**1.0 – U15 Player Eligibility**

a). All middle, high school and home school students in “good standing” (as defined by their school) to be eligible to play for their team

b). Teams may be represented by a Roster that includes students at more than one middle or high school.

c). Must be USA Rugby CIPP registered for the current competitive season.

d). At the discretion of both teams’ coaches, players must not participate if he/she becomes 15 years of age on or before September 1st of the current school year (2012/2013). Thus the eligible age date is any player born after August 31, 1997.

Exceptions: Weight Addendum- a player with a birth date between March 1, 1997 and August 31, 1997 may qualify to play U15 rugby during the 2013 spring season if he or she meets the following requirements: 1) he or she weighs less than 130 lbs., and 2) has not played in either U17 or U19 match between February 5th, 2013 and May 31st, 2013

e). If the competition season extends beyond the end of the school year, then the players may continue to participate in the competition provided that the players were otherwise eligible at the end of the school year.

f). Once a player has registered, practiced, and/or played with a team in a given academic year he or she may not play for another team in NCYRU in the same academic year without applying for and receiving a transfer approval from the NCYRU Board or their approved subcommittee.

g). Players must meet and remain in compliance with all applicable amateur standards.

h). Shall not participate if convicted of a crime classified as a felony under North Carolina or federal law.

i). Student *and* parents, legal custodians and/or legal guardians must sign NCYRU registration and code of conduct forms.

**3.0 - Player Documentation**

The following section is a guide to documentation that must be maintained at all times from the start of the season by a responsible club official. Player documentation forms must be present at all matches.

This documentation, comprised of three parts, must be made available upon demand to opposing coaches, referees, match officials, school administrators, and/or NCYRU officials prior to and/or after any NCYRU sanctioned match (league & non league).

Player documentation to prove as needed (a) identity to include date of birth; (b) CIPP enrollment; and (c) school enrollment. NCYRU recommends that all teams maintain this documentation in a hard-cover three ring binder.

Any teams unable to provide appropriate documentation for their player(s) may have said player(s) withheld from playing in the match in question. Any discrepancies or issues with player documentation may lead to the match being played under protest. Protest must be noted with the Match Referee prior to the start of the Match and will be forwarded to the NCYRU Disciplinary Committee for ruling.

**Required documentation includes:**

1. Proof of Identification can be verified with:

1. Current government issued photo identification (i.e. driver’s license, passport, school ID etc.)

2. Official Middle School, Home School certificate enrollment

3. Copy of birth certificate

(b) Proof of current CIPP enrollment to be verified with a printout from USA Rugby Website

showing valid registration dates and CIPP number.

**U15 Playing Format for Spring season 2013 in NC:**

All U15 teams will adhere to the USARFU Midi Rules (10 or 12 player a side format). Teams will adjust numbers of players per side to accommodate the opposing side if they cannot field a full 12 player team.

The Northern Division is opting to schedule matches on Sunday afternoons as opposed to Saturdays which should allow for easier access to fields, referees and coaches.

1. **Player Law Variations:**
2. 25 Minute Halves
3. scrum-half must stay on their half of scrum until ball out
4. 3 meter lineouts from touch
5. locks must bind outside arm around the props hips, no binding through props legs.
6. **Player Law Variations:**
7. 20 Minute Halves
8. scrum-half must stay on their half of scrum until ball out
9. 3 meter lineouts from touch
10. locks must bind outside arm around the props hips, no binding through props legs.
11. **Player Law Variations:**
12. 7-10 Minute Halves (based on number of teams in rotation on a given match day)
13. Three player scrums
14. All conversion attempts must be drop-kicked (taken within 40 seconds)
15. 3 meter lineouts from touch
16. Scoring team kicks off

**Field Sizes and Match Durations for Young Players**

The following provides **guidance** on:

• recommended dimensions for the fields-of-play, and

• recommended maximum times of play in individual matches and for cumulative play in any one day, for age groups in high school and youth contact and non-contact rugby in the USA.

|  |  |  |  |
| --- | --- | --- | --- |
| **Age Group** | **Dimensions (Meters)** | **Per Match (Minutes)** | **Per Day (Minutes)** |
| Under 9 | 70 by 35 | 20 | 50 |
| Under 11 | 70 by 35 | 30 | 60 |
| Under 13 | 70 by 35 | 40 | 70 |
| Under 15 | 70 by 45 | 50 | 80 |
| Under 17 | 100 by 70 | 60 | 90 |
| Under 19 | 100 by 70 | 70 | 90 |

\* So for example, in a 7’s Round-Robin format for a U15 age group category with 4 teams participating, if both coaches agree, the halves may be extended from 7 minutes to 10 minutes, in that total time of play for three matches is then 20 minutes per match or 60 minutes for the day and falls well within the recommended 80 minutes maximum for match play within a given day.

\*\* The field dimension guidelines listed above are recommendations. Our NCYRU typically uses a length of 100 meters for the U15 age group category. For 7’s play we have also narrowed regulation pitch to 45 or 40 meters..

When circumstances dictate, smaller fields and shorter times than those shown are acceptable.

Host teams will ensure that there are post protectors on any posts that are on the field.

The maximum times include any time taken to settle a tie at the end of regular time in a knockout competition.

The per day maximum cumulative times are to prevent young players from being overextended on the multi-match days that occur at tournaments and other events. At each age group the maximum cumulative time allows a player to participate in not more than five reasonable length matches, or a fewer number of longer matches.

**2013 Season Requirements and League Culture**

1. The Home or Host team will be responsible for supplying certified medical staff and referee.
2. Coaches are responsible for scheduling match start times for early afternoon for teams that have to travel outside of their immediate playing regions.
3. Assure that all of our youth players are getting appropriate playing time and best practices for good skill development to move forward.
4. U15 coaches, especially coaches that are new to the sport of rugby, are encouraged to make best effort to attend USA Rugby coaching courses that are available.
5. HOST teams participating in the “round-robin” format will provide oranges or Gatorade, etc. for the visiting teams but not required to provide food. Each club can opt to provide a concession service where food items may be purchased.
6. Team coaches and coordinators should make every best effort to correspond prior to scheduled matches to inform the visiting team of field dimensions.
7. HOST Teams that typically play 12 a side should accommodate any traveling 7’s team by supplying separate rosters, i.e. split the team into to two or three teams for round-robin 7’s play.