



The Dragons Cup Season 21/22

Rules and Guidelines

1: Principal Rules and Laws

1.1 The competition shall be known as 'The Dragons Cup'.

1.2 The format and all playing aspects of 'The Dragons Cup' ("Competition") shall be overseen by the Participation Group and governed by the Governance Group of The District A Game Management Group (GMG).

1.3 The competition shall be played under the WRU Player Pathway directives and World Rugby Laws of the Game and in accordance with the WRU Code of Conduct relating to the game of rugby.

1.4 There is an additional competition for teams eliminated from The Dragons Cup within the first two rounds. This shall be known as 'The Dragons Plate'. This will ensure that all teams entered in the competition play at least two matches. All references in this Rules and Guidelines document that refer to 'The Dragons Cup' will be deemed to equally apply to 'The Dragons Plate'.

2: The Teams

2.1 The Cup is open to teams within the Under 12's, 13's, 14's, 15's and 16's age groups whose parent Clubs fall under the control of The District A Game Management Group. 2.2 All teams wishing to take part in the competition must notify the organisers prior to the first round draw. All Junior fixture secretaries are requested to discuss team registration numbers and team capabilities with each coach prior to entering teams into the draw to ensure that they can fulfil the Cup fixtures throughout the season.

2.3 Clubs who enter the competition and withdraw without a notable or supported reason, should note that this may impact negatively on future requests for that Club to take part in The Dragons Cup Competition. Once notification has been received, the team will be deemed to have entered the competition and to have accepted the terms and conditions of entry.

3: Registration & Playing Squads

3.1 No player may represent a Club in the competition unless he or she is a registered playing member of that Club. No 'permits' are granted at Junior Rugby level.

3.2 Each team entering The Dragons Cup competition must take the field of play in a set of clearly numbered/lettered shirts. Blanks or shirts displaying names only are judged to be unsatisfactory for the competition.

3.3 The number of players eligible to play for a team are limited to the WRU Registered number of players for that team for The Dragons Cup competition plus qualified players who play 'up' in line with the Pathway directives.

3.4 All players must be registered correctly with their respective clubs, and club officials must be satisfied that all registrations are justifiable and up to date prior to any game taking place. A list of players must be provided by each Team's officials prior to the game taking place.

3.5 When multiple age groups participate in The Dragons Cup a player can only play for one team (age group) within his or her club and cannot switch to another team if the team that they are registered to are knocked out of the competition (e.g. a player who represented Team A at under 13s level in the competition cannot also represent Team A's under 14s team in the competition during the same season). If a player transfers Clubs during the season/competition but has already played for a team within the Dragons Cup competition, he/she is 'cup tied' for that season and cannot play for another club in the competition.

3.6 Evidence that a Team or a Player has breached this ruling will result in the offending team being removed from the competition and the result being overturned if the offending team won.

3.7 In cases where there is a colour clash the home side are requested to change playing kit unless otherwise agreed with opposition. Should there be a colour clash at the Final stage a draw will take place prior to the day of the match to decide which team will wear their home shirts.

4: Matches

4.1 All fixtures and information relating to the competition will appear on all forms of The District A Game Management Group social media channels as well as the District A GMG website. Therefore, all clubs who wish to enter the competition must be able to view those channels on a regular basis.

4.2 Each round of fixtures will be drawn by an independent member of The District A Game Management Group, or any other independent appointed person, following completion of the previous round.

4.3 Each round of fixtures will be given a 'play on or by' date. Clubs are requested to make every effort to play prior to these dates to avoid a backlog of fixtures from round to round. It would be highly advisable to schedule the match as early as practicable within this period to allow for postponements due to inclement weather or other unavoidable factors.

4.4 It is up to the 'home' team to decide upon the date, time and location for the fixture, although teams should make reasonable efforts to accommodate the wishes of the 'away' team. Matches should be played on Sundays unless full agreement is reached by both teams to play it on another day of the week. If a dispute arises over

the date etc. of the fixture, the teams should refer to The District A Game Management Group.

4.5 No refreshments, hire costs of transport or fuel allowance will be reimbursed by the WRU, The Dragons or the Game Management Group. The only exception to this is the payment of Referees Expenses at the Semi Final and Final Stages of the Competition when The District A Game Management Group will be responsible for the payment of the referee's expenses.

4.6 Should a tie be postponed due to inclement weather or the home sides pitch being unplayable then the tie can be switched to the opposition's pitch, if both sides agree.

4.7 Early communication of this decision is advisable to ensure that players are not dropped off at the ground and left by the parents. The team who travel, will now have the advantage of the 'Away' side should the game finish in a draw (see below).

4.8 If for any reason a team wishes to opt out of the competition at any time they need to send their request in writing to The District A Game Management Group. Additionally, they must inform their opponents immediately. Forfeiting games is not acceptable and may result in a team or club being omitted from the competition the following season.

4.9 In the event of a game being unable to go ahead due to clashes with school trips, tours or tournaments etc. then notification must be given to The District A Game Management Group and their opponents at the earliest opportunity.

4.10 The Dragons Cup supports the WRU Player Development and Player Pathway Structure. Whilst "The Dragons Cup" is a competition, it is anticipated that clubs will provide equal playing opportunities to each member of the squad and rotate players on a game by game basis.

4.11 With regards to injuries affecting the ability to play a Dragons Cup fixture each case will be looked at individually. However, teams are encouraged to play the game and use squad players.

4.12 In the event of a 50-point margin opening between two sides the referee is to stop the game immediately (in line with WRU Pathways guidance). The result will then be the final score before the game was stopped.

4.13 The WRU Half-A-Game initiative will fully apply to the Dragons Cup Competition, with all participating teams encouraged to fully abide by the guidelines and provide each player with half a game.

5: The Competition

5.1 The Dragons Cup is a knock-out competition with the team scoring the most points in the tie deemed the winner. Points are scored in line with WRU Pathways directions (Tries, Conversions, Penalties and Drop-Goals). If at the end of the game the teams are level on match points, then the following criteria will be used in the following order to determine the winner:

i. Most tries scored.

ii. If still level: The Away side, go through.

5.2 No extra time is to be played.

5.3 In the case of the Cup Final being drawn, then the team scoring the highest number of tries will be declared the winners. If both teams are equal on try count, then the trophy will be shared. Each club will hold the cup for a period of six months.

5.4 The District A Game Management Group will regulate on any disputes and their decision will be final.

6: Actions Prior to Kick Off

6.1 Team sheets are to be drafted prior to the game and presented to the referee on request. These will be on the normal Junior Rugby Team Sheets. Sharing of this information with the opposition team will follow The District A Game Management Group procedures.

6.2 The WRU requires that both teams shall field the same number of players. If a team cannot start with the required numbers, then the opposition must match the starting lineup of players in accordance with the Pathway rules. However, if a team cannot start a 15 a side game with a minimum of 13 players, then the game is forfeited without question.

6.3 In the event of a yellow card at Under 12's, 13's, 14's, 15's and 16's level, a period of 5 minutes suspension will apply.

6.4 In the event of a sending off or suspension, the non-offending team do not have to remove a player from the field or be disadvantaged in any way.

6.5 In the event of an injury where no replacements are available the opposing team do not have to match the playing numbers left on the field of play.

6.6 All players who are sent off will be reported by the referee to the WRU Rugby Disciplinary Committee.

6.7 An accumulation of cards, disciplinary issues or poor codes of conduct reports may result in the offending Mini and Junior Section being withdrawn from the competition across all participating age groups.

7: Scrums

7.1 Passive scrums are permitted from the start of the game and the score will stand. However, notification of the possibility of passive scrums must be disclosed to the opposition prior to the fixture. If a side cannot field a front row this is **NOT** a viable reason to cancel the game. Scrums will then become exclusively non-contested and there will be no striking on the opposition ball. All other pathway directives will apply and World Rugby Laws will apply.

8: Match Officials & Referees

8.1 The Referee for matches during the round stages will be appointed by the home side. The Referee must be independent of both Clubs. Suitably qualified Referees can be sourced by contacting Mr David Williams, (Referee Appointments Officer – Dragons and Blues) at dai_williams71@hotmail.com or on 07977990337.

Please ensure that fixtures are set well in advance and that the Appointments Officer has several weeks' notice

to arrange a Referee.

8.2 If there are problems experienced with arranging a Referee through this process, please contact The District A Game Management Group.

8.3 Each of the competing teams must allocate a linesman to assist the Referee if required. They must act impartially. The Referee may choose to dismiss the services of one or both linesmen if they see fit or may choose to start the match without the services of linesmen. This is entirely the decision of the referee and must not be influenced by either team.

8.4 Referees at the Semi-Final and Final stages will be totally neutral and appointed by the District A Game Management Group.

8.5 All relevant disciplinary issues will be reported to the Welsh Rugby Union Disciplinary Panel. Issues concerning The Dragons Cup specifically will be reported to The District A Game Management Group. The Home Team is responsible for completing a match report (Appendix 1) and ensuring that a coach or manager from each club and the Referee signs this as a true and accurate record. A copy of the report must then be emailed to The District A Game Management Group at GMGDragonsCup@gmail.com by the Home Team within 48 hours of the match and the original (hand signed) form retained by the winning team for production to The District A Game Management Group in the case of a dispute.

9: The Final

9.1 The Competition Finals for all three age groups will organised by the District A GMG at the end of the season. This will include the Cup and Plate Finals in each of the age groups. The match referees will be neutral and appointed by the District A GMG.

Appendix 1

Match Results Sheet

To be completed by the 'Home' Team and a copy emailed to: GMGDragonsCup@gmail.com within 48hrs of the conclusion of the match. The original report must then be retained by the winning team.

THE DRAGONS CUP 21/22

MATCH REPORT

| | | |
|------------------|----------|------------------|
| HOME TEAM | V | AWAY TEAM |
| RFC | | RFC |

DATE: **AGE GROUP**

VENUE:

REFEREE NAME **REFEREE NUMBER**

| | | | | | |
|--------------------------|--|---------------------|--|------------------|--|
| HOME TEAM | | | | RFC | |
| FINAL SCORE | | | | | |
| TRIES | | CONVERSIONS | | DROP GOAL | |
| PENALTIES | | YELLOW CARDS | | RED CARDS | |

| | | | | | |
|--------------------------|--|---------------------|--|------------------|--|
| AWAY TEAM | | | | RFC | |
| FINAL SCORE | | | | | |
| TRIES | | CONVERSIONS | | DROP GOAL | |
| PENALTIES | | YELLOW CARDS | | RED CARDS | |

REFEREE's SIGNATURE:

HOME COACH/ TEAM MANAGER's SIGNATURE:

AWAY COACH/ TEAM MANAGER's SIGNATURE: