

## STAFFORDSHIRE COLTS TRANSITION PROGRAMME

## **GUIDANCE 2022 - 23**

This guidance document has been prepared to provide assistance to clubs playing within the Staffordshire Colts Transition Programme and should be read in conjunction with <a href="RFU Regulation15">RFU Regulation 15</a>
<a href="Age Grade Rugby">- Age Grade Rugby</a> and appropriate regulatory appendices.

This programme is also underpinned by the Age Grade Codes of Practice.

In the event of any confusion or conflict please contact Martin De Ridder on the email below or via the 'Staffs Colts Transition' WhatsApp group, ultimately our aim is to be as flexible as possible to ensure games are played.

Martin: mederidder@hotmail.com

## **Objective**

- To provide a positive experience for players while supporting their transition into adult rugby.
- To support clubs in being able to work together to provide appropriate playing opportunities and fixtures for their players.

## **Format**

The programme is made up of a series of fixtures aimed at being 15 a side. Each team will play each other home and away. The team without a fixture for that week is encourage to support the other fixtures where players are needed.

All matches shall be played in accordance with the World Rugby under 19 Law Variations and RFU Regulation 15.

**CLICK HERE** for Regulations page on Englandrugby.com

1. Squad Sizes	<ul> <li>There are no limits on squad sizes.</li> <li>The half game rule must apply</li> <li>If a team has a large squad, lending players to opposition and other teams is encouraged to ensure all players have an appropriate opportunity to play.</li> <li>If teams are borrowing players from teams outside of the fixture please declare this to your opposition in advance of the fixture.</li> </ul>
3. Match Dates & Kick Off Times	<ul> <li>All matches are scheduled to be played on Saturdays and set as per the allocated weekends on the Staffordshire Age Grade Rugby Playing Calendar for 2022 - 23</li> <li>Teams can mutually agree to move a fixture to a different day/date/venue. (Teams must consider Regulation 15, Age Grades Code Practice and their players' rugby playing week when rescheduling).</li> <li>There is no default kick off times, this can be can be mutually agreed by teams.</li> <li>Teams must let Martin know about any date changes so that the game can be updated on GMS: mederidder@hotmail.com</li> </ul>



5. Points System/League Table	<ul> <li>A maximum 50 point differential will apply in a game (as per Regulation 15). If this occurs, teams are encouraged to mix teams up and use the remaining time to play a shortened friendly game.</li> <li>There will be no points or league table produced as this is not in line with the objectives of the programme.</li> </ul>
6. Score	Fixtures will be uploaded to GMS so that they will show on a club's profile.
Reporting and	Home/host team will be responsible for entering the game result (this is only to log
GMS	that the game went ahead and not for the purpose of a league table).
	This can be done:
	<ul> <li>Directly via GMS (inputter will need to have the 'match card administrator'</li> </ul>
	GMS role), or
	<ul> <li>Email to Martin: <u>mederidder@hotmail.com</u>, or</li> </ul>
	<ul> <li>Message on the WhatsApp group tagging in Martin DeRidder.</li> </ul>
7. Referee	The home team is responsible for making every attempt to organise the local
Appointments	Referee Society to appoint a Referee, otherwise a qualified Referee must be used.
8. Non Fulfilment	There are no penalties for the non-fulfilment of a fixture.
of Fixtures	Teams are encouraged to communicate with their opposition at the earliest
	possible time about player numbers, should they be at risk of not fielding a team or
	not be able host a fixture.

Further resources to help transition age grade players into adult rugby are available:

- Age Grade to Adult Transition Off Field Support
- Age Grade to Adult Transition On Field Guidance