

## LEINSTER BOYS YOUTH & SCHOOL/YOUTH COMPETITION REGULATIONS 2019/2020

### 1. Discipline

Incidents where players are ordered off the pitch (foul play) or have been compulsory substituted (U13) must be reported to the Branch for disciplinary procedures (if required). Clubs are responsible at all times for their players, coaches and spectators.

### 2. Match Officials

Any form of abuse towards match officials is not allowed and clubs, players and spectators breaching this regulation will be dealt with by the Disciplinary Committee.

### 3. KO Time & Venue

3.1 On receipt of the Leinster Youth & School/Youth fixture-lists, each Club Coordinator should immediately proceed to arrange the KO time for all that Club's home league fixtures, and send details of such to both the Age-Grade Coordinator and the Area Referee Coordinator. If the above information is not forthcoming, then, that Club's home fixtures will be set as follows:

Youth Competition Saturday 12.00pm

School/Youth & Sunday Competitions Sunday 12.00pm

3.2 In the event that the home venue does not have enough pitches to accommodate the default kick-off time, then the order of priority starts with the oldest age grade fixture (Boys or Girls) with the younger age grade fixtures deferring to a later or earlier time. The host club will set a reasonable earlier or later KO time & notify the travelling team at least 4 days before the matchday. The competition coordinator will be the arbitrator in the event of dispute.

3.3 Any changes in the KO times supplied are to be notified to the Age-Grade Coordinator at least 6 days in advance of the fixture date. **CHANGES AFTER THIS DEADLINE WILL BE REFUSED**

**NOTE** – Each fixture will be displayed on SportsManager & the Leinster website as 12.00pm kick-off time until the competition coordinator is advised.

3.4 Games **CANNOT** be deferred to a later weekend unless **IN EXCEPTIONAL CIRCUMSTANCES.**

In such exceptional circumstances, written approval & new date for fixture from the Competition Coordinator is required to defer.

3.5 In the event that a venue is declared unplayable, the home team must source another venue or forfeit home advantage. If the home team sources another venue the visiting team should be informed of the new venue prior to normal departure of the travelling team. If the game is postponed and the away team has commenced its journey then that team may have home advantage when the match is refixed.

### 4. Players on Representative Duty

A team may apply for a match postponement if the team has 2 players or more on representative duty with Ireland, Leinster or Area age grade sides. Postponements can only be approved by the Youth Secretary in consultation with the Age Grade Co-ordinator and Youth Committee Officers.

### 5. Referees

5.1 All applications for referee appointments must be done using the referee request sheet, issued by the Area ARLB Referee Coordinator.

5.2 On receipt of Clubs' Home match-day fixture KO schedules, the Area Referee Co-ordinator will proceed to appoint officials for those games. Club coordinators should consult with their Area Referee Coordinator early in the week prior to the fixture weekend to confirm that a referee has been appointed.

5.3 Should the Referee coordinator be unable to provide a referee, then the home team should ask the away team to provide a qualified referee (Full, Trial, Community or Affiliate). If the home team does not comply with this requirement, the home team may be deducted 2 points or forfeit the match in the case of a league playoff or cup/plate match. If the away team cannot provide one, then the home team may appoint a Full, Trial, Community or Affiliate referee.

5.4 Referees must be respected for the difficult job they are doing, and the time they are giving up to do so. Abuse of referees from players and especially coaches/mentors will be severely dealt with by the Branch Disciplinary Committee

## **6. Affiliate Referees**

- 6.1 Affiliate referees may referee their own club at home or away.
- 6.2 Every team should strive to have an Affiliate referee that can step in to referee a match in the event that there is no appointed referee or the appointed referee failed to show up.
- 6.3 Affiliate Referees cannot issue yellow cards; however, they can issue red cards & order a player off.

## **7. Teamsheets, ID Cards, SportsManager**

- 7.1 An Electronic teamsheet must be submitted on SportsManager for ALL Leinster Youth or School/Youth matches (Cup & League) matches including Area league and Cup matches. Both teams must submit the sheet at least THREE hours in advance of the kick-off of each fixture.
- 7.2 Each team will bring 3 printed copies of the Electronic teamsheet to the match. Each copy will clearly identify the props, hooker, replacement props and replacement hooker. The number of front-row players in the squad must match those listed in the section titled "Front Rows" on the next page.
- 7.3 Any changes to the submitted team sheet must be marked on each copy.
- 7.4 Both team manager's/coaches should exchange & examine age cards before the kick-off. In order to speed up the process, the ID cards should be arranged in the same order as the players are listed on the teamsheet (alphabetically by first name)
- 7.5 If a card is not available for a player due to not having been returned by the Branch, then a photocopy of the Registration Application Form, showing the players IRFU registration number, and a printout of the registration off the IRFU Player registration site, will suffice as proof of registration. Such players should be entered on the e-team sheet as "guest players" giving their name and registration number. Players with status of awaiting registration only appear as "guest players" may only do so for a maximum of two matches.
- 7.6 If satisfied they are accurate, they will sign all 3 copies of both Teamsheets.
- 7.7 The team manager/coach will retain 1 copy of his/her signed teamsheet, 1 copy of signed opposition teamsheet and give 1 copy of his/her signed teamsheet to the referee before kick-off. The copy to the referee must be submitted 30 minutes before kick-off.
- 7.8 Following the match, the team manager/coach must email the competition co-ordinator a copy of the signed teamsheet for his team. This must be received by the competition co-ordinator within 72 hours of the conclusion of the match.
- 7.9 Any changes to submitted team sheets must be confirmed on SportsManager within 48 HOURS of the end of the game. The e-team sheet must be an accurate record of the players who played in the match & is the only record that will be accepted for eligibility.
- 7.10 The e-team sheet will be used to check the eligibility of players & will be used as evidence of any protest or appeal that maybe lodged over the game. Each team is responsible for returning its own team sheets to the competition coordinator.
- 7.11 Non-submission of an e-team sheet and/or copy of the signed teamsheet for a league match within 72 hours of the conclusion of the match shall result in the team(s) being deducted 2 points.
- 7.12 Non-submission of an e-team sheet and/or copy of the signed teamsheet within 72 hours of the conclusion of the match in a League play-off or Cup/Plate match will result in the tie being awarded to the opposition. If both teams fail to submit an e-team sheet and/or copy of the signed teamsheet within 72 hours of the conclusion of the match will result in both teams being disqualified from the competition.

## **8. Friendly/Challenge matches**

All friendly/challenge matches (including tour matches) should be included on SportsManager. The competition Co-ordinator should be informed of the date, venue & result of these matches. There is no requirement to log an e-team sheet online for these friendly/challenge matches

## 9. Reduced Numbers Game Criteria

The following criteria shall apply in the event that team(s) have less than 15 players: -

- 9.1 Minimum number on a team is 12 and maximum 15 on the pitch.
- 9.2 If one team has more players than the other, in order to balance the sides- the team with the greater number of players may allow players to play on the opposing team. The team with the lesser number of players cannot compel the team with the greater number of players to give them players, but the game shall start with an equal number of players on both teams. (i.e. the lower number of players).
- 9.3 **Applicable to U14, U15, U16, U17 & 18's Leagues** -- After the match starts there is no requirement on a team to further reduce numbers in the event the other team loses a player to injury or yellow/red card. The scrums, however, must contain the same numbers at all times. In the event the numbers in the scrum have to reduce, the team with the full complement of forwards moves a player into the backline & the scrum is contested with equal numbers.
- 9.4 **Applicable to U13 Leagues** -- equal numbers must be maintained throughout the duration of the match.
- 9.5 Teams must start with 3 competent front row players as per Front Row Regulations.
- 9.6 Teams with reduced numbers must field all their players from the start of the match.
- 9.7 If these criteria are met, then the match will be treated as a competition match.
- 9.8 Reduced Numbers Game Criteria Applies to:
- **U14, U15, U16, U17 & 18s Phase 1**
  - **U14, U15, U16, U17 & 18s Division 1 & Division 2 (Phase 2)**
  - **U13 Saturday League Division 1 & Division 2**
  - **U13 Sunday League Section B, Section C & Section D**
- 9.9 **Reduced Numbers Game Criteria Does Not Apply to:**
- **U14, U15, U16, U17, 18s Premier (Phase 2)**
  - **U13 Saturday Premier**
  - **U13 Sunday Section A**
  - **ALL League playoffs – quarter-finals, semi-finals & finals**
  - **ALL 5<sup>th</sup> to 8<sup>th</sup> place playoffs – semi-finals & finals**
  - **ALL Cup & Plate matches**
- 9.10 Where reduced numbers criteria don't apply, teams **may** field 15 players.

## 10. Front Rows

- 10.1 The required number of front row players per team:

<b>SQUAD SIZE</b>	<b>No. of front row players required</b>
15 or less	3
16 to 18	4
19 to 21	5
22 to 23	6

The starting front row players are included in the above numbers.

- 10.2 A team that starts a match with less than 3 front row players is not a legitimate team therefore the team forfeits the match. The match would be played as a friendly with uncontested scrums. A team that does not have the correct number of nominated front row players for the squad size forfeits the match at the point that they run out of front row replacements. They are a legitimate team up to this point. The match would continue as a friendly with uncontested scrums
- 10.3 A team with 12 to 15 players' only needs 3 front row players, therefore it is a fully legitimate side and remains so even if it loses a front row player except when the 12-player team falls below 12 players, the match is awarded to the other team. In cases where a team starts with 13 to 15 players, loses a front row player and has 12 or more players on the pitch & goes to uncontested scrums, it is still a legitimate team & therefore the result of the game would stand.

## 11. Substitutes

12 rolling substitutes may be used. Each team should have a set of cards numbered 1 to 12. As substitutions are made the manager/coach should give the appropriate numbered card to the referee, always remembering to collect the cards from the ref at the final whistle. If a team does not have cards, then the nominated substitutes can only be used on one occasion

## 12. Failure to field in 2 matches.

Teams that fail to field a team for 2 matches at home and/or away will be removed from the competition. Those team's remaining fixtures will be played as friendlies.

## 13. Movement of Players from a club's A team to its B team.

- 13.1 Where a club does not name their teams A & B, they must nominate their A & B equivalent teams in advance of the start of the league.
- 13.2 Any player who starts in 4 matches (3 matches in U13 Sunday League) on the Premier (A) team's teamsheet will not be eligible to transfer to the first/second division (B) team in that club for the remainder of the league competition.
- 13.3 Any player who appears on the teamsheet in a Cup/Plate match must remain with that team for the remainder of the Cup/Plate competition.
- 13.4 Players who started in 4 matches (3 matches in U13 Sunday League) on the Premier (A) team's teamsheet during the league must remain with that team for the duration of the Cup/Plate.
- 13.5 Regrading – In exceptional circumstances, clubs can apply to the regrading sub-committee to have a player regraded to the B or C team.
- 13.6 This regulation applies to:
  - Clubs that have 2 teams in the same competition
  - Clubs that have 1 team in the Youth (Saturday) competition & 1 team in the equivalent School/Youth (Sunday) competition.

## 14. Time gap between Matches

In the interest of player welfare as well as participation, Age Grade players may play no more than a game and half (length of half being relative to the players age) within a 48-hour period.

The 48-hour period begins once a player participates in a match whether as replacement or selected to start a match.

## 15. League Tables

- 15.1 Points will be awarded as follows:
  - 4 Points for a win,
  - 2 Points for a draw,
  - 1 Point for a loss by 7 points or less.
  - No points will be awarded for scoring 4 tries or more.
- 15.2 In the event teams are level at the end of the league phase, criteria used to determine placing:
  - Head to head –
    - if the tied teams have played once in the league, then the result between the team's determines placing.
    - if the tied teams have played twice or more in the league, then the total league points awarded to each team in the two fixtures determines the placing.
    - If there are three or more teams tied, then the total league points awarded to each team in the fixtures between them determines the placing.
  - If head-to-head cannot separate the teams then a coin will be tossed to determine placing.
  - In exceptional circumstances, and if time allows, a playoff will be organised to determine placing. A coin toss would decide venue for playoff.
  - Points differential **does not** determine league placing.

## 16. Cup Competitions

- 16.1 Plate Competitions will be played where there are 16 or more teams entered into the Cup.
- 16.2 The venues for the First and subsequent Rounds (up to the semi-finals) will be determined in the following manner:
- A team winning a match at home in one round will play its next match away unless : (i) its opponents, being drawn on the bottom of the draw, have also won their previous match at home, or (ii) a match is a First Round match and its opponents have drawn a bye to the bottom position in the draw.
  - A team winning a match away in one round will play its next round match at home unless: (i) its opponents, being drawn on the top of the draw, have also won their previous match away, or (ii) the match is a First Round match and its opponents have drawn a bye to the top position in the draw.
  - In the case of a team winning a tie following a replay or replays, the venue for that tie shall be deemed to have been the first venue.
  - Where a team at home are awarded a walkover win in Round 1 or 2, that team will play their next round at home.
  - Semi-finals will be played at neutral venues.
  - Finals will be played at pre-determined venues.

## 17. Results

Results must be notified to the Age Grade Co-ordinator on the weekend of the game, win, lose or draw, preferably on the same day to facilitate publication of results on the Leinster website and in the national newspapers. Please relay the results by text message or e-mail.

Remember that for the Club to notify the Age Grade Co-ordinator takes just one message, for the co-ordinator to have to chase results takes many texts/calls, and much time and expense.

## 18. Tours

- 18.1 Rescheduling of matches due to incoming or outgoing tours may be allowed if at least 6 weeks' notice is given to the Youths Secretary. Such tours shall not interfere with the running of Leinster competitions.
- 18.2 Teams that arrange a tour that clashes with their participation in a scheduled Finals Day, will have to forego their place in the Final.
- 18.3 Clubs undertaking Youths or Mini tours to any of the Home Unions or receiving tours from any of the Home Unions are required to notify the Youths Secretary at least 4 weeks before such a tour.
- 18.4 Clubs undertaking Youths or Mini tours to Unions other than a HOME Union are required to seek permission from the Youths Committee, from the Branch Secretary & from the IRFU by submitting the completed appropriate form to the Youths Secretary 4 weeks before the tour departure date
- 18.5 Clubs receiving Youths or Mini tours from Unions other than a HOME Union are required to seek permission from the Youths Committee, from the Branch Secretary & from the IRFU by submitting the completed appropriate form to the Youths Secretary 4 weeks before the tour arrives in the country.
- 18.6 Incoming tour teams must comply with our date of birth eligibility regulations when fielding players.
- 18.7 A responsible club officer should confirm in writing to the Youths Secretary when permission for an outgoing tour to any Union is being sought that the tour will be managed in compliance with the requirements set out in pages 34 & 35 of the Child Welfare Policy Document. The responsible club officer should ensure and confirm to the Youths Secretary that all outgoing & incoming tours have adequate insurance in place.

## 19. U13 Competition Regulations.

- 19.1 The U13s competitions are open to all players regardless of what school they attend. There may be a Saturday and a Sunday competition. Any player named on a Saturday teamsheet shall not play on a Sunday on the same weekend.
- 19.2 **September to Early November – Area Grading Blitzes & Leagues.** Initially this will take the format of short 15-a-side matches. On field coaching sessions provided by CDO/CCRO's & Laws refresher by ARLB. This will also act as a grading tool for the Leinster Leagues. There will follow an area-based competition. This competition is restricted to the clubs in their areas. Clubs will not be allowed play competitive matches outside their own area. In view of the need to ensure the safety of all players particularly in the scrum and at the breakdown it is critical that all coaches are appropriately qualified. To this end coaching courses will be organised in each area immediately on the commencement of the new season and if necessary further courses, one in the Northern area and one in the Southern area will be held to meet the demand. Where possible the Professional Staff at the Branch will be available to deliver specific training aimed at the transition.
- 19.3 **Leinster Competitions** -- In late October the Competitions Committee will review the outcome of the Area Based Competitions and accordingly draw up the leagues which will take place from mid-November onwards. Where teams struggle for numbers at the Area level, they will be encouraged to create joint squads with a view to their participation in the Leinster Competitions.
- 19.4 U12 playing U13 –**
- 19.4.1 An U13 player who is still 12 **CANNOT** play in U14 competitions without the full consent of the Leinster Youth Committee.
- 19.4.2 Where a club applies for an U12 player to play in U13 competitions, the player is only eligible to play U13 when in receipt of written permission from the Leinster Youth Committee Honorary Secretary. This must be presented by the team manager to the opposition at all matches.
- 19.4.3 U12 players that are given permission to play U13 **CANNOT** play at any higher level.
- 19.4.4 Failure to comply with these regulations will result in forfeiture of the game & the win awarded to the opposition.
- 19.5 **School Entrance Exams and Confirmation Dates --**
- 19.5.1 In the event of School Entrance Exams or Confirmation Dates clashing with scheduled Leinster League/Cup fixtures, the fixture will default to Sunday at 12.00pm.
- 19.5.2 All Clubs must advise Competition Co-ordinator of any School Entrance Exams or Confirmations date on or before 31<sup>st</sup> December 2019 so as fixtures may be altered to suit.
- 19.5.3 Should a club not advise the Co-ordinator of these dates as requested and later requests as change of fixture date for either of the above, and a suitable alternative cannot be arranged then the team requesting the change shall be deemed to have conceded.

## 20. U14 - U17 Competition Regulations.

- 20.1 The U14 - U17 competitions will be in Youth and School/Youth format. Format of leagues is to be dependent on the entry numbers & standards.
- 20.2 Players who are attending any of the schools listed as non-exempt for 2019/2020 season are not eligible to play in the Leinster Youth Competitions (Saturday Competitions).
- 20.3 Players who are attending any of the schools listed as non-exempt for 2019/2020 season are eligible to play in the Leinster School/Youth Competitions (Sunday Competitions) **PROVIDING** they are not panelled on their school Junior or Senior Cup team (see eligibility criteria in 20.4) below.
- 20.4 Criteria for determining Junior & Senior Cup panelled players:
- A player attending a non-exempt school is eligible to play in School/Youth competitions until he has been named on 4 Leinster Schools Leagues SCT/JCT teamsheets as a starter or substitute, after which he becomes ineligible. Non-Panelled SCT/JCT players attending any of the Super Six schools are eligible to play in SY competitions.

## 21. 18s Competition Regulations.

- 21.1 Clubs shall register all 18s players before they are selected to play in competitions.
- 21.2 Transfer of players who have reached their 18<sup>th</sup> Birthday before September 14<sup>th</sup> may take place subject to normal registration procedures. Transfer initiations must be recorded on the IRFU Clubhouse website and supporting documentation lodged with the Leinster Branch no later than 31<sup>st</sup> December 2019.
- 21.3 Players who are in their 18<sup>th</sup> year must advise the chairman of the Registration Committee of their intention to seek a transfer to another club before submitting their transfer request to the Leinster Competitions Administrator (DOM) if they wish to play in the 18s competitions.
- 21.4 Players who have not reached their 18<sup>th</sup> Birthday are not permitted to play in Adult Rugby (As per Leinster Branch and IRFU Regulations). A Leinster Professional Coaching representative may request that a player who has not reached his 18<sup>th</sup> birthday be permitted to play at U20 or higher. A formal written request shall be made by the Domestic Rugby Manager to the Youths Secretary setting out the rationale for the request. Any request for the player to play 18s rugby will be considered by that Committee.
- 21.5 A player must have participated in at least 4 18s games in any combination of the 18s Leinster and Area competitions to become eligible to play in the semi-final or final of the league & cup. Participation means being listed on the match day teamsheet of 23 players. Where a player has been injured and/or has not played any rugby at any level in the previous 4 weeks and has not played the minimum 4 games he can be regraded subject to application to the Hon Secretary completing the attached request.
- 21.6 Any player who has participated in an All-Ireland League match (AIL) is not eligible to play in Leinster League or Cup competitions. Participation means being listed on the match day teamsheet either as a starter or substitute.
- 21.7 Boys who attended a non-exempt school in the previous year and who were **not** selected on the school's SCT in the Leinster Senior School's Cup as a player or substitute are eligible to play in the 18s Youths Competitions providing, they no longer attend the school.
- 21.8 Players who are attending, or who were, in the previous season, selected on a SCT for a non-exempt school for the Leinster Senior School's Cup as a player or substitute are not eligible to play in the Sean Stratton Leinster 18s Youths League or the 18s Leinster First Division League or the 18s D'Arcy Cup or Plate. However, a Club may apply to the Youths Committee for **a maximum of 3 players** from among the previous season's SCT players & substitutes of a non-exempt school to be cleared to play in these competitions providing they no longer attend the school. The request, in writing, should be made to the Youths Secretary two weeks before the start of any such competitions. The secretary will, if the request is approved, write and send a letter of clearance to the club naming the player/players. This letter or a copy of the letter should be presented to the opposition before the start of any competitive game.
- 21.9 Players who are attending a non-exempt school who have not been panelled by their school are eligible to play in the Leinster 18s Schools/Youths League & Leinster Schools/ Youths Cup. Eligibility is as per U14 – U17 competition regulations.
- 21.10 18s Players who obtain rugby scholarships to third level institutions with a condition applying that they transfer to another club other than their own club will be ineligible to play in Youths competitions for their new club.
- 21.11 Applications for regrading shall be made in writing, not less than 14 days before the commencement of the Competition for which the regrading is requested, using the specified form, by the Club secretary to the Youths Secretary, Leinster Branch, detailing the player's playing history on the Player Declaration Form for the season to-date. The secretary will, if the request is approved, write and send a letter to the club naming the player/players, whose regrading has been approved. This letter or a copy of the letter should be presented to the opposition before the start of any competitive game.
- 21.12 The selection of a player or players in any other League or Cup Competition on the same weekend as a match in this Competition shall not be grounds for postponement of either match

## 22. Objections, Disputes, Compliance Committee & Appeals

If a breach of the regulations or protocols is suspected by a competition coordinator or team manager the following procedure shall be followed:

- The competition coordinator will advise the chairman of the Compliance Committee of the suspected breach in writing and will provide the evidence to support the allegation.
- Where a team manager alleges that the opposition team was not in compliance with the regulations or protocols, the Youth Coordinator of the club will advise the competition coordinator of the allegation in writing within 48 hours of the match and will provide the evidence to him. The competition coordinator will then present the allegation & the evidence to the chair of the Compliance Committee. In some situations, the team manager of both teams may allege a breach of the regulations by the other team. In this event the Youth Coordinator of both clubs will advise the competition coordinator of the alleged breach in writing and provide him with the evidence.
- All objections in relation to Breaches of these Regulations must be accompanied by a deposit of **€250**. An admin fee of **€100** is charged. The remainder will be refunded if the objection is not deemed to be frivolous.
- The Compliance Committee will consider the evidence and will decide if there is a breach of regulations or protocols by one or both of the clubs.
- Where there is no evidence of a breach of the regulations, the chairman of the compliance committee will advise the competition coordinator and the club Youth coordinator
- Where there is evidence of a breach of regulations, the chairman of the Compliance Committee will inform the Youths secretary and provide him with all the information. The Youth secretary will then write to the club Secretary/Secretaries & club Youth Coordinator(s) and present the evidence and any sanction that might apply and ask for a response to be made within 72 hours.
- If the sanction is accepted, it will be applied immediately by the competition coordinator
- If no response or an unsatisfactory response is received the Youth secretary shall inform the Club secretary and Youth Coordinator of the sanction to be applied. He will also will advise them of the appeal process.