**Annex C.1.0. Senior Cup**

Relevant sub-Committee(s): The Fixtures sub-Committee (FSC) & Senior Clubs sub-Committee (SCC)

**Note:** **e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6**

The following specific provisions are in addition to the general provisions

Competition Names (i) Munster Senior Challenge Cup (ii) Cyril Fitzgerald Plate

Trophy Munster Senior Challenge Cup Cyril Fitzgerald Plate

Presented by Munster Branch IRFU Fitzgerald Family

Eligible Teams All Senior Clubs in Munster and the winners of the Munster Junior Clubs Challenge Cup plus Invitees

Eligibility of Players 1. Nationally contracted players may play with the permission of the MRC. If such a player receives permission, then, only one Provincially contracted player can play for that team in that game

2. National Contracted Players or Provincial Contracted Players may only play with sides playing in Division 1A and 1B of the All Ireland League. A club may select a maximum of two Provincially Contracted Players (excluding Development and Academy Players) in its panel for a Munster Senior Cup match, only one of whom may be a forward.

3.  Nationally or Provincially contracted players may not play in the Munster Senior Cup if a Division 1 club is drawn against a non-Division 1 club. A max of two players National or Professional contracts are only allowed to play, one forward and 1 back or 2 backs. Where a Senior Club side in Division 1A or 1B of the All Ireland League play a side from another Division than no National or Professional Contracted players are allowed play.

4.  Development and Academy contracted players may play without restriction.

5. Dual Status will apply to this competition

Entry Fee \_\_\_\_\_\_\_\_

Format decided by the RSC

Competition Rules 1.'Result on the day' per Annex A.11.1 applies in all rounds except the Final where Article 5.11 (b) will apply

2. A side who fails to fulfil a fixture in the Cup, shall be liable to a fine of €500 and Article 16 also applies

No. Subs Seven – Rolling

Final Venue decided by the FSC

**Annex C.2.0 – Junior Cup/Plate/Bowl**

Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6

The following specific provisions are in addition to the general provisions covering all fixtures

|  |  |  |
| --- | --- | --- |
| Competition Names |  | Munster Junior Challenge Cup Munster Junior Challenge Plate Munster Junior Challenge Bowl |
|  |  |  |
| Trophies |  | Munster Junior Challenge Cup Munster Junior Challenge Plate Munster Junior Challenge Bowl |
|  |  |  |
| Presented by |  | Munster Branch IRFU |
|  |  |  |
| Player Status |  | 1. Cup & Plate - Only Players of Junior 1 status (including Academy contracted players~~)~~ are eligible. 2. Bowl - Only Players of Junior 1 status (excluding Academy contracted players) are eligible 3. Any other contracted players are not eligible |
| Eligible Teams |  | All 2nd XV of Senior Clubs and all clubs participating in the Munster Junior League |
|  |  |  |
| Entry Fee |  | decided by the RSC |
|  |  |  |
| Format |  | decided by the RSC |
|  |  |  |
| Competition Rules |  | 1. Result on the day per Annex A.11.1 in all rounds except Final 2. Final - as per Article 5.11(b) |
|  |  |  |
| No. Subs |  | Five - Rolling |
|  |  |  |
| Final Venue |  | as per Article 5 |
|  |  |  |
|  |  |  |
| |  |  |  | | --- | --- | --- | | Competition Name |  | Munster Junior 2 Cup | |  |  |  | | Trophy |  | The Tony O'Flynn Cup | |  |  |  | | Presented by |  | Douglas RFC | |  |  |  | | Player Status |  | Only Players of Junior 2 status are eligible | | Eligible Teams |  | Finalists (top two) in the Gleeson League and the South Munster Junior 2 League | |  |  |  | | Entry Fee |  | Decided by the RSC | |  |  |  | | Format |  | S.F. (i) Winners GL v Ru South (ii) Winners South v Ru GL Final : (i) v (ii) or (ii) v (i) - alternate each year | |  |  |  | | Competition Rules |  | Result on the day per Annex A.11.1 | |  |  |  | | No. Subs |  | Five - Rolling | |  |  |  | | Final Venue |  | as per Article 5 | |  |  |  | |  |  |

**Annex C.3.0 Senior Seconds League**

Relevant Sub-Committee: **Senior Clubs Committee (SCC)**

**NOTE: Electronic teamsheets must be used in ALL fixtures at ALL levels and NO result is valid unless e-teamsheets are used**

The following specific provisions are in addition to the general provisions

Competition Name Senior Seconds league

Trophy

Presented by

Eligible Teams All 2nd XV of Clubs participating in the All-Ireland League

Eligibility of Players 1. Players with National, Provincial or Development contracts cannot play.

2. A player who is on a senior representative panel or starts a senior representative game or for his club’s First XV on the same weekend is not eligible to play in the League on the same weekend. A player who comes on as a substitute or temporary replacement in a First XV game will be eligible to play for his club in a League game on the same weekend

3. On a weekend when a club does not have a competitive First XV fixture, a player will be eligible to play in the league provided that he did not start in his clubs previous First XV competitive game.

4. In the event of a play-off game on a weekend when a club’s First XV does not have a competitive fixture, only players of Junior 1 status or lower may play in this competition

Entry Fee as per SCC

Format as per SCC

Competition Rules as per SCC

No. Subs Five - Rolling

Final Venue as per SCC

**Annex C.4.0 U20 Donal Walsh Trophy**

# **U20 DONAL WALSH TROPHY**

1. The competition shall be called the Under Twenty Donal Walsh Trophy.

2016/17 Format to be advised.

**Annex C.5.0 Women’s**

Relevant Sub-Committee (“the Committee”): Womens Sub-Committee (WSC)

**NOTE: Electronic teamsheets must be used in ALL fixtures at ALL levels and NO result is valid unless e-teamsheets are used**

**General provisions for all competitions hereunder**

1. Fixtures - as per Article 3

2. Player Registration, Transfers, Amalgamations etc – as per Article 4

3. Match arrangements etc – as per Article 5

4. Postponements / un-played games / abandoned games – as per Articles 6 & 7

5. League Placings (match points) & Cup eligibility – as per Articles 8 & 9

6. Kick-off times – the default time is Sunday 13.00hrs. However, if two Clubs mutually agree to an alternative date or kick off time, both Clubs shall apply in writing to the Fixtures Sub-Committee, 14 days in advance of the date of the match in question and obtain consent in writing.

7. Substitutes - Clubs may tog out up to five additional players, who may act as substitutes or replacements, subject to Law 3 of the Laws of the Game. A team should have five players who can play in front row positions, two of whom can play hooker and three of whom can play prop. This will increase to seven additional players for finals (league and cup)

8. Rolling Substitutes are allowed (including Age Grade Girls) – as per Annex A.7

9. For Player Welfare purposes, (i) A player cannot start two matches within 48 hours and (ii) a player who turns 18 mid-season, and so becomes eligible to play Adult rugby, cannot play adult and age grade rugby in the one weekend. (Fri-Mon inclusive).

1. Gate receipts – as per Article 5
2. Up to Five Dual Status players can be used

**A. Munster Women Provincial Cup**

The WSC shall determine the format of the competition each season.

**B. Munster Women Division 1 Qualifying League**

1. General:

* 1. These rules will, in general, also apply to the Cup, Plate and Bowl competitions, run by the WSC.
  2. The IRFU League Sub Committee shall administer and manage All Ireland League and Cup.

Those competitions may carry some additional regulations and they will highlighted to clubs by the Committee

1.3 Decisions of both sub-Committees shall be communicated to such Club(s) as may be directly involved as soon as reasonably practicable.

2. Structure of Division 1 League and Cup

2.1 The League shall comprise of Division 1 and Division 2.

Division 1 shall comprise no more than 10 clubs. The number of teams in Division 2 and its format shall be decided by the WSC.

* 1. The format of the All Ireland Cup shall be decided upon and advised early in the season.

The format of the Munster Cup, Plate and Bowl competitions will be decided by the WSC.

2.3. If any team have failed to show their sustainability during the league then they may not be allowed to participate in the AIL competitions.

2.4. Any team that forfeits one or more games in a season shall have their League status reviewed at the end of the season. This team may be prohibited from entering in to the AIL Cup/Shield/Bowl.

2.5 The Committee may invite other club(s) to participate in the Cup at its discretion.

2.6. The (full) Laws of the Game apply to Munster Division 1 competitions, specifically full scrummaging.

* 1. U19 Law Variations may be implemented at the discretion of the referee only
  2. The top two teams after 7 league games(or 6 if all teams have only completed 6 games by Christmas) will qualify to play in the Ail Ireland Cup/Shield/Bowl. Those two teams will receive a bye through some rounds of the Munster Div 1 Cup

3. Promotion and Relegation at the end of the season

3.1 The overall winner of Division 1 shall be automatically be entered in to the AIL qualification tournament, against the other provincial qualifiers. The bottom club of Division 1 shall be automatically relegated. The winner of Division 2 is automatically promoted

3.2 If clubs are equal on competition points at the end of the league rounds, Article 9.4 & Annex A.10 applies

4. League Fixtures

* 1. The format shall be decided by the WSC following consultation with the clubs.

5. Eligibility

5.1 A player must have started in 3 matches for their Dual Status club, before they are eligible to play in knock out stages of the league

5.2 To be eligible to play in a Cup Semi-final or Final, a player must have made at least one appearance prior to this game. This includes the use of dual status players. In addition, Ireland Women’s National (XV’s or 7s) players are permitted to play in the Munster Division 1 Cup competition if released by the Ireland National team management.

* 1. Players on a lower team (in the same club) may play up at any stage
  2. A player who does not fulfill the conditions of 5.1 and/or 5.2 may apply to the WSC for a dispensation to play in the knockout stages of any competition.
  3. A player may only play in this league provided they have started less than 4 league (competitive) matches at a higher level.
  4. A player registered with a Munster AIL club who has started in less than 50% of her club’s AIL fixtures (up to a maximum of 4 games) may play in Munster Division 1 with the approval of the WSC

**C. Womens Division 2 Qualifying League (Development) and Cup**

1. The WSC shall determine the format of the competition each season.

2. This league shall be played with under 19s Variation laws *with the following exceptions:*

2.1 Uncontested scrums shall apply if front row players are not trained/confident to contest scrums.

2.2 Matches may be played with:

(i) 15 players with total panel of 22

(ii) 13 players, with a total panel of 22

(iii) 10 - 12 players or agreed number of players but **no less than** 10 players.

(iv) If a team has 9 or less players they forfeit the match immediately but may play a friendly match.

2.3 A team cannot declare to play with 10 - 13 players when they have replacement players available.

2.4 A club unable to field 15-a-side must inform the opposition club no later than 5pm on the Wednesday prior to fixture date.

2.5 Where a team starts with the minimum number of players but loses one and has no substitute to cover, the game may continue with no obligation on the opposing team to have equal numbers.

2.6 If the scrum contains less than 8 players the formation shall be: 7 players: front row, second row and 2 flankers

6 players: front row, second row and number 8

5 players: front row and second row

2.7 If uncontested scrums are played, the number 8 **cannot** pick the ball from the back of the scrum. The same applies when the formation of the scrum is 6 players

3. Competition

3.1 Match Format

(i) The match format must be communicated to both the opposing team and the Committee Fixtures Sec. (Catherine Hogan) by 5pm of the Wednesday prior to the match

(ii) It is the responsibility of the home team to provide a referee when a Branch referee has not been assigned.

3.2 Match Duration & Pitch size

(i) 15-a-side = 80 minutes (40 x 2) on full pitch.

(ii) 12 or 13-a-side = 70 minutes duration (35 x 2) with the sidelines moved in 5 meters.

(iii) 10 or 11-a-side = 60 minutes (30 x 2) with the sidelines moved in 10 meters.

4. Player Eligibility

(a)A player can only play in this league as long they have started LESS than 4 league matches at a higher level i.e. once a player has started 4 matches they CANNOT play development league matches for any club

**D. Girls Age Grade**

1. **General**

1.1 All games to be played as per IRFU Game Regulation Variations for Girls Rugby (see below)

1.2 In order for the game to be considered a competitive game and part of the league the minimum number of players must be available to start the game are as follows: U18’s = 13 and U15’s = 10.

These are the minimum numbers but the aim should be to play 15 a side or as close as possible to this.

Note: Where a team starts with the minimum number of players but loses one and has no substitute to cover, the game may continue with no obligation on the opposing team to have equal numbers.

1.3 A player can only play with one team in the league and within just one age grade either U15 or U18’s.

1.4 Player ID Cards – see Article 5.7

1.5 Match results – Both teams are responsible for sending the result of the match to the Committee (contact details below) via e-mail or text by 6pm on the Sunday evening of the weekend of the fixture.

Contact Details: Age Grade Chairperson: Kieran Reilly 087-134 1805

U18’s League Administrator: Sarah Moore 086-165 8580

U15’s League Administrator: John Moloney 086-222 1736

Email contact for all above: [munsterwomenyouthcomm@gmail.com](mailto:munsterwomenyouthcomm@gmail.com)

1.6 If affiliated referee officiates the game then the home coach is to collect both eteamsheets and submit to the relevant branch. North – Freepost, Munster Rugby, 1st Floor Callan Centre, Holland Road, Limerick. South – Freepost, Munster Rugby, Irish Independent Park, Tramore Road, Cork

**2. Competition**

2.1 Both the U18’s and U15’s league will run in a regionalized group structure. Teams will play home and away. The Top two teams in each group will contest the Semi Final with the winners of each contesting the Finals. Winner A v Runner Up B and Winner B v Runner Up A

**Date of eligibility categories for 2015/2016 Season**

|  |  |  |  |
| --- | --- | --- | --- |
| Age Groups | Season  2014/2015 | Season  2015/2016 | NOTES |
| Under 7 | Born in: 2008 | Born in: 2009 | Age groups may join together. Please see separate rules and regulations for Girls Mini Rugby if joining groups together for training/festivals. |
| Under 8 | 1/ 7/ 06 🡪 2007 | 2008 |
| Under 9 | 1/7/05 🡪30/6/06 | 2007 |
| Under 10 | 1/7/04 🡪 30/6/05 | 2006 |
| Under 11 | 1/7/03 🡪 30/6/04 | 1/7/2004 -> 2005 |
| Under 12 | 1/7/02 🡪 30/6/03 | 1/7/2003 -> 30/6/2004 | U13  (Players in the U12 age group may play U13 rugby) |
| Under 13 | 1/7/01 🡪30/6/02 | 1/7/2002 -> 30/6/2003 | U15  (Anybody in the U13 age group must get parental and club consent to play) |
| Under 14 | 1/7/00 🡪 30/6/01 | 1/7/2001 -> 30/6/2002 |
| Under 15 | 1/7/99 🡪30/6/00 | 1/7/2000 -> 30/6/2001 |
| Under 16 | 1/7/98 🡪30/6/99 | 1/7/1999 -> 30/6/2000 | U18  (Anybody in the U16 age group must get parental and club consent to play) |
| Under 17 | 1/7/97🡪 30/6/98 | 1/7/1998 -> 30/6/1999 |
| Under 18 | 1/7/96🡪 30/6/97 | 1/7/1997 -> 30/6/1998 |
| Under 19 | 1/7/95🡪 30/6/96 | 1/7/1996 -> 30/6/1997 |  |
| Under 20 | 1/7/94 🡪30/6/95 | 1/7/1995 -> 30/6/1996 |  |

**Age Grade Rugby 2016/17 season Game Regulation Variations for: Girls’ Rugby**

|  |  |  |
| --- | --- | --- |
| Age Category | 13 to 15 (U15) | 16 to 18 (U18) |

|  |  |  |
| --- | --- | --- |
| Max. Match Duration | 50 min / 60 min.  U13 (50 min) U15 (60 min) | 70 min. |
| Injury time | Yes | Yes |
| Extra time: | No | No |

|  |  |  |
| --- | --- | --- |
| Playing Numbers  (Recommendation for the Provinces) | Aim for 13 aside but teams may play up to 15 aside or down to 10 aside. Teams cannot play down to 10 aside if they have 13 players available. | Aim for 15 aside but teams may play down to 13 aside. Teams cannot play down to 13 aside if they have 15 players available. |
| Ball size | 4 | 4 |

|  |  |  |
| --- | --- | --- |
| Pitch size | U13-half pitch 5m lines = the try lines,  U15 Full pitch out to 5m | Full pitch |

|  |  |  |
| --- | --- | --- |
| Start Match | Drop kick on half way | Drop Kick on half way |

|  |  |  |
| --- | --- | --- |
| Line out: Pre-grip | No | Allowed but not necessary |
| Line out: Lifting | No lift – Yes to Contest | On Shorts Only |

|  |  |  |
| --- | --- | --- |
| Scrum: Push | No | 1.5 Metre only |
| Scrum:  Wheel & reset | 45 Degrees & Reset | 45 Degrees & Reset |

Must have the same number of forwards in the scrum, if a forward is carded – opposition must reduce numbers &

if a back line player is carded no reduction in forwards.

Must have the following format: Full scrum: 3-4-1. In the event of yellow card(s): then 3-4/ then 3-2-1/ then 3-2

|  |  |  |
| --- | --- | --- |
| Hand Off | Yes – not on face | Yes – not on face |

|  |  |  |
| --- | --- | --- |
| Maul - Use or Lose  Application | Yes | Yes |

|  |  |  |
| --- | --- | --- |
| Squeeze Ball | Not Allowed | Not Allowed |

|  |  |  |
| --- | --- | --- |
| Yellow Card | 5 Min. | 7 Min. |
| Red Card | Replace Player if necessary | Yes |

Incidents where players are ordered off (foul play) must be dealt with, as agreed by the Branch.

|  |  |  |
| --- | --- | --- |
| Substitutes: (7)  Front Row cover | See Law 3.5 | See Law 3.5 |
| Substitutes: (8)  Front Row cover | Full front Row Cover | Full front Row Cover |
| Substitutes:  Blood | Yes | Yes |

Rolling Subs Yes Yes

For U15 scrum laws: No Push allowed in the scrum therefore all players, taking in to account Player Welfare, should be encouraged to play all positions.