



Women's Junior Cup Guidelines 2017/18

1. Description

The Competition shall be called 'The Women's Junior Cup' and is for all club that play their league rugby in National Challenge 2 and below

The Competition will be organised by the RFU Rugby Events & Competitions Department and will be governed and played in accordance with RFU Regulation 16 (Adult Women Competitions) and as set out in this document.

2. Eligibility of Clubs and players

The Competition will be open to Clubs at National Challenge 2 and below whose applications are accepted by the Organising Committee.

All players must be Effectively Registered with the Club they are representing on the Rugby Football Union GMS database

No player can play for more than one team or club in any Cup Competition during any one season.

3. The Competition Format and Draws

3.1 The Competition will involve a maximum of 64 teams and will comprise a Cup and Plate.

- Losing teams in the first round of the Cup, will then go into a Plate competition so all clubs are guaranteed 2 fixtures
- Draws in first two rounds will be made on an area basis. The Competitions will be played over 6 weekends; Both finals will be played at a Neutral Venue.

3.2 In the event that the scores are level at full-time, the winner of the match shall be determined as follows:

- i. There shall be a 5 minute break. After this break the teams will change ends and there will be 7 minutes each way extra time (with 1 minute of half-time) and the winner will be determined by the match result at the end of the extra time.
- ii. If the scores are then still level, the team that has scored most tries shall be declared the winner.
- iii. If this does not produce a result the team that has scored the most goals from tries shall be declared the winner.
- iv. If scores remain equal in all matches except the final, the away team shall be declared the winner.

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Cup and Plate Final

In the event that the scores are level at full-time, the winner of the match shall be determined as follows:

- i. There shall be a 5 minute break. After this break the teams will change ends and there will be 7 minutes each way extra time (with 1 minute of half-time) and the winner will be determined by the match result at the end of the extra time.
- ii. If the scores are then still level, the team that has scored most tries shall be declared the winner.
- iii. If this does not produce a result the team that has scored the most goals from tries shall be declared the winner.
- iv. If the scores remain equal the winner of the match will be determined by a place-kick competition conducted as set out in Appendix One to these regulations

3.3 Each Match must be played on the set date as per the Women's calendar

If a match is abandoned when 50 minutes or more have been played, the result will stand, if a Match is abandoned for any other reason, the result of the match will be reviewed and determined by the Organising Committee. See Regulation 13.6.7b

If a Club fails to fulfil a Match, the matter shall be referred to the Organising Committee, which shall decide, in its absolute discretion, what the consequences of such failure shall be

4. Referees

- 4.1 Each Match shall be played in accordance with the World Rugby Laws of the Game and Regulation 16 Appendix 1
- 4.2 The match officials must be booked through your local CB Referee Organiser

5. Match Squads

- Teams should play 15-a-side, but can play 12 aside if required (5 in the scrum, 7 backs). Teams must match numbers.
 - Once the game has started there is no requirement to field the same number of players with the following exception:
 - No team to have more than one extra player on the field following the inability of the other team to field replacements (Except when this is due to yellow or red cards).
 - Semi Final and Final must be played at 15 a side with contested scums
- Teams may use a maximum of 7 replacements. Replacements may be used as rolling substitutes

Scrums

In the event of a team being unable to field a suitably trained front row at the start of any fixture, the match will be played with uncontested scrums and the result shall stand.

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6. Notification of Results

The Home Club will be responsible for reporting the result to the result line on 01676 478080 or text 07797800102 by 6pm on the day of the match and the match result card (or other communication) must be sent in 5 days after the match has been played.

Appendix One

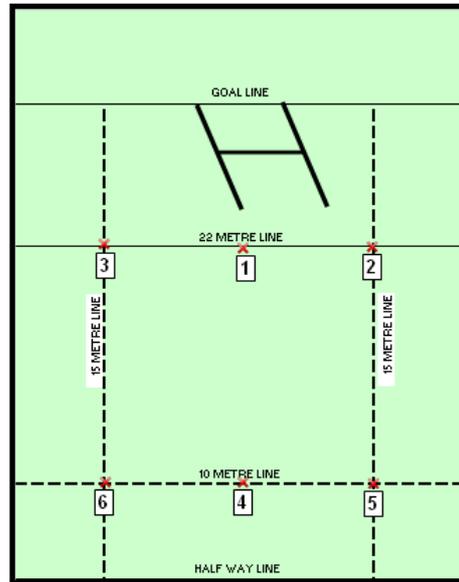
Place Kick Competition

If at the end of a Knock-Out Match, after extra-time has been played, the scores remain equal and the number of tries scored in the Match is equal, then the referee will conduct a place-kick competition to determine the winner of the Match, according to the following procedures:

- All players and the Match officials will remain on the playing area. The Referee will call the captains of the two teams at the end of the match and will conduct two coin tosses. The first toss of the coin will determine which team selects the end of the playing area at which all place kicks will be taken; the second toss of the coin will determine which team kicks first or second.
 - The Match officials and the six nominated players (3 from each side) will assemble on the halfway line.
 - Team A and Team B will each nominate 3 kickers from the players on the pitch at the end of extra time to participate in the place kick competition.
 - Each kicker will be allocated a number i.e. Kicker 1, Kicker 2 or Kicker 3. This designation cannot change.
 - If during the place kick competition any of the 3 kickers becomes injured he will be replaced by a player who was on the pitch at the end of extra time.
 - The first phase of the competition will consist of 3 kicks from 3 positions as outlined in the diagram below.
 - Each kicker will take kicks in the following order:-
 - All kickers from team A and team B will alternate and take a kick from position **1**.
 - If the scores are level
 - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position **2**.
 - If the scores are still level
 - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position **3**.
 - If the scores are still level
 - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position **4**.
- If the teams are level at the end of this competition there will be a 'sudden death competition'. All kicks will take place from position **4** and kicks will be taken in the following order:-

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- First to kick will be Kicker 1 from each team
- Second to kick will be Kicker 2 from each team
- Third to kick will be Kicker 3 from each team
- Kicks will continue in this order until a point is reached where each team has taken the same number of sudden death kicks but one team has scored one more than the other team. When this point is reached the team that has scored more successful kicks will be declared the winner.



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