

Waterfall Competition Rules - 2022/23 Season - Boys

1. The competitions shall be called the “**Waterfall Competition**” (hereafter referred to as the “Competition”).
2. The Competition shall be played under the Laws of Rugby Union Football, RFU Regulation 15.
3. The Competition shall be administered by the Surrey Junior Competitions Committee (hereafter referred to as the ‘Competition Secretary’) who shall be the sole adjudicators in cases of dispute. The Competition Secretary is the Surrey Chair of Junior Rugby – 07585 964850
4. **Eligibility of Players**
 - (a) A Club in a Competition match may play, or select as a replacement, only players who on the date of the match, hold effective registration for that Club in accordance with the RFU Registration of Players Regulations in force at the time of the match. This includes being fully paid-up members on the date of the match. No player can play for more than one Club in the Competition during one season.
 - (b) All requests by the Competition Secretary to provide a list of registered players / match day squads MUST be answered promptly, in accordance with deadlines set and the information provided must be accurate and complete. **Failure to submit a team sheet, or late submission, will render an entrant liable to sanction including exclusion from the Competition.**
 - (c) **The provision of false or misleading information is a serious breach of regulations and may give rise to a severe penalty to any offending Club.**
 - (d) All Clubs and players must comply with RFU Reg 15, including the eligibility requirements for playing out of age group, and the restrictions on playing in the front row.
 - (e) Any player who is selected to play for Harlequins, London Irish or any other Premiership academies (DPP/PDG) can only play for an A team in matches against other A teams unless individual dispensation is given.
5. **Organisation of Matches**
 - (a) In all rounds (apart from the finals day), the Club drawn first in each match shall be the home team and shall be responsible for organisation of the match which, unless otherwise mutually agreed, shall be played on the ground of such home team.
 - (b) **All matches should be played on the dates specified at the home club’s ‘normal’ Junior kick-off time, 9.30, 11.00, 12.30 or 2pm (usual time for Colts).** Should both clubs agree the ties may be played prior to the allocated date or at any time over the weekend of the allocated date, subject to prior notification to the Competition Secretary. Games cannot be played on a date later than the scheduled. Games must be played by the weekend before the next round.
 - (c) Designation of the ‘Away’ team. Wherever the match is eventually played, the ‘Home’ and ‘Away’ designation shall be those of the original fixture.
 - (d) There are NO ‘Home’ and ‘Away’ designations in the Finals and 3/4 playoffs -Finals Day.
6. **Drawn Matches**
 - (a) In all rounds and competitions, if after full time the scores are equal, there will be no extra time. For ‘knock-out’ games ending in a draw, the ‘Winner’ will be the team scoring the most tries, and if that is equal, the ‘Away’ team will progress as ‘Winner’.
 - (b) Finals Day – the team scoring first (any score e.g. try, pen or DG) is deemed to have won any drawn game if the try count is level. If this does not produce a winner or the score is 0-0, the title will be shared.

7. Referees and Touch Judges

- (a) Referees shall be organised by the Home Club and the referee must be suitably qualified and competent. Its best practice to use a referee who is not associated with that Club's relevant age group, however in the case of no other suitable referees being available, then the home team must provide a referee from that age group. **THIS MUST BE COMMUNICATED TO THE AWAY TEAM AT LEAST 3 CLEAR DAYS BEFORE THE MATCH DAY (I.E. BY THE END OF WEDNESDAY FOR A MATCH ON A SUNDAY) TO GIVE THE AWAY TEAM A CHANCE TO PROVIDE A REFEREE NOT CONNECTED TO THE AGE GROUP.**
- (b) Touch Judges should be appointed, one from each team competing. Their role is solely to mark touch and signal conversions. They should not enter the field of play under any circumstances unless invited by the referee.
- (c) For the Finals Day, all clubs will be expected to provide one referee per team entered. **Please 'book' your referees ASAP for the Finals day.** As 'neutral' referees will be appointed for the Finals day, these referees CAN be associated with your age group. **All Clubs must provide details of Finals Day referees PROMPTLY when requested to do so by the Competition Secretary**
- (d) NB For COLTS matches only: where possible, referees will be sourced from the London Society, but the Home Club must ensure that there is an alternative referee in case this is not possible.

8. Replacements and Half-game rule

- (a) Replacement of injured players and substitutes will be permitted in accordance with the RFU Regulation 15. In all games each team will be permitted rolling replacements. A player who has been substituted may later replace any player, whether or not that player has been injured'.
- (b) All teams must ensure that all players nominated in the match squad achieve minimum playing time in accordance with the half-game rule (RFU Reg 15.12). Suspected breaches of this regulation will be investigated and, if appropriate, sanctions will be imposed as set out in RFU Reg 19.
- (c) **There are no squad size limits**, but clearly the Half-game rule must be adhered to. **Matches MUST start with as full a complement of players as possible i.e. you cannot elect to play reduced numbers and have substitutes on the side not getting game time!**
- (d) We expect Clubs to work together to ensure matches are completed as scheduled, in line with the RFU's 'Game On' principles (more info in Appendix 1). This includes matching player number e.g. 14 a side games to ensure fixtures are completed and decided on the pitch. A minimum of 10 a side is required for a 'valid' match; playing time should be reduced per the table below.

| Starting no. of players per side | U15 | | U16 & Colts | |
|----------------------------------|--------------------------|---------------------|--------------------------|---------------------|
| | Total Playing time (max) | Half Duration (max) | Total Playing time (max) | Half Duration (max) |
| 15 | 60 mins | 30 mins | 70 mins | 35 mins |
| 14 | 55 mins | 27.5 mins | 65 mins | 32.5 mins |
| 13 | 50 mins | 25 mins | 60 mins | 30 mins |
| 12 | 45 mins | 22.5 mins | 55 mins | 27.5 mins |
| 11 | 40 mins | 20 mins | 50 mins | 25 mins |
| 10 | 35 mins | 17.5 mins | 45 mins | 22.5 mins |

- (e) **A team cannot play with more than 1 player than the opposition and must adjust during the game to meet this requirement. NB this applies to injuries but not any sanctions such as red and yellow cards.**
- (f) IF A MATCH IS 'AT RISK' OF HAVING TO BE PLAYED WITH REDUCED PLAYER NUMBERS, THIS MUST BE COMMUNICATED TO THE AWAY TEAM AT LEAST **3 CLEAR DAYS** BEFORE THE MATCH DAY (I.E. BY THE END OF WEDNESDAY FOR A MATCH ON A SUNDAY) TO GIVE THE AWAY TEAM A CHANCE TO SELECT AN APPROPRIATE SQUAD SIZE.

ADDITIONAL RULES REGARDING FRONT ROW

If on any occasion a front-row player requires to be replaced and his team cannot (for any reason, including

injury, temporary blood injury, temporary exclusion following a yellow card, or permanent exclusion following a red card) provide a replacement, or another suitably trained and experienced player from the nominated squad, to enable the match to continue safely with contested scrums, the Referee, having made enquiry of and having confirmed this fact with the manager of the team (or such other person nominated by the Club as the person responsible for the team), the match will continue with uncontested scrums.

The team concerned shall not be entitled to replace the player whose departure caused the uncontested scrums, and the final result will stand. Upon the return to the field of play of the front-row player who had been temporarily excluded or injured, the match shall continue with contested scrums.

In the unusual event that a Referee decides to continue the game with uncontested scrums on the grounds of safety, because the match official cannot safely manage the scrums otherwise, the final result will stand.

The Competition Secretary may review the circumstances where a match is completed with or contains uncontested scrums and in its sole discretion may impose penalties including reversal of the result.

9. Clash of Colours

In the event of Clubs having similar or clashing colours, the home team will be responsible for changing its colours.

10. Postponed and Abandoned Matches

(a) If ground or weather conditions prevent the Home team hosting, the match should be switched to the Away team venue in the first instance. If the away team cannot host, an alternative date is to be agreed, at the original venue, within a week of the original fixture date as long as this is not beyond the next round date. If a match has to be abandoned at any time before full-time, unless otherwise directed by the Competition Secretary, it shall be played before the date of the next round on a day to be agreed between the two Clubs concerned or, failing agreement, the Competition Secretary shall toss a coin to decide the winner. To be avoided!

(b) If a ground is deemed unfit to play, it must be deemed so by midday, the day prior to the match, and communicated by **telephone** to the opposition to allow for rearrangement. Later notification will forfeit the game to the away opposition.

11. Cancellation of Matches

If any participating Club cancels a Competition Match arranged for the specified date without giving sufficient reason to the Competition Secretary, the offending Club may be disqualified from Surrey Competitions for this age group for the current season.

12. Disputes and Appeals

In the event of any breach of regulation/ dispute the Competition Secretary will rule on the outcome of any dispute and their decision will be final.

13. Notification of Match Score

The winning team will be responsible for communicating the Match Score to Surrey **as soon as possible after the match is completed.**

To submit a match score, send a message to the relevant Surrey Rugby Age Group What'sApp group. The message should be formatted as follows:

Age Group: *e.g. U12, U13, U14, U15, U16 or Colts*
Home team Score and number of tries: *e.g. Harlequins A 28 (4 tries)*
Away team Score and number of tries: *e.g. Saracens A 10 (2 tries)*
CONFIRMED (to indicate that your opposition agrees)

OTHER NOTES / FAQ

See table above for time adjustments if starting matches with fewer than 15 a side. For U12, U13 and U14 age groups, refer to the table below:

| Starting no. of players per side | U12 | | U13 | | U14 | |
|----------------------------------|--------------------------|---------------------|--------------------------|---------------------|--------------------------|---------------------|
| | Total Playing time (max) | Half Duration (max) | Total Playing time (max) | Half Duration (max) | Total Playing time (max) | Half Duration (max) |
| 15 | N/A | | N/A | | 50 mins | 25 mins |
| 14 | N/A | | N/A | | 45 mins | 22.5 mins |
| 13 | N/A | | 50 mins | 25 mins | 40 mins | 20 mins |
| 12 | 40 mins | 20 mins | 45 mins | 22.5 mins | 35 mins | 17.5 mins |
| 11 | 35 mins | 17.5 mins | 40 mins | 20 mins | 30 mins | 15 mins |
| 10 | 30 mins | 15 mins | 35 mins | 17.5 mins | 25 mins | 12.5 mins |

In line with Reg 15, score differentials must not exceed 50 points (U14 to U18) or 6 tries (U12/13) and games should be stopped when this differential is reached. Coaches should work together to provide an alternative format e.g. mixing of teams / touch rugby / joint training to make best use of any remaining playing time.

Further information regarding the Finals Day will be sent ahead of the Finals Day via the age group What's App channel. As stated above please arrange your referees ASAP.

The Competition Secretary retains the right to alter the competition format where it is deemed appropriate to do so.

For Pool Matches points are awarded as follows:

- Win= 4 Points
- Draw= 2 Points
- Loss = 1 Point

In addition, for older age groups (i.e. U15, U16 and Colts) as permitted by the RFU:

- 4 tries = 1 Bonus point
- Lose by 7 or less- 1 Losing bonus point.

Surrey Rugby fully supports clubs to make adjustments where needed and adapt the GAME ON philosophy (see also Appendix 1) to ensure games are played and playing opportunities are given to all players available. **HOWEVER PLEASE ENSURE THESE ARE PROPERLY AND FAIRLY COMMUNICATED IN ADVANCE OF THE MATCH DAY.**

Appendix 1 - The RFU's background to the Game On initiative is below for information only (and does not form part of the competition rules):

Game On is an initiative and playing philosophy to help keep the game on, via permitted law 'adjustments':

Law 3.2: Team Numbers

A match can take place with a minimum of 10 players on each team at the start of the match.

Law 5.3: Match Duration

A match can be a minimum of 40 minutes in duration. (NB lower time allowed for Age grade rugby).

Law 3.34: Rolling substitutions

Rolling substitutions are permitted.

Law 3.34: Half Game rule

Where rolling substitutions are adopted, teams must for all age grade rugby apply the half-game rule to ensure each player in every matchday squad plays at least half of the Available Playing Time.

Law 18: Line outs

Teams may agree not to contest or lift in the line out (subject to applicable age grade variations).

Law 19: Scrums

Teams may agree that scrums will be uncontested.

Some Regs

Both teams must agree which of the Game On Principles will apply to the match and notify the referee accordingly at least 30 minutes prior to kick-off. If both teams cannot agree which principles to apply, the match will proceed without the application of the Game On Principles.

Why Are We Doing This?

Around one third of matches are not played. **WE NEED TO ENABLE THESE MATCHES TO GET PLAYED**

The RFU player survey shows that a quarter of players would play more rugby if they knew of available opportunities to enjoy more social and turn up and play rugby: **WE NEED TO LISTEN TO OUR PLAYERS WHO ARE LOOKING FOR DIFFERENT PLAYING OFFERS**

Game On is **one possible solution** to getting more matches played. It has been utilised across Wales and Ireland with great success.

Benefits

To Players

- Delivering what they have asked for
- Enjoyment & retention
- It is still RUGBY!

To Clubs & CBs / Competition Organisers

- More matches = healthier more sustainable and stronger clubs
- More players, more subs/money behind the bar, more volunteers
- More satisfaction
- More matches to count towards international ticket allocations

To the wider game

- More matches = healthier more sustainable and stronger Game
- Hit personal and business targets
- Supporting the core of the Game