

**GENERAL INFORMATION\***

Lead Area:	Rugby Operations
Lead Policy Title:	<b>Variations to Colts (U20s) Rugby Matches</b>
Policy Reference No:	<b>RWA20</b>
Adapted by:	JS
Date last modified:	24th March 2018

**SCOPE OF RESPONSIBILITY**

- The following policy details the variations to the conduct of playing Colts (Under 20s) rugby matches in WA.

**Colts (U20s) Variations:**

- STRUCTURE

Step	Policy	Responsible
1	<p><b>COMPETITION STRUCTURE:</b></p> <p>The competition will commence with seven teams participating. This will mean that each team should play 12 qualifying rounds during the season.</p> <p>The competition will be played with each team playing each other on a home and away basis as much as possible.</p> <p>The season will commence with the rest of the senior men's competitions (Saturday 7<sup>th</sup> April) and will conclude with the rest of the senior men's competitions (Saturday 11<sup>th</sup> August).</p> <p>There will be 2 general byes that will occur in Rds 14 (Sat 14<sup>th</sup> July) &amp; 15 (Sat 21<sup>st</sup> July).</p>	SCM
2	<p><b>FIXTURE TIMING:</b></p> <p>Where a club's Colt's side will be playing away from the rest of their club these matches will be fixtured to start at 12:00pm and will be played on the host club's 2<sup>nd</sup> field.</p> <p>Where both clubs Colt's sides are playing at the same venue as the rest of their senior sides, these matches will be fixtured to start at 12:30pm and should be played on the host club's number 1 field.</p>	SCM
3	<p><b>CONFIRMATION OF TIMING:</b></p> <p>Any variations to published Colts match date, start timings, or venue must be confirmed in writing to the SCM and respective clubs no later than 7 days prior to the match date.</p>	Club Officials SCM

- PLAYING NUMBERS

Step	Policy	Responsible
4	<p><b>PLAYER NUMBER MATCHING:</b> In order to continue to encourage a contest across the entire season and between teams with variable numbers, in the event that teams do not have a full complement of 15 players to start a match, then <b>teams must match playing numbers.</b></p> <p>In the event of a matching numbers clause being applied, the match is not forfeited, and remains a "live" contest as determined by the score at the end of the match unless one team is unable to field <b>12 players</b>. If a team does not have a minimum of <b>12 players</b> at the commencement of a match the game is deemed a forfeit.</p>	Team Managers Match Officials SCM

\* This procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

5	<p>All participants must be registered. Any registered player can play for another club during the season to ensure as many matches as possible are played with 15 players a side. Where a registered player(s) to another club is assisting another club to field 15 players for a match, that team may only use sufficient “borrowed” players to make up a team of 15 players.</p>	<p>Team Managers Match Officials Club Registrar</p>										
6	<p>Team must match playing numbers <b>EXCEPT:</b></p> <ul style="list-style-type: none"> <li>a. When enforcing contestable front row rule (see para 8 below);</li> <li>b. In the event of a Yellow Card and the team with the offending player as a result of the suspension reduces below 12 players, the match will continue for the suspension period with that team fielding 11 players.</li> <li>c. In the event of a Red Card and the team with the offending player as a result of the suspension reduces below 12 players, the match will continue.</li> </ul> <p>Teams will not be able to play a competitive match if they have less than 10 players on the field at any stage.</p>	<p>Team Managers Match Officials</p>										
7	<p>Games started but not completed and/or suspended as one team is no longer able to field the minimum number of 10 players (subject to para 5 above), the following score options will be available:</p> <ul style="list-style-type: none"> <li>a. If the non-forfeit team is leading in the match with a score over 25 points and a 3 Try bonus the actual match score will be recorded.</li> <li>b. In all other circumstances the non-forfeit team will receive a 25-0 match score with a 3 Try bonus.</li> </ul>	<p>SCM, Team Managers Match Officials</p>										
8	<p><b>SCRUM NUMBERS:</b> Notwithstanding the matching rule, all Under 20 teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players. Please see accompanying table:</p> <table border="1" data-bbox="384 1205 1294 1619"> <thead> <tr> <th data-bbox="384 1205 643 1301">Number of Players</th> <th data-bbox="643 1205 1294 1301">Number of Suitably Trained &amp; Experienced Players Required</th> </tr> </thead> <tbody> <tr> <td data-bbox="384 1301 643 1361">15 or less</td> <td data-bbox="643 1301 1294 1361">3 Players who can play in the front row</td> </tr> <tr> <td data-bbox="384 1361 643 1422">16, 17 or 18</td> <td data-bbox="643 1361 1294 1422">4 Players who can play in the front row</td> </tr> <tr> <td data-bbox="384 1422 643 1482">20, 20, 21</td> <td data-bbox="643 1422 1294 1482">5 players who can play in the front row</td> </tr> <tr> <td data-bbox="384 1482 643 1619">22 or 23</td> <td data-bbox="643 1482 1294 1619">6 players who can play in the front row and each position in the front row to be covered by a suitably trained player</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>• If a team calls uncontested scrums and has not satisfied the Laws of the Game Rugby Union in terms of number of players available to be suitably trained and experience to play in the front row then they must continue playing the game with one less player than the opposing team. <b>To enable as many games as possible to remain competitive during the season, if one team only has 12 players available and cannot have contestable scrums then the opposition team will play with 13 players.</b></li> </ul>	Number of Players	Number of Suitably Trained & Experienced Players Required	15 or less	3 Players who can play in the front row	16, 17 or 18	4 Players who can play in the front row	20, 20, 21	5 players who can play in the front row	22 or 23	6 players who can play in the front row and each position in the front row to be covered by a suitably trained player	<p>SCM</p>
Number of Players	Number of Suitably Trained & Experienced Players Required											
15 or less	3 Players who can play in the front row											
16, 17 or 18	4 Players who can play in the front row											
20, 20, 21	5 players who can play in the front row											
22 or 23	6 players who can play in the front row and each position in the front row to be covered by a suitably trained player											

\* This procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

- PLAYING CONDITIONS

Step	Policy	Responsible
9	<b>Rolling substitutions</b> can be used throughout all matches however there can only be <b>12</b> substitutions each match and a team can use no more than <b>23</b> players in any one particular match.	SCM
10	The “ <b>mercy rule</b> ” option will apply where if a team trails by more than 40 points in any half of a game <b>they can request</b> the referee to cease play for that half of the match.	SCM

**OTHER INFORMATION:**

- Refer *RWA 2018 Competition Rules*
- Refer *Laws of the Game Rugby Union*