

LEINSTER GIRLS COMPETITIONS 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. 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.
- 7.10 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.
- 7.11 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. Age Bands & Date of Eligibility

9.1 U14 Born between 1/1/06 & 31/12/07

9.2 U16 Born between 1/1/04 & 31/12/05

9.3 18's Born between 1/7/01 & 31/12/03

9.4 Girls Age Grade players can only play in the age band they were born in. In exceptional circumstances, it is possible to apply to the Youth Committee for a player to play up. The application must be accompanied by written consent from:

- Parents/Guardians
- Club Youth Coordinator
- Club Welfare Officer.

9.5 Permission will not be granted for an U16 front row forward to play 18's as a front row forward.

10. 18's Competition's Eligibility

10.1 Players who have not reached their 18th Birthday are not permitted to play in Adult Rugby (As per Leinster Branch and IRFU Regulations).

10.2 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

10.3 A player must have participated in at least 4 x 18s Leinster competition matches to become eligible to play in the semi-final or final of the league. Participation means being listed on the match day teamsheet of 23 players. The start of season Grading Fixtures do not count as part of the 4-match requirement. 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.

11. Reduced Numbers Game Criteria (U16 & 18s Competitions)

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

- 11.1 Minimum number on a team is 12 (**Division 1 & Division 2**) or 10 (**Division 3**) and maximum 15 on the pitch.
- 11.2 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) & equal numbers be maintained throughout the duration of the match except where a player receives a yellow or red card.
- 11.3 Teams must start with 3 competent front row players as per Front Row Regulations listed above.
- 11.4 Pitch size will be narrowed to 5m lines for matches that comprise 10, 11, 12 or 13-a-side.
- 11.5 Teams with reduced numbers must field all their players from the start of the match.
- 11.6 If these criteria are met, then the match will be treated as a competition match & league points awarded accordingly.
- 11.7 Reduced Numbers Game Criteria Applies to:
 - **Division 1 & Division 2 League Phase**
 - **Up to & including Quarter-Finals of Cup & Plate**
 - **ALL Division 3 fixtures including playoff's & final**
 - **ALL Shield (and Bowl if applicable) fixtures including playoff's & final.**
- 11.8 **Reduced Numbers Game Criteria Does Not Apply to:**
 - **Division 1 & Division 2 League Playoffs & Final**
 - **Semi-Final & Final of Cup & Plate**
- 11.9 Where reduced numbers criteria don't apply, teams **may** field 15 players.

12. Front Rows (U16 & 18s Competitions):

12.1 The required number of front row players per team:

SQUAD SIZE	No. of front row players required
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.

12.2 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.

12.3 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

12.4 **Applicable to Division 1 & Division 2 Teams** -- 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.

12.5 **Applicable to Division 3 Teams** -- A team with 10 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 10-player team falls below 10 players, the match is awarded to the other team. In cases where a team starts with 11 to 15 players, loses a front row player and has 10 or more players on the pitch & goes to uncontested scrums, it is still a legitimate team & therefore the result of the game would stand.

13. U14 Competition Regulations

13.1 U14 league will be 13-a-side & will play on a full pitch, narrowed to 5m lines. The players dropped from the 15-a-side format are the two flankers (Number 6 & 7)

13.2 The scrum is uncontested.

13.3 The Number 8 cannot "Pick & Go"

13.4 The following Reduced Numbers Game Criteria shall apply in the event that team(s) have less than 13 players:

- Minimum number on a team is 10 and maximum 13 on the pitch.
- 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) & equal numbers be maintained throughout the duration of the match.
- Teams with reduced numbers must field all their players from the start of the match.
- If these criteria are met, then the match will be treated as a competition match & league points awarded accordingly.

13.5 Reduced Numbers Game Criteria Applies to:

- **Division 1 & Division 2 League Phase**
- **Up to & including Quarter-Finals of Cup & Plate**
- **ALL Division 3 fixtures including playoff's & final**
- **ALL Shield (and Bowl if applicable) fixtures including playoff's & final**

13.6 **Reduced Numbers Game Criteria Does Not Apply to:**

- **Division 1 & Division 2 League Playoffs & Final**
- **Semi-Final & Final of Cup & Plate**

13.7 Where reduced numbers criteria don't apply, teams **may** field 13 players.

14. Failure to field in League or Cup

14.1 LEAGUE -- Premier 1 & 2 teams that fail to field a team for 2 league matches at home and/or away will not be eligible for League Semi-finals or Final. This does not apply to Premier 3 teams.

14.2 CUP – Premier 1 & 2 teams that give a walkover in Cup Round 1 may not be eligible to play in the Plate competition. In special cases, a team can apply to the competition coordinator to allow them to give their opposition a walkover. This does not apply to Premier 3 teams

15. 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.

16. 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.)

17. League Tables

17.1 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.

17.2 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.

18. Cup Competitions

- 18.1 Plate or Bowl Competitions will be played where there are 16 or more teams entered into the Cup / Shield.
- 18.2 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.

19. 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.

20. Tours

- 20.1 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.
- 20.2 Teams that arrange a tour that clashes with their participation in a scheduled Finals Day, will have to forego their place in the Final.
- 20.3 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.
- 20.4 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
- 20.5 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.
- 20.6 Incoming tour teams must comply with our date of birth eligibility regulations when fielding players.
- 20.7 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.

21. 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.