



## **REGULATIONS GOVERNING GIRLS YOUTH RUGBY 2024/25**

### **SECTION 1 – GENERAL REGULATIONS**

#### **1. FIXTURES**

- a) The Women & Girls Team (W&G Team) shall arrange the League fixtures and place them, together with dates for the Cup competition.
- b) Dates provided for League and Cup fixtures are the deadline for that fixture. Any club may seek the agreement of the opposing club to play a fixture on a date on or before the deadline. The home club shall notify the W&G Team, of the change of date.
- c) Any communications between clubs relating to the agreement or postponement/cancellation of any League, Cup or friendly fixture, must be sent in via email to BOTH [fixtures@ulsterrugby.com](mailto:fixtures@ulsterrugby.com) and [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com)

#### **2. DURATION OF GAMES**

- a) The duration of games shall be as follows:
  - i. Under 14 level (Girls) – two 25-minute halves (plus time lost).
  - ii. Under 16 level (Girls) – two 30-minute halves (plus time lost)
  - iii. Under 18 level (Girls) – two 35-minute halves (plus time lost).
- b) No extra time shall be played in any game

#### **3. REFEREES**

- a) It is the responsibility of the home club to appoint an affiliate referee. Where the home club fails to appoint a referee, the away team may provide an affiliate referee.
  - i. Each team shall provide a touch judge, who must not be a replacement or substitute.
  - ii. Yellow and red cards are applicable at U14, U16 and U18 levels.
  - iii. A girl player who receives a yellow card: -
    - at U14, and U16 levels, shall be temporarily suspended for 5 minutes; and
    - at U18 level, shall be temporarily suspended for 7 minutes.

#### **4. ENTRY TO COMPETITIONS**

An entry deadline will be communicated to girls youth reps for both league and cup. Failure to do so may result in clubs being unable to participate in the competition. Entries to be emailed to [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com) by the deadline, including any clubs who will be amalgamating for either competition.

#### **5. COMPETITION PROVISIONS**

- a) The team winning a League match shall be awarded 3 points. In the case of a drawn League match each team shall receive 2 points. 1 point shall be awarded to a losing team fulfilling a fixture. Any team failing to fulfil a League fixture shall have 1 point deducted from its League points scored, and their opponents shall receive 3 points.
- b) Where there is a margin of 40 or more points between the teams at any time during a League or Cup fixture the following provisions shall apply: -

- i. the referee shall end the match early and the fixture shall be awarded to the team that is leading at the time;
  - ii. the team that is losing at the time shall not be subject to the deduction of 1 point under the provisions of a) above; and
  - iii. the teams may play out, as a friendly, any playing time unplayed as a result of the early ending of the match, provided that:-
    - aa) the forwards from both teams are deployed as necessary between them to ensure that the scrums are equally matched at all times; and
    - bb) such other deployments are made between the teams to ensure that both teams are otherwise as equally matched as possible.
- c) Where there is a margin of 40 or more points between the teams at any time during a Cup final but the referee, after consultation with a member of the W&G Team attending the final, nevertheless deems the match to be competitive the match shall continue until full-time or such earlier time as the referee shall deem the match to be no longer competitive.
- d) The team accumulating the most points in the League season shall be the League winners at that particular age level.
- e) If, at the end of the League season, two or more teams have the same number of League points, the winner shall be determined by applying the following criteria in the order set out below: -
- i. the most League points won in the fixtures between teams;
  - ii. the difference in points scored for and against in the League fixtures between those teams;
- f) In the event of two teams still being tied, a play-off, at a neutral venue, will decide the winner.
- g) If, at the end of full-time in the play-off, the scores shall be tied, then the winner shall be determined by applying the following criteria in the order set out below:
- i. The most tries scored in the game;
  - ii. The first try scored in the game;
  - iii. The first score in the game.
- h) If, at the end of full-time in the play-off, neither team has scored, then League shall be shared between the two clubs.
- i) In the event of a draw in any game in a round of the cup, plate or bowl, other than the final, the winner will be decided set out by g) above.
- i. In the event of a 0-0 draw that cannot be decided by g) above, a coin toss shall decide the winner.
- j) In the event of a draw after full-time in the final of the cup, plate or bowl, the trophy will be shared.

## 6. TEAMSHEETS

- a) Before the start of a match both teams MUST:
1. Complete E-Teamsheet via Rugby Connect for the specific fixture.
  2. Both teams must have a printed copy of their rugby connect teamsheet to provide to both the opposition and the referee prior to KO.

Where a team: -

Fails to provide a teamsheet in accordance with the provisions of (a)(1) above, it shall forfeit the fixture; or Plays a player not named on their E-Teamsheet, such player shall be deemed to be unregistered and ineligible to play. Any club which fails to return such E-Teamsheet by 5pm on the date of fixture, will: in the case of a League game, result in the team being deducted 1 point (clubs will be given 1 warning); and in the case of a Cup game, result in the team being eliminated from the Cup competition, and the game may be awarded to the opposing team.

## 7. MATCH RESULTS AND REPORTS

- a) The home club shall, by 12.00 noon on the Monday following a match, notify the W&G Team of the result by e-mail to **BOTH** [fixtures@ulsterrugby.com](mailto:fixtures@ulsterrugby.com) and [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com).
- b) In the event of any matter of importance affecting a match, including red and yellow cards and serious injury, the referee shall submit a report about the incident on-line to the Branch within 24 hours of the end of the game, or by e-mail to **BOTH** [fixtures@ulsterrugby.com](mailto:fixtures@ulsterrugby.com) and [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com).

## 8. REGISTRATION, ELIGIBILITY AND MOVEMENT OF PLAYERS

- a) A player shall not be eligible to play for a club unless she is registered with that club in accordance with Regulation 6 of the IRFU Regulations and complies with the appropriate age threshold as set out in Regulation 9 below.
- b) Youths who have not reached their 18th birthday are ineligible to participate in any form of Adult contact (XV's or 7s) rugby.
- c) A player who attains their 18th birthday during the season shall be eligible to play in adult competitions. If the player's own Club does not have an Adult Section they may apply as a "dual status" Youth/Adult player with another Club. The adult registration deadlines and reinstatement requirements do not apply to dual status Youth/Adult Players, and they may play in both grades of rugby for the remainder of the season.
- d) A player may not play at two different age levels within a 48-hour period.

## 9. AGE THRESHOLD

- a) The Girls Youth Competitions shall be organized, in the case of girls teams, at U14, U16 and U18 age levels.
- b) The age threshold for the Girls Youth Competitions shall be the age of the player on 1 July of the season in which the competition is played, thus: -
  - A girl player born between 1 July 2006 and 30 June 2008 inclusive will be eligible to play at U18 level;
  - A girl player born between 1 July 2008 and 30 June 2010 inclusive will be eligible to play at U16 level;
  - A girl player born between 1 July 2010 and 30 June 2012 inclusive will be eligible to play at U14 level.
- c) A "Playing-Up" Protocol has been communicated to girls' youth representatives at each club and will be followed throughout the 2024/25 season. **Under NO circumstances should a player be playing at a level outside of their age threshold, unless they have already been approved to, following the stages outlined in the "Playing-Up" Protocol.**
- d) A player who is approved to play at a higher level pursuant to the provisions of the above, are not permitted to play at the lower level.

## 10. TIME GAP BETWEEN MATCHES

- a) A player may not play at two different age levels within a 48-hour period.
- b) A player may not play in more than two games at the same age level within a 48- hour period, and in one of those games the player may not play for more than one half.
- c) The 48-hour period referred to in (a) and (b) above shall be deemed to commence when the player takes the field for the first time. This includes any school match or representative matches whether training or competitive

## 11. NUMBER OF PLAYERS AND REPLACEMENT AND SUBSTITUTION OF PLAYERS

- a) A team must comply with the Laws of the Game in respect of the nomination and replacement/substitution of players.

Subject to (a) above, the following provisions shall apply: -

- i. All teams may nominate up to 23 players of whom up to 8 may play as substitutes or replacements, provided, however that rolling substitutions shall be permitted for all teams in all fixtures
- ii. U18 & U16 – 15 a side with up to 8 substitutes (minimum 12 a side for competitive fixtures)
- iii. U14 – 13 or 15 a side with up to 7 substitutes (minimum of 10 a side for a competitive fixture)
  - a. For U14 if both sides can field 15 a side, they must do so, ensuring each team have a minimum of 2 substitutes. (Example: both teams have 17 players, they must play 15-a-side with 2 substitutes rather than 13-a-side with 4 substitutes)
- iv. Numbers of players on pitch at any time are equally matched to the team with fewer numbers.
- v. The scrums are equally matched at all times.
- vi. A team with players available over and above the number of players taking the field shall be permitted to substitute its remaining players during the game; and
- vii. Where a team loses a player to injury and no substitute is available the other team shall withdraw a player to the intent that both teams continue to play with equal numbers.

b. Ensuring that teams have started a match with competitive numbers (i and ii above), where, during the course of a game, a team is reduced to below the minimum of 12 players (10 players for U14s), the match may continue as a competitive fixture as long as the provisions (iv), (v), (vi) and (vii) above are followed.

c) Where a girls team in a League fixture has less than the minimum permitted players set out in (a) above, the fixture may be played as a friendly, subject to provisions (iv) to (v) therein.

d) In the circumstances set out in (c) above: -

- i. where one team has the permitted number of players that team shall receive 3 points, and the team with less than the minimum permitted players shall receive 1 point;
  - ii. where both teams have less than the minimum permitted players both teams shall receive 2 points;
  - iii. a team with less than the minimum permitted players shall be deemed to have fulfilled the fixture and shall not be subject to a deduction of 1 point under the provisions of Regulation 5(a) above.
  - iv. In the Cup competition:
    - a. Where a team does not have the minimum numbers for a competitive fixture, and concedes the fixtures without playing out as a friendly, the team with permitted numbers are deemed the “winners” and progress to the next Round. The team with less than permitted numbers (and not playing out as a friendly) will forfeit the match and will not be eligible to drop down into other subsidiary competitions.
    - b. Where a team does not have the minimum numbers for a competitive fixture, but continues to play out the fixture as a friendly, the team that has the permitted numbers will progress into the next Round as the “winners” and the team without the permitted numbers (but who play out as a friendly) will drop down into the appropriate subsidiary competition, where the competition allows.
      - i. Teams will only be granted one game’s grace following the circumstances set out in (iv.b) above.
- e) Where, during the course of a League or Cup game, uncontested scrums are ordered because no suitably trained front row cover is available, the remaining time unplayed will be played out and still remain as a competitive fixture

## 12. CLOSED DATES

- a) 2 weekends have been set aside for Irish U18 Girls trial matches (15<sup>th</sup>/16<sup>th</sup> & 22<sup>nd</sup>/23<sup>rd</sup> February). These will not be closed dates for league/cup matches but where a team has 4 or more players from one team involved, they may seek permission from the W&G Team to reschedule any fixtures they may be scheduled over either of these weekends.

## 13. STARTING TIME OF MATCHES

- a) Kick-off times for matches whether League, Cup or friendly shall be agreed by mutual consent by both clubs. In the instance where a date and time cannot be agreed between the two clubs, the fixture shall be defaulted to the date of the round deadline, with a kick-off time of 1pm

- i. Over the course of the season, each team must accommodate a minimum of one non-traditional kick-off time for any one of their home fixtures (e.g. Friday evening, midweek fixture, etc.)

#### **14. RE-ARRANGEMENT OF MATCHES**

- a) League reserve weekends have been included in the scheduling, to allow for any games that are not able to be completed before the deadline of that round.
- b) All league games in Rounds 1 to 8 must be completed on or before 6<sup>th</sup> April. Any games not yet played before this date will be deemed as a Draw provided every attempt has been made to fulfil the fixture prior to deadline.
- c) Where a club has two or more players committed to National representative duty within 48 hours prior to or following a scheduled League or Cup fixture, such club may seek the agreement of the opposing club, and the approval of the W&G Team, to re-arrange such fixture on a date as near as possible to the scheduled date.
- d) Where a ground is adjudged unfit for play, the home club shall advise the opposing club accordingly at the earliest possible notice, and the opposing club shall have the option, where practicable, of hosting such fixture on the scheduled date.
- e) Where the opposing club is unable to host on the scheduled date, the fixture shall be re-arranged at the original venue on a date as near as possible to the original date, otherwise to be played on the league reserve date at the original venue.

#### **15. NOTICE OF POSTPONEMENT OR CANCELLATION OF MATCHES**

- a) Any club postponing or cancelling a match for any reason must immediately notify: -
  - i. The Youth Representative of the opposing club.
  - ii. The W&G Team by email to **BOTH** [fixtures@ulsterrugby.com](mailto:fixtures@ulsterrugby.com) and [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com),
  - iii. The referee.
- b) Any club failing to comply with the provisions of (a) above may, at the discretion of the W&G Team, be held liable to pay the travelling expenses of the visiting club and referee.
- c) In the case of a postponement, clubs should follow the details outlined in Section 14 above.

#### **16. FITNESS OF GROUND**

- a) Prior to kick-off the home club shall be the sole judge of the fitness of the ground for the playing of a League or Cup match.
- b) In the case of a public ground, the decision shall lie with the grounds-man in charge. Once a match starts the referee is the sole judge of the fitness of the ground.

#### **17. TROPHY OWNERSHIP AND RESPONSIBILITY**

- a) The Trustees of the Branch for the time being shall be for all intents and purposes the legal owners of all cups and shields in trust for the Branch.
- b) Cups and shields shall be presented to the winning clubs at the final, or conclusion, of the competition where practicable.
- c) Clubs winning silverware on any kind shall, when the presentation has taken place, give to the Honorary Secretary of the Branch, a written guarantee for its safe custody and return when directed by the Branch.

## **PART 2**

### **INFORMATION AND GUIDANCE**

#### **1. Introduction**

This Part provides information and guidance for the benefit of clubs in relation to Youth Rugby. It is an addendum to, and not part of, the Regulations in Part 1 and, in the case of any inconsistency between the provisions of Part 2 and the Regulations, the Regulations shall prevail.

## **2. Safeguarding Policy**

The Irish Rugby Football Union Safeguarding Policy (“the Safeguarding Policy”) sets out the ethos of the game insofar as Youth Rugby is concerned. Clubs are reminded that they must sign up to the Safeguarding Policy and ensure that all persons involved with Youth Rugby are familiar with it.

## **3. Player Eligibility**

It is the responsibility of a club to ensure that a player is eligible to play in compliance with the Regulations in every respect.

### **Duties and Responsibilities of the Youth Section of a Rugby Club**

## **4. Pre-Match**

- a) Clubs should liaise with their opponents at least two days before match date to ensure that games are still on and teams are travelling.
- b) Where possible Youth Conveners should communicate any likely reduced numbers scenario to the opposition prior to the day of the game.
- c) Clubs should ensure that the ground is available, fit for play, and correctly marked and flagged for kick-off.  
The kick-off time is determined when the fixture arrangement and will take account of the distance travelled by the visiting team and the number of pitches available.
- d) Any change of venue should be confirmed with the Youth Co-ordinators, the opposition, and the referee at the earliest possible time.
- e) Once a referee has been appointed to a game he or she can only be re-assigned, or replaced, in accordance with official procedures.
- f) Teams should arrive in good time, be properly equipped for the game in accordance with the provisions of Laws of the Game and should have a touch-judge. Two touch-judges must be appointed before the start of the match. Unless these have been appointed by the USRFR it is the responsibility of each team to provide a touch-judge.
- g) The opposition and referee should be met by an official of the home team and shown to the changing accommodation.
- h) Teams must complete E-team sheet via Rugby Connect prior to Kick off, and provide a paper copy for both referee and opposition. Failure to do so may result in deduction of League points at the discretion of the W&Gs team.

## **5. During the Match**

- a) Players and coaches must behave within the spirit of the game and must accept all decisions of the referee without dissent of any kind.
- b) Clubs should ensure that their coaches, parents and spectators respect the match officials, and the players of both sides, in accordance with the provisions of the Safeguarding Policy.
- c) Coaches are reminded that they are not permitted to enter the playing area unless authorised by the referee in accordance with the provisions of Law 6 of the Laws of the Game.

## **6. After the Match**

- a) Clubs are asked to take account of vicious or unfair play, whether detected by the referee or not, in selecting future teams.
- b) Clubs should encourage players and members to mix with the opposition after the match, and the home coach should ensure that the referee is thanked and is being looked after.

## 7. Results of Matches

The home club is responsible for notifying the Branch of the results of matches by email to **BOTH** [Fixtures@ulsterrugby.com](mailto:Fixtures@ulsterrugby.com) and [girlsyouth@ulsterrugby.com](mailto:girlsyouth@ulsterrugby.com).

This important assignment should be delegated to one particular member of the club on a permanent basis.

## 8. Eligibility Checks

Whilst under the provisions of Regulations 8 & 9 above, the W&G Team may check the eligibility of players at any time, such checks will be made as a matter of course for the quarter- final, and subsequent, rounds of the Cup.

## 9. Disciplinary Committee

The Disciplinary Committee set up, in accordance with the provisions of the IRFU Regulations, to hear disciplinary cases relating to sendings-off in Youth Rugby will normally consist of the Chairman of the Branch Disciplinary Committee and two members of the W&G Team.

## General Information

### 10. Cup Draw

- a) Clubs participating in the Cup, shall be tiered into Cup, Plate, Bowl and Shield, as determined by number of clubs entering. All clubs will be entered into the Cup competition and tiered based on results. The club drawn out first in each pairing shall have home advantage.
- b) The order in which the pairings are drawn will determine the pairings for the subsequent rounds of the competition, but the venue of a fixture may be re-visited by the W&G to ensure fairness in relation to travel. The W&G Team will look at the home/away ratio in the preceding rounds, and if a fixture would produce a third away game for a team with the opposition having their third home game, the venue will be reversed. The venues for the subsequent fixture will remain as determined by the draw.
- c) The venue of the Girls Youth Cup Finals Day is Kingspan Stadium, and the date will be communicated at the earliest convenience.
  - a. Subsidiary Finals will not be held at a neutral venue, with the team drawn first being awarded home advantage, as per (a) above.
- d) Where a cup final is a draw, and the trophy shared, the team designated as the “away” team shall be presented with its medals first, and the team designated as the “home” team shall have possession of the trophy for the first 5 months before handing it over to the opposition for the next 5 months.

### 11. Substances and Substance Abuse

Clubs are subject to the provisions relating to substances and substance abuse contained in the Safeguarding Policy, and the provisions of Regulation 8 of the IRFU Regulations in relation to anti-doping.

### 12. Matches against Teams from Other Unions

Clubs are subject to the provisions relating to matches against teams from other Unions contained in the Safeguarding Policy, and the provisions of Regulation 2 of the IRFU Regulations.

### 13. Movement of individuals between Unions

It is not envisaged that this should be an issue with Youth Rugby but, if it should arise, the player

involved is subject to the provisions contained in Regulation 4 of the IRFU Regulations.

#### **14. Laws of the Game – Variations**

The Laws of the Game, together with any variations to the Laws promulgated by the Irish Rugby Football Union, or by the Branch, apply to all age-grade rugby. There are a number of promulgated variations to the Laws specifically for age-grade rugby. These are mainly aimed at the safety of the players, and it is particularly important, therefore, that these variations are applied and enforced. The W&G Team will provide further information and clarification if requested to do so. Attention is drawn in particular to the “Standard set of variations appropriate to the Under 19 Game”, appended to the Laws of the Game. From time to time there can also be interpretations of the Laws promulgated by the Irish Rugby Football Union, and the Youth Committee will make every effort to disseminate these promulgations to clubs as they appear.

Whilst reference should always be made to the text of the actual provisions, the following is a brief synopsis of the variations appropriate to age-grade rugby:

**Line-out** – U18/U16/U14 level full line out lift allowed.

At U14 level if teams are capable lifting is allowed on their own ball, if opposition are not competing. If both teams are capable full line out lift is encouraged.

For U16 & U18 after Christmas all Clubs will be expected to contest in the line out.

**Conversions** - At U14, U16 level and U18 conversion kicks may be brought in to the 15M Line.

**Scrum** - U14 level - Uncontested scrums, strike allowed by receiving team only. Clubs are encouraged to contest in the scrum if players in both teams are capable of doing so and have a suitably trained front row.

U16/18 level – All Clubs are encouraged to contest in the scrum if players are capable of doing so. After Christmas all Clubs will be expected to contest in the scrum.

- At all times each team must have the same number of players in the scrum.
- Maximum in scrum – 8, Minimum – 5.
- Formation in full 8-man scrum – 3/4/1.
- Formation in 7-man scrum – 3/4 (no number 8).
- Formation in 6-man scrum – 3/2/1 (no flankers).
- Formation in 5-man scrum – 3/2 (front row and locks only).
- If a suitably trained front row player is not available, then the referee must order uncontested scrums.
- Scrum engagement – Crouch / Bind / Set.
- No intentional wheel allowed.
- No wheel of more than 45 degrees where wheel is unintentional.
- Maximum push is 1.5 metres for U16 & U18 level only
- The ball must not be held at the base of the scrum.
- The number 8 can pick up the ball at all age levels.















