

Title	Hampshire Youth Rugby Competitions Age Grade Regs	Version	1.7
Originator	Director of Youth Rugby	Date reviewed	04/09/26

- AIMS OF HAMPSHIRE YOUTH RUGBY**
- to promote participation in rugby amongst boys and girls from U7 to U18 age groups
 - to improve player development, welfare, enjoyment and retention
 - support Clubs, Schools & Volunteers to deliver youth rugby
 - to promote the values of rugby to all involved

LAWS & REGULATIONS Matches played under RFU laws and Regulation 15 Age Grade Rugby Rules, see link below.
[Age Grade Reg 15](#)

COMPETITION ORGANISERS
to be known as '*COMMITTEE*'

Director of Youth Rugby	Laura Self	Youth-rugby@hampshirerfu.com
U13/14 Boys Organiser	Georgia Laphron	admin@hampshirerfu.com
U15 Boys Organiser	Stuart Davies	sd@sjdavies.me
U16 Boys Organiser	Don Robertson	donnie_robertson@hotmail.com
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HAMPSHIRE SAFEGUARDING: Sarah Whatmore compliance@hampshirerfu.com

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DISCIPLINE: Richard Wood <https://hampshirerfu.com/discipline/>

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THIS DOCUMENT IS SUBJECT TO CONSTANT REVIEW THROUGH THE SEASON – THE LATEST VERSION WILL ALWAYS BE ON THE HAMPSHIRE WEBSITE

APPENDICES:

APPENDIX 1: ROUND ROBIN FORMAT

APPENDIX 2 : HAMPSHIRE BOYS U13 & U14 WATERFALL CUPS

APPENDIX 3 : HAMPSHIRE BOYS U16's LEAGUE COMPETITION

APPENDIX 4 : HAMPSHIRE BOYS U18's COMEPTITION FORMAT

Teamwork Respect Enjoyment Discipline Sportsmanship

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
	Format	Festivals → Groups of 6 No Winners	Pools → Semi/Finals	Multi-tiered knockout - Cup, Plate, Bowl, Shield, Plaque. Subject to the number of teams entered	Multi-tiered, play-off format League phase → Tiered playoffs - Cup, Plate, Bowl, Shield, Plaque Subject to the number of teams entered		All matches follow RFU Reg 15 RFU Reg 15
	Key Deadlines	TBA by end of Jan		To be confirmed by June 30 th			
	Medals	All Participants	Medals for winners of each competition	Cup Winners & runners up U13 x 9, U14 x 22	22 Medals for Cup Winners & Runners up		Medals to distributed by <i>COMMITTEE</i>
	Trophies	N/A	Cup for each tier winner (Cup, Plate, Bowl etc.)	Cup for each tier winner (Cup, Plate, Bowl etc.)			Trophies to distributed by <i>COMMITTEE</i>
	Jersey Colours and Numbers	N/Aj	N/A	Home team changes colours if clashes occur to satisfaction of referee. Jerseys of Youth teams should be numbered; however, no team shall be penalised for not wearing numbered shirt			
	Player Eligibility	Out of Age Grade forms to be signed off by Hampshire Safeguarding & signed copies available on the day. Follow the link below to complete all necessary forms BEFORE a player plays out of age grade. Hampshire Playing out of Age Grade <i>COMMITTEE</i> and opposition should be made aware of a player playing up or down an age grade					Out-of-age players require Reg.15.3 approval. See link in adjacent box.
	Players to under the age of the group they are in as of the 1 st September of any season U7's - 6, U8's - 7 U9's - 8 U10's - 9 U11's - 10	Players must be registered to a youth club and CANNOT switch clubs and play in competitions after the start of the season save in exceptional circumstances approved by the <i>COMMITTEE</i> . Where a Club enters more than one team it is expected that PLAYERS remain with the team they are originally selected for. This is not intended to reduce movement of players as skills develop but to monitor the potential for bolstering a team in a lower competition with players from a higher competition. Players to be under the age of the group they are in as of the 1 st September of any season U11's - 10, U12's - 11, U13's - 12, U14's - 13, U15's - 14, U6's - 15, U18's - 16 or 17			Issues on eligibility to be raised immediately with opposition. If no resolution, then <i>COMMITTEE</i> will rule.		
	Club Eligibility	Priority for Hants Clubs at Hants Festivals Minis – Barbarian teams encourage	Priority for 1 team per club in Hampshire for all competitions Juniors – 2 nd team to be agreed with <i>COMMITTEE</i> Clubs from neighbouring counties will be allowed to enter at the discretion of the <i>COMMITTEE</i> & will be subject to an entry cost.				
	Game on Principles	OBJECTIVE: ALL CLUBS MUST ENDEAVOUR TO GET GAMES PLAYED Games must commence with equal numbers					Practical Guidance Captains & Team Managers

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
		The lowest number of players per team shall be three below the age grade maximum detailed above. LOANING PLAYERS Permissible for spare players to be loaned to the opposing Club if it has less than a full team on the day of a Cup or League match. REFUSAL TO PLAY If a team REFUSES to reduce numbers or share players under Game On principles - THEY forfeit the match - A default score of 50–0 is recorded. Increased from 28-0 to reflect the max points difference allowable in a game. - 5 match points are awarded to the non-offending team - A friendly fixture is strongly encouraged, allowing teams to mix balancing sides to ensure a safe and meaningful game AGREE TO PLAY If a game on fixture is agreed and played, - the match result stands - league points are awarded based on the outcome of the game HOWEVER, If a team is unable to field the minimum number of players, then the teams are encouraged to loan players and play a friendly match BUT the match will be forfeited by the defaulting team. All time played whether for own or opposition is game time for that player. The <i>COMMITTEE</i> shall review any appeals. EXAMPLES Team A (H) vs team B (A) – League Fixture – scheduled league match, Before KO B informs A or arrives with only 13 players due to injuries and unavailability. - B asks A to play 13-a-side under Game On principles, <i>Application of the Rule:</i> If A refused to - reduce numbers - share any players with B, they are considered the offending team therefore - A forfeit the league fixture. - result is 50–0 win to B, This has increased from 28-0 to reflect the max points difference allowable in a game. - B awarded 5 league points - If A accepts to play via the game on principles, then the outcome result stands					Discussion before kick-off should include a shared understanding of Game On expectation. FRIENDLIES Where agreed, captains and referees MUST note that the league result is already decided by forfeit. Friendly Fixtures should still be treated seriously and is an opportunity to - Develop players - Trial new positions - Build inter-club relationships. REFEREES To be briefed clearly that such games may be more flexible in format but must still ensure player safety.

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
		MID MATCH Loss of player through INJURY ONLY with no available substitutes, then teams are expected under GAME ON PRINCIPLES to match numbers If numbers fall below RFU min (excl yellow/red) then referee may abandon match if players safety is compromised. 60% RULE : see section on abandonment of game below					
			UNCONTESTED SCRUMS U14+ matches played with contested scrums HOWEVER Front row and front row replacements are not mandatory in Hampshire Junior Competitions so uncontested scrums are allowed if front row unavailable and Matches may start without penalty. ALSO they may move without penalty to uncontested scrums at any time if a team is no longer able to field a trained and competent front row for any reason				
	Replacements & Substitutions	Merging two sides encouraged to make Barbarian teams	Rolling subs & Half-game rule enforced 50% playtime for all squad players.				
	MAX Squad & Team Size	U7 – Squad 7, Team 4 U8 – Squad 9, Team 6 U9 - Squad 12, Team 7 U10 - Squad 12, Team 8 U11 – Squad 14. Team 9	Squad = 17 Team = 12	U13 Squad 19 Team 13, Game on 10 U14 Squad 22 Team 15, Game on 12	U15's & U16's Squad 22 Team 15 Game on 12	U18's Squad 22 Team 15 Game On 12	PLEASE NOTE: Squad sizes have been reduced to 22 to fall be in line with the RFU guidelines and to be consistent with other competitions in the region.
	Ball Size	U7 – U9 Size 3 U10 – U11 Size 4	Size 4	Size 4	Size 5	Size 5	
	Game Time Half/Full MANDATORY	U7's/U8's - 10/20 min U9's/U10's - 15/30 min U11's - 20/40 mins	20/40 mins	25/50 mins No extra time	U15's - 30/60 mins U16's - 35/70 mins No extra time	35/70 minutes each half No extra time	
	Round Robins	Templated at minis, there is no reason why it can't work at older levels for friendlies. Principle of a round robin is joint sessions with focussing on gametime. See Appendix 1 for more information					
	Activate Programme Official injury-prevention and movement preparation	For minis, sessions are short and game-based , with lots of movement variety (e.g., jumps, landings, balance, tagging, direction changes).	15 mins Dynamic warm-up plus contact readiness (low-intensity ruck/maul/tackle body shapes).	15/20 mins	U15 15/20 mins U16 20/25 mins	20/25 mins	

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
	system for all age groups. Designed to reduce soft tissue and concussion risk by improving movement control and strength Should be included at the start of every session or match NOT OPTIONAL	U7/U8 = 10 mins Fun movement games, coordination, balance, agility — no static stretching. U9/U10 15 mins Dynamic movement prep, body awareness, tackle/roll prep drills, reaction games. U11 15 mins Dynamic warm-up plus contact readiness (low-intensity ruck/maul/tackle body shapes).					
	Minimum / Maximum Playing Time (inc festivals)	U7/U8 - 10/50 mins U9/U10 - 15/60 mins U11- 20/70 mins	20/70 mins	Min 25 mins Max 80 mins	Min 15=30/16=25 mins in a game Max 90 mins daily (<i>including 15mins of delivery of activate</i>)	Min 35 mins in a game Max 90 mins daily (<i>including 15mins of delivery of activate</i>)	ALL players to play half game time
	Sin Bin	U7's & U8's - No Sin Bin U9's to U11's - 5 minutes	5 minutes	5 minutes	U15's - 6 minutes U16's - 7 minutes	7 minutes	
	Competition Seedings & Participation	N/A	N/A	COMMITTEE to decide on seedings for LEAGUES to ensure appropriate matches at each level. - New Clubs entering the Leagues without a seeding from the previous competition will be allocated a place in one of the Divisions at the COMMITTEES discretion. - If a club enters MORE THAN ONE TEAM, then they will be placed in different leagues at the discretion of the COMMITTEE U15 to U18 clubs will play each other ONCE in each league division. If then drawn against each other in the CUP, the home advantage will be reversed.			Seeding objections to be made within 2 weeks of Fixture publication Applications to be submitted by the 31 May. No fines shall be issued for withdrawing from Competitions after the fixtures are announced but NO refund shall be made.

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
				Finals Day will be played in one location TBD by the COMMITTEE. - If a Club drops out or fails to honour fixtures in the League Competition then that Club's opponents in the Cup Round, as drawn, will receive a bye into the next Round of the Competition without prejudice to any further action that may be taken by the COMMITTEE Further details on Boys 13/14/15/16/18 Competition in Appendix 2, 3, & 4 below CUP COMPETITION shall follow the format below Div 1 CUP Div 2 PLATE Div 3 BOWL Div 4 SHIELD Div 5 VASE			If a team withdraws from the competition the COMMITTEE shall have the sole authority to reorganise the competition. Out of County Associate clubs to agree and conform to ALL Hampshire RFU Competition Rules & Regulations COMMITTEE will decide on promotion and relegation based on performance/merit of the preceding season
	Position in League			The position of a Club will be decided: - on the TOTAL of its competition points - from Clubs who have played at least 50% of fixtures - If ONE OR MORE Clubs have the same Competition points then the teams - If they played twice in the Pool stage, the WINNER OF THAT match shall be given the higher league position. - However, if this match was DRAWN, or if they only played each other once, then the higher position goes to team that has scored the MOST TRIES in the competition. - If only played once then there is still no separation of the teams it shall be decided on a COIN TOSS			
	Home advantage			1st round of Cup - awarded to the team with the higher league ranking unless. - those two teams have already played that fixture in the League phase in which case the venue is reversed. - any friendlies played between the two squads during the current season are not considered.			Any disputes to be resolved by COMMITTEE

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
				- in case of pitch congestion or adverse ground conditions, the two team managers may mutually agree an alternative venue.			
	Venues			Draw to be streamed for transparency & the home club is the first named club in the draw. In the event that - <i>The HOME team cannot host a fixture due to pitch conditions then priority should be to play, and the fixture should be hosted by the 'AWAY' team.</i> - If the AWAY side cannot host the fixture then a 3rd party venue should be explored to be played on the same date - If all the above is not feasible, then a future date will be mutually agreed. - In the event that an agreement cannot be reached then the COMMITTEE will determine what course is to be taken Finals day for all junior boys competition will be at one club All Clubs shall make fulfilling fixtures with Vectis RFC a priority home and away. The COMMITTEE to determine whether any sanction should be imposed for noncompliance.			Any disputes to be resolved by COMMITTEE
	Home Club Responsibility	Make proper provision for safety – Clear emergency access, pitch side phones, grounds post code to assist the emergency services. Correctly and clearly marking its' pitch & size complies with RFU Regulations Technical areas for team managers, coaches and players MUST be in place and marshalled by appropriate volunteers. Access to suitable facilities to meet the medical and safeguarding needs of players, officials and spectators.					
	Hampshire Referees & Assistant touch Judges & 1 st aiders	Each team to provide - 1 Referee. - 1 Touch Judge - 1 First aider For use by Festival & Tournament organisers	Each team to provide 1 Touch Judge & 1 st aider Home club provides appropriately qualified referees for matches (ideally not same age group)	Each team to provide 1 Touch Judge & 1 st aider Hampshire Rugby Refs (HRR) requested for and prioritised as follows 2) U16 Boys: Div 1 games, Cup Quarter Finals, Semi Finals & Finals 4) U15 Boys Cup finals 4) U16 Girls - Key matches can be requested	Each team to provide 1 Touch Judge & 1 st Aider Hampshire Rugby Refs (HRR) requested for and prioritised as follows 1) U18 Boys All league & Cup matches 3) U18 Girls Competitive Matches	HOME CLUB TO communicate match info to appointed Ref, 2 days before. If no HRR confirmed by , then - HOME team is responsible for providing a referee. - at a neutral venue both clubs to source and agree on Ref. Issues arising during matches should be addressed at the time or if no satisfactory outcome, then to follow the	

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
							Referee Protocol
	Headcase	ALL coaches & Managers from U9s upwards should aim to complete the online learning course for Headcase, Headcase eLearning Coaches will only be allowed to coach once they have supplied their certificate generated at the end of the course					
	RugbySafe	RugbySafe is the RFU's overarching player safety and wellbeing programme. It puts player welfare at the heart of the game and covers how to organise and manage the game so that it is played in a safe & enjoyable manner. We know that prevention is better than cure. RugbySafe provides guidance and resources for all rugby activity organisers on what needs to be in place. Rugysafe Checklist					
	Fixture dates & Kick off	Mini Festival schedules shall be as published by the Organiser Clubs should endeavour to stick to these to prevent festivals over-running. COMMITTEE will support clubs with organisation and online tools to assist		Cup and League the fixture dates are play by dates and can be re-arranged with the agreement of both Clubs. If a change of date is mutually agreed, then you must inform the COMMITTEE ASAP so that GMS can be updated. Effort to be made to avoid County/Divisional dates however such a clash of dates is not sufficient reason to demand a change of Cup or League dates. If no such agreement can be reached the original date shall stand EXCEPT WHERE The COMMITTEE agree and alternative date. KICK OFF time default is 1400 but can be amended by mutual consent of both parties and should be confirmed with referees - 3 days before for mainland clubs - 8 days before for Isle of Wight & Channel Islands to accommodate travel arrangements. If there is a dispute with Kick Off time then the COMMITTEE will adjudicate Initiating club should advise COMMITTEE & REFEREES of any date change ALL FIXTURES TO BE PLAYED BY 30th APRIL			Any dispute will be resolved by the COMMITTEE whose decision is final.
	Postpone, Cancel OR Abandon a match			If a Club is responsible for a late cancellation with a VALID reason approved by the COMMITTEE, before 21.00, 3 days before the match KO, then the match shall be void and and no competition points awarded and should be rescheduled to a mutually acceptable time ASAP. - If a fixture is cancelled after 21:00 3 days before the game without a VALID reason, then:			Any appeal on this to be directed to the COMMITTEE

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
				○ For Cup matches the non-offending team shall progress as winners. ○ For League, the non-offending team will count this as a match towards their 50% of fixtures completed and will be awarded Fixture played & Win points. - If a late decision as to the fitness of the pitch either for adverse weather or pitch condition is necessary, it shall be made by the Home Team Management. - If the decision is disputed the matter will be referred up to the COMMITTEE who will decide on points allocation or alternative date. - 60% Rule Match is abandoned when 60% of the pre-agreed game time has been played, ▪ 30 of a 50 minute gametime ▪ 36 of a 60 minute gametime ▪ 42 of a 70 minute gametime The score at the time of abandonment does not automatically stand, player safety and match integrity take precedence as decided by the referee and based on <i>safety led abandonment</i>. The decision on whether to declare the match void, reschedule it, or allow the result to stand is made by the COMMITTEE. If players are lost due to cards, this is governed by Regulation 15 and the relevant sanction protocols. EXAMPLES Scenario 1: - Match length: 70 minutes; Time played: 45 minutes; 60%+ of gametime played. - Multiple injuries. - No replacements left. - Referee abandons the match due to player safety. - Game On options had already been applied where possible. Outcome: Result at abandonment may stand, subject to COMMITTEE oversight. Scenario 2: - Match length: 70 minutes; Time played: 50 minutes - One team <i>drops below minimum numbers</i>. - Game On matching numbers not agreed or not attempted. - Referee abandons due to numbers, not immediate safety. Outcome: - Result does not automatically stand (even after 60%) - COMMITTEE to decide the outcome. <i>If the reason for not playing a match is not acceptable to the COMMITTEE, then the non-offending Club will count the match towards their 50% and will be awarded Fixture played and Win points</i> If 60% HAS NOT been played, it shall be replayed at the first available date, at the direction of the COMMITTEE.			

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
				- If agreement on a date change has not been reached, then the COMMITTEE shall consider what action to take. When a match is declared void, the allocation of points depends significantly on the specific circumstances and will be decided by the COMMITTEE. In the case of matches involving Vectis, where agreed with the COMMITTEE, the match shall be recorded as “not played” against the offending Club have points deduction. If the final position of another Club could be affected by such an award, then the match points of a game which took place involving the offending Club and the affected Club may be discounted at the sole discretion of the COMMITTEE. FORFEITED MATCH If a match is forfeited then a score of 50 – 0 will be recorded to the non-forfeiting side			
	Match concluded when	Try diff > 6		U13's when Try diff > 6 U14 – U18's when a team's score reaches 50 points			Game to continue as a friendly with game on principles
	Results & Tiebreakers			In League & Cup games, no extra time shall be played and a draw recorded			
	Points Awarded			CUP COMPETITIONS In U13-18 if the full-time score is level, no extra time will be played and in the pursuit of a fairer knock out competition the winning team shall be the team that - Most tries scored - If equal, most conversions - If still equal or 0–0, away team progresses In the Final, as the venue is predetermined then there shall be no home/away advantage - Most tries scored - If equal, most conversions - If still equal or 0–0 after the above, the title is shared. LEAGUE 4pts Win 2pts Draw 0pts Loss 1pt Loose by <7 points 1pt 4+ tries			

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
	Notification of Results			- 13/14 to use following link to enter results RESULTS 13/14 BOYS - 15 to 18’s to use their ‘playing squad’ from GMS to populate EMCs and submit to COMMITTEE. 1. Match Result Submission Deadline - The home team or first named team shall inform the COMMITTEE of the result of the match by midday Monday. - The away team must then log in to confirm or dispute the result. - If this isn’t done on time, the COMMITTEE is automatically notified. 2. Player/Team Sheet Submission Deadline - Both teams must complete their line-ups (registered players, shirt numbers, replacements, etc.) on EMC, with a maximum of 22 players. - It is expected that this must be done before kick-off - Late or incomplete sheets trigger a compliance flag and will be monitored by the COMMITTEE. 3. Protocol for Late Submissions - First breach – warning. - Repeated or serious breaches – the COMMITTEE may impose sanctions. - These can include but not limited to: <i>Points deductions or loss of eligibility for certain players if inaccurate data capture.</i> 4. Incomplete Submissions - Unregistered players If a player is listed without a valid RFU ID, the game is flagged. Playing them could result in the fixture being awarded as a walkover to the opposition and is at the discretion of the COMMITTEE. - Missing shirt numbers – often tolerated on first breach but, must be corrected. - No scorers entered – technically incomplete.			Failure to submit may result in disqualification in Cup or deduction of points in League Competition and is at discretion of COMMITTEE
	Finance	ALL clubs at the start of each season will commit teams to competition and pay as part of their annual club subscriptions.					
		This subscription is to be paid at the beginning of the season and there will be no refund once the season has started					
	Funding	Hampshire RFU will finance the following - Trophies & Medals - Medics/1st Aid if needed	Hampshire RFU to finance the following - Trophies & Medals - Medics/1st aid for finals days	Hampshire RFU to finance the following - Trophies & Medals - Medics/1st aid for finals days ALL other costs to be covered by participating clubs			

	Category	U7 – U11 Mixed Tournament	U12 Tournament	U13 – U14 Waterfall Cup	U15 – U16 League & Cup	U18s League & Cup	General Rules
		Additional monies for host club to be reviewed be <i>COMMITTEE</i>	ALL other costs to be covered by the by participating clubs				
	Sponsorship	Sponsor a festival 5 festivals @£500+VAT Each festival has access to a min of 240+ members / parents /Guardians Sponsor logo will be used in all - all communications - used in marketing event	Sponsor the tournament 1 tournament @£500+VAT Each festival has access to a min of 240+ parents Sponsor logo will be used in - all communications - marketing the event - on Trophies	Sponsor an Age group competition – League & Cup 1 Age group @ £750 + VAT Access to 750+ members / parents / Guardians Sponsor logo will be used in - All communications, - marketing the event - on Trophies			To be discussed at Youth Forum and put out to key competition organisers
	Disputes / Disciplinaries		ANY INFRINGEMENT OF RFU AGE GRADE REGULATIONS DETAILED ABOVE may result in a disciplinary/disqualification of the Player/Club involved and is totally at the discretion of the <i>COMMITTEE</i> . ALL ISSUES ONFIELD/PLAYING TO GO THROUGH THE PRESCRIBED DISCIPLINARY PROCEDURE DETAILED ON Hampshire Discipline PROTESTS & APPEALS to be sent to <i>COMMITTEE</i> within 48 hours.				Please refer to RFU ref 19 Except where otherwise stated, the decision of the <i>COMMITTEE</i> is final

APPENDIX 1: ROUND ROBIN FORMAT

Sanctioned by the RFU and trialled last year around the county we are now rolling out to all age groups.

OBJECTIVES :

To improve on the current arrangement of joint training sessions weighted towards match play involving upto 6 clubs on one day
All players involved all the time with teams made up with all those that attend including Baba teams

TIMINGS :

To adhere to regulation 15 and follow the format below

- 15 minutes before kick off to allow teams to arrive
- Prescribed activate time for age group – see above
- Age appropriate match time in accordance with reg 15 – too include, time taken to rotate teams and re start games
- 5 minutes at end of the session to allow clubs to regroup and talk to their squads

ARRANGEMENTS :

- Clubs to advise host club of numbers of kids anticipated to attend
 - Host club age group coaches to set up enough pitches to accommodate
 - Have one team based on each pitch, other teams rotate around
 - All coaches from all clubs help with refereeing
 - All coaches to agree match timings with central timing to aid the referees
 - Short games, quick turnaround.
 - Adjust rules with consent of all coaches to allow for different ability teams to play, allowing you to play less confident or less experienced kids
- e.g play one pitch as non-contact if new players etc.

FORMAT :

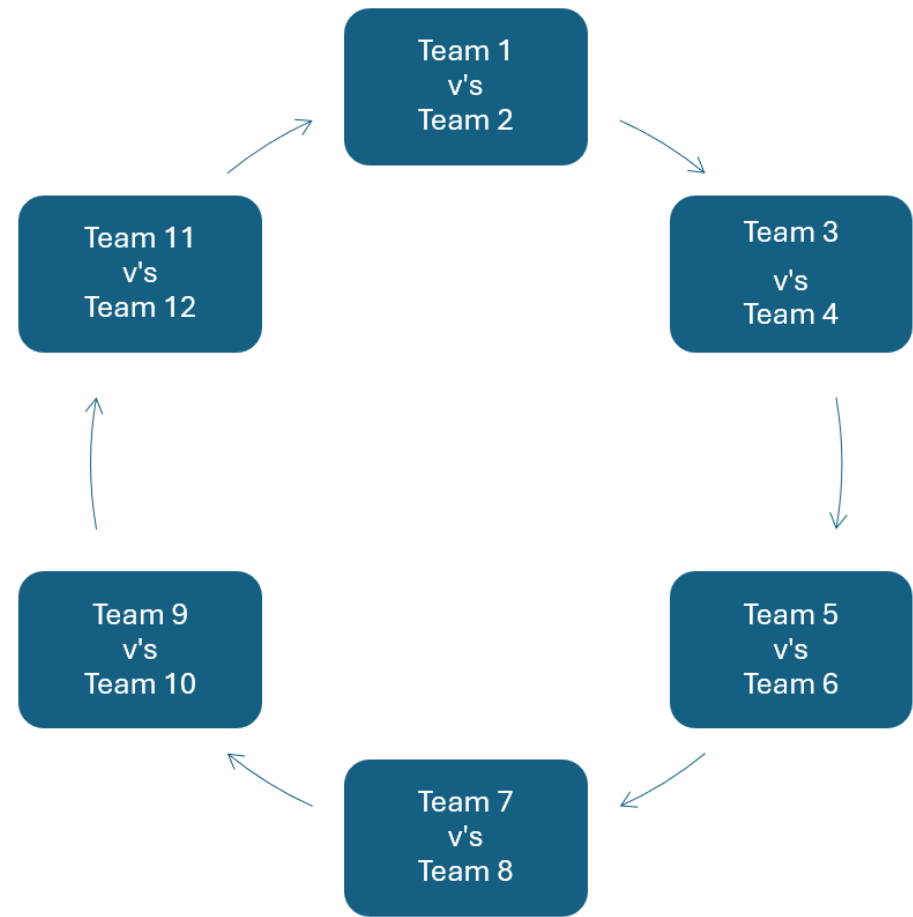
Odd numbered teams to stay on the same pitch

Adjust according to who attends

Even to rotate round

Strict Adherence to Reg 15

Timings to be coordinated centrally Horn/whistle blown
for start and finish times



APPENDIX 2 : HAMPSHIRE BOYS U13 & U14 WATERFALL CUPS

SEEDING :

- Teams enter the competition using seedings determined in accordance with the Hampshire Youth Rugby Competitions Rules & Regulations.
- For U13, initial seedings are informed by results from the preceding U12 competition.
- For U14, seedings are based on performance in the preceding season.
- These seedings provide the starting point for the draw.

WATERFALL IN PRACTICE :

- Teams continue playing throughout the competition, with results progressively placing them against teams achieving similar results.
- After each round, teams move through the draw according to their result.
- Winning teams progress towards the higher sections, while other teams cascade – or “waterfall” – into the next appropriate section of the draw.

Losing a match does not necessarily mean the end of a team’s competition.

- Teams continue through the waterfall, creating further meaningful playing opportunities.
- The final stages establish the overall competition positions:

POOL	WHOS IN IT	PLAYS FOR
Pool 1	Top 8 teams overall	Cup (QF winners) positions 1 – 4 Plate (QF losers) positions 5 – 8
Pool 2	Next 8 teams overall	Bowl (QF winners) positions 9 – 12 Shield (QF losers) positions 13 – 16
Pool 3	Next 8 teams overall	Vase only positions 17 – 20 Placement Matches positions 21 – 24

RESULTS :

- Results should be submitted promptly following each Waterfall Cup fixture using the link below through the Hampshire RFU website

[RESULTS 13/14 BOYS](#)

- Results are used by the competition organisers to manage progression through the Waterfall Cup draw.

APPENDIX 3 : HAMPSHIRE BOYS U16’s LEAGUE COMPETITION

CUP COMPETITION : Cup, Plate, Bowl, Shield & Vase

- The principle: nobody is just knocked out and every team's league form feeds directly into the cup draw playing for something all the way to Finals Day.
- If you lose your Quarter-Final, you do not drop out of the competition - you cascade down to play for the next trophy instead with the exception of the Vase as this is the last trophy in the ladder, there is no cascade.

POOLS :

After Round 5, teams are ranked together using average league points per game (the same fair, cross division method used to build the league itself). That single ranking splits into three pools:

POOL	WHOS IN IT	PLAYS FOR
Pool 1	Top 8 teams overall	Cup (QF winners) positions 1 – 4 Plate (QF losers) positions 5 – 8
Pool 2	Next 8 teams overall	Bowl (QF winners) positions 9 – 12 Shield (QF losers) positions 13 – 16
Pool 3	Next 5 teams overall	Vase only - standalone knockout positions 17 – 21

HOW THE CASCADE WORKS :

Pool 1 & 2

- All 8 teams in the pool play a seeded Quarter-Final on 17 January;
Top seed vs lowest seed: 1v8, 2v7, 3v6, and 4v5.
- Win your Quarter-Final, and you are through to the Cup Semi-Final on 7 February.
- Lose your Quarter-Final, and you cascade down to the Pool Semi-Final on the same weekend – no extra fixture needed.
- Both the Cup and the Plate then run their own Semi-Final,
- Final being played on Finals Day

Pool 3

- The next 5 teams play for the Vase
- Top 3 seeds are afforded a bye to the Semi-Final
- Seeds 4 and 5 play a Quarter-Final for the last Semi-Final place.

FAIR APPROACH :

Your Quarter-Final opponent and your trophy are both set by how your team actually performed in the league, not by which division you happened to be drawn into.

- A single bad result in the Quarter-Final doesn't end your season rather moves you into a final you could still win.
- Every one of the 21 teams plays right through to a Semi-Final or better.

KEY DATES :

Stage	Date	What happens
Quarter-Finals	Sun 17 Jan 2027	All 21 teams play - this single weekend decides who's still in the top trophy of their pool and who cascades down
Semi-Finals	Sun 7 Feb 2027	Four teams left in each of the five competitions
Finals Day	Sun 28 Feb 2027	Cup, Plate, Bowl, Shield & Vase Finals - hosted by Romsey RFC

FAQ:

- Q: We lost our Quarter-Final - are we out?

No. You move into the Semi-Final of the next trophy down (Cup to Plate, or Bowl to Shield) on the same weekend.
- Q: What if we are in Pool 3?

You will be playing for the Vase only – this is a smaller, standalone knockout competition, with byes for the top 3 seeds, given there is not a trophy below the Vase to cascade into.
- Q: Can our QF opponent come from a different division to us?

Yes - pools are set by overall league form across all four divisions, not by division

APPENDIX 4 : HAMPSHIRE BOYS U18's COMEPTITION FORMAT

The Leagues will be based on:

1. Preliminary stage:

The preliminary round will consist of four pools of six, based on previous season results and seedings agreed upon by the Team Managers.
Teams will play three games, home or away.

2. League / Cup stage:

After the preliminary stage is completed, four pools (**Cup (Div 1), Plate (Div 2), Bowl (Div 3), Shield (Div 4)**) of six teams will be formed based on their preliminary stage pool positions, and the teams will play each other both at home and away (10 games).

3. Cup stage:

Cup, Plate, Bowl, Shield, Quarter Finals, Semi-Finals, and Hampshire Finals Day.

Hampshire U18 Colts Portal

A portal has been created to help manage the season's admin points. All team managers are also associated with a community WhatsApp group.

Game On: Principles and Fixture Integrity

Hampshire U18 fully supports and will abide by the Game On Principles, which were agreed by all team managers for the 26/27 season.

