be reluctant to authorise ANY rearrangement of fixtures other than for cancellation due to weather.

2. The Home Team must provide the following facilities;
  - a. Adequate changing and washing facilities in the location of the field of play.
  - b. Adequate First Aid and emergency facilities.
  - c. Post match refreshment to the visiting team.
  - d. A suitable pitch as determined by the laws of the game. This must include;
    - i. Adequate pitch markings.
    - ii. Correct Goal Post protectors.
    - iii. Corner posts.
    - iv. A match ball as determined by the laws of the game.
3. A team not fulfilling a fixture will forfeit the game with the maximum number of points (including one bonus point) being awarded to the opposition on the basis of a 45 - 0 points victory.
4. Any team found to be in breach of these rules, particularly in relation to over-age players or other safety related issues, will be liable for sanction which may involve the removal of League points.
5. The Home Team will determine the kick off time for matches giving due consideration to the journey made by the opposition. This should be communicated to the visiting team at least seven days in advance. In normal circumstances kick offs should be between 10am and 1pm (or later for colts) unless by mutual agreement of the clubs.
6. A named squad size of up to 22 players will be allowed for each match with 7 substitutions permitted. Substituted players can return to the field ("rolling subs").
7. Duration of matches is as follows:

a. U13/U14	25 Minutes each way	Size 4 Ball
b. U15	30 Minutes each way	Size 5 Ball
c. U16/U17/Colts	35 Minutes each way	Size 5 Ball
8. If a team fails to fulfill a fixture and fails to provide 48 hours notice, they will be liable for the referee's expenses.
9. The Home Team is responsible for notifying the League of the result through the League website ([www.hertsmiddxleagues.co.uk](http://www.hertsmiddxleagues.co.uk)) by 6.00pm on the Wednesday following a match. **This should include the notification of any match postponed due to weather conditions.**
10. Results not reported to the league in a timely manner will be awarded as an away walk over. Subsequent changes will incur an administration charge as deemed appropriate by the management committee.
11. Any match postponed for weather must be re-arranged within 7 days and the league informed. Failure to do so will incur administration charges and may result in the docking of league points and the match being cancelled with no points awarded to either side.
12. Team managers must complete team sheets for each match and these should be legible, signed and retained by both teams for possible inspection in case of dispute. Please note that the League will only follow up on any disputes between clubs once such documentation has been provided to the Divisional Administrator.
13. On request each team must provide for inspection by the opposition the RFU registration cards for each playing member of the named squad. If a team cannot comply with this request on the day then they are required to provide proof of registration to the Divisional Administrator within 7 days. Failure to do so may result in the docking of League points.
14. Rescheduling of a match cancelled due to weather considerations and involving a B or C team of a club is only allowed with the express agreement of both sides. If there is no such agreement then the result will usually be recorded as a draw, with no bonus points allocated to either side although this may be overruled by the Divisional Administrator (if for instance a club is deemed to be "playing the rules").
15. Where clubs have both A and B team fixtures scheduled on the same day and at the same venue they **MUST** be played simultaneously and any substitutes must be nominated for a specific squad before the fixtures kick off.

