

# Everyone's GAME

## School & Youth Competition & Game Play Opportunities

Kick Off Information  
Season 2023/24

inspiresport™



Leadership • Engagement • Achievement • Enjoyment • Respect

# Competition & Play Principles



Player Welfare is at the forefront of all we do

Focus on the **retention** and recruitment of players within our clubs and schools

Competition is **age and stage** appropriate

Opportunities to play **regular competitive rugby**

Focus on creating positive **player development environments**

**Volunteer & Staff resource** is valued and considered



# Promote Player Welfare & Wellbeing

Player Welfare & Wellbeing are always a top priority for all involved with the game. For further information about the key areas highlighted here please follow the embedded links.

<b>IF IN DOUBT, SIT THEM OUT</b>	<b>No PVG = No Youth Coaching</b>
<b>ALL Coaches must complete RugbyRight via SCRUMS</b>	<b>Maximum Gametime - 90 minutes per 48 hours</b>
<b>Always follow the Are You Ready to Play Rugby? Age Banding Policies</b>	<b>Report all Serious Injuries via SCRUMS</b>

**RUGBYRIGHT** 

 **CONCUSSION** | **IF IN DOUBT,  
SIT THEM OUT.**

**Disclosure**  
SCOTLAND



# Age Banding – Boys’ Rugby



## 1 September Cut Off & 2 Year Banding

- Each player’s Age Grade for season 2023/24 is defined by their age on 1 September 2023.
- This determines player Age Grade for the entire season and players do not transition to the next Age Grade midseason on their birthday.
- Scottish Rugby recommends school & youth rugby is played in a maximum of two-year age bandings. Make sure to discuss age banding with your opposition in advance, particularly if playing combined age-grade games.

## Are You Ready to Play Rugby ‘Play Up’ Applications

- **17 Year Old into Adult** - [Application Procedures](#)
- **U16 into U18** – [Application Procedures](#)
- Only apply if it’s right for that player and not just to help raise a team



## Further Information

- The Age Banding webpage can be found [here](#)
- An Age Grade Calculator for the boys’ game can be found [here](#)
- Please send your Age Banding queries to [ayrtp@srugby.org.uk](mailto:ayrtp@srugby.org.uk)

# Age Banding – Girls’ Rugby

## U16 Girls’ Rugby

Girls are permitted to participate in U16 rugby if they meet the criteria below:

- are born on or after 1st September 2006 AND;
- are at least 14 years old on the day of the match

## U18 Girls’ Rugby

Girls are permitted to participate in U18 rugby if they meet the criteria below:

- are born on or after 1st September 2004 AND;
- are at least 16 years old on the day of the match

**Click for Age  
Grade Calculator**



## Are You Ready to Play Rugby ‘Play Up’ Applications

- 17 Year Old into Adult – [Application Procedures](#)
- Only apply if it’s right for that player and not just to help raise a team




# Player-centred, Development-driven, Competition-supported



Just a few examples of how this is brought to life through the competition and play programmes.

## Age Grade Law Variations

### Increase playing opportunities & prevent burn out

-  Maximum Game-time = 90 minutes in 48-hour period
- Half-Game Initiative – all players should play at least half a game
- U15, U16 & U18 Players can only play one National Competition fixture each weekend
- Players can only play in one National Schools & Youth Cup competition

### Competition Rules

- Play a Development Match to get the Game ON
- Always match player numbers
- Stop the game and adapt when a team gets 50-point lead

**GAME  
ON!**

# Competition Administration Checklist

- Player, Coach & Match Official Registration** – *check it's accurate*
- Fixtures** – *check in with opposition to make arrangements*
- Referees** – *check in with local society & whostheref.com*
- Result & Teamsheet Submission** – *agree who is responsible at your club/school and check permissions in SCRUMS*
- Contacts** – *check 'Key contact for boys & girls rugby' in SCRUMS*
- Competition Rules & Age Grade Policies** – *get familiar & ask for clarification if needed*



# Player Registration

- Unless a player (or their parent) has made themselves inactive, player registrations from last season will remain active in SCRUMS
- Signpost parents of **NEW** players to the registration page below and ask them to follow the process: <https://scrums.scottishrugby.org/youth/register>
- Parents will need to provide their email address and accept the terms of use / privacy policy on behalf of their child.
- Players must be registered to be eligible to play in competition fixtures. Players not registered in the system cannot be added to Teamsheets.





# Fixture Organisation & Match Officials

Fixtures must be played on the dates set by Competition Administration, but the Competition Rules do provide a degree of flexibility to ensure all fixtures have the best opportunity of being completed.

## Fixture Dates

- If both teams agree to play on a different date (e.g. Saturday instead of Sunday or vice versa, Friday night or midweek) club/schools can request a change via Competition Administration.
- Requests must be submitted as early as possible, and the new date proposed must be before the final round of fixtures for that Conference/League.
- If agreed by Competition Administration clubs/schools must communicate to the referee society if appropriate (U18 fixtures).

## Fixture Venue & Kick Off time

- The Competition Regulations (see S&YNCRs pages 16-23) contain default positions, but club/schools are free to agree alternative arrangements.
- Club/schools must seek permission for a change in venue or Kick Off time for U18 fixtures well in advance as this may affect the allocation of match officials.
- Club/schools must update SCRUMS and competition administration if an alternative venue (reversal or neutral) is agreed as this may impact travel funding.

## Match Officials

- Scottish Rugby or Regional Referee Societies appoint to U18 fixtures - appointments are made via [whostheref.com](http://whostheref.com). Key contacts for referee appointments can be found at end of this document.
- The host club/school is responsible for arranging a qualified referee for all other fixtures

# Travel Support

- All fixtures contained within a Scottish Rugby competition, or development fixture programme, are covered by the scheme. \*
- Awards will be based on fixture details recorded in SCRUMS with proviso that a result and Teamsheet has been submitted for that fixture.
- Clubs and schools must make sure the fixture orientation (venue) for each fixture is correct in SCRUMS.

\* Full details can be found in [Club Investment Fund Agreement](#)

Schools & Youth Multiple Team Travel on same day.

- Return journey of up to 99 miles, 1-2 teams - **£100** per journey
- Return journey of up to 99 miles, 3-4 teams - **£200** per journey
- Return journey of up to 99 miles, 5 or more teams - **£300** per journey
- Return journey of 100 or more, 1-2 teams - **£300** per journey
- Return journey of 100 or more miles, 3-4 teams - **£600** per journey
- Return journey of 100 or more miles, 5 or more teams - **£900** per journey
- Return journey of 200 or more miles, 1-2 teams - **£350** per journey
- Return journey of 200 or more miles, 3-4 teams - **£700** per journey
- Return journey of 200 or more miles, 5 or more teams - **£1,050** per journey
- Return journey of 400 or more miles, 1-2 teams - **£500** per journey
- Return journey of 400 or more miles, 3-4 teams - **£1000** per journey
- Return journey of 400 or more miles, 5 or more teams - **£1,500** per journey
- Return journey of 600 or more miles, 1-2 teams - **£650** per journey
- Return journey of 600 or more miles, 3-4 teams - **£1,300** per journey
- Return journey of 600 or more miles, 5 or more teams - **£1,950** per journey

# Result & Teamsheet Submission

## Results

- To submit a result the SCRUMS user must have ‘Coach/Team Manager’, or ‘Administrator’ level permission in SCRUMS
- The Home Club/School is responsible for submitting the result - or other match outcome - via SCRUMS
- Results must be submitted as soon as possible after Full Time and by **Monday at 10am at the latest**

## Teamsheets

- Submit online through SCRUMS **within 48 hours** for **ALL** fixtures **U13 – U18**
- Print a copy and pass to the referee and opposition 30 minutes before Kick-off



# Competition Rules

Schools & Youth National Competitions Rules (SYNCR) 2023/24 are available [here](#)

Significant changes to Player Eligibility Rules are summarised below.

COMPETITION	
<b>All Competitions covered by SYNCRs</b>	<p>U18, U16 <b>&amp; U15</b> players are only eligible to participate in one National Competition fixture each weekend.</p> <p>For avoidance of doubt, in the eyes of the SYNCRs Regional Conferences &amp; Leagues are classified as National Competitions.</p>
<b>National Cup Competitions</b>	<p>Each player is restricted to participate with <b><u>one team only</u></b> across all National Schools &amp; Youth Cup competitions.</p> <p>For avoidance of doubt, this includes all levels of the Schools and Youth Cup structures (Cup, Shield, Plate &amp; Bowl) played in the autumn phase.</p>

# Contacts



Competition Administration	Referee Appointments
<b>School Conferences &amp; National Cups</b> Sam Parlane <a href="mailto:sam.parlane@sru.org.uk">sam.parlane@sru.org.uk</a>	<b>Borders Referee Society</b> <a href="mailto:iain.heard1@gmail.com">iain.heard1@gmail.com</a>
<b>Caledonia Region</b> Mark Salter <a href="mailto:mark.salter@sru.org.uk">mark.salter@sru.org.uk</a>	<b>Caledonia Referee Society</b> <a href="mailto:crr.allocations@gmail.com">crr.allocations@gmail.com</a>
<b>East Region</b> Simon Flinn (starting September 2023) <a href="mailto:Simon.flinn@sru.org.uk">Simon.flinn@sru.org.uk</a>	<b>Edinburgh Referee Society</b> <a href="mailto:allocations.ERRS@gmail.com">allocations.ERRS@gmail.com</a>
<b>West Region</b> John Gillies <a href="mailto:john.gillies@sru.org.uk">john.gillies@sru.org.uk</a>	<b>West Referee Society</b> <a href="mailto:wrrs.allocations@gmail.com">wrrs.allocations@gmail.com</a>
<b>Other</b> <a href="mailto:competitions@sru.org.uk">competitions@sru.org.uk</a> <a href="mailto:SCRUMS@sru.org.uk">SCRUMS@sru.org.uk</a>	<b>Scottish Rugby (Panel Referees)</b> Colin Brett <a href="mailto:colin.brett@sru.org.uk">colin.brett@sru.org.uk</a>

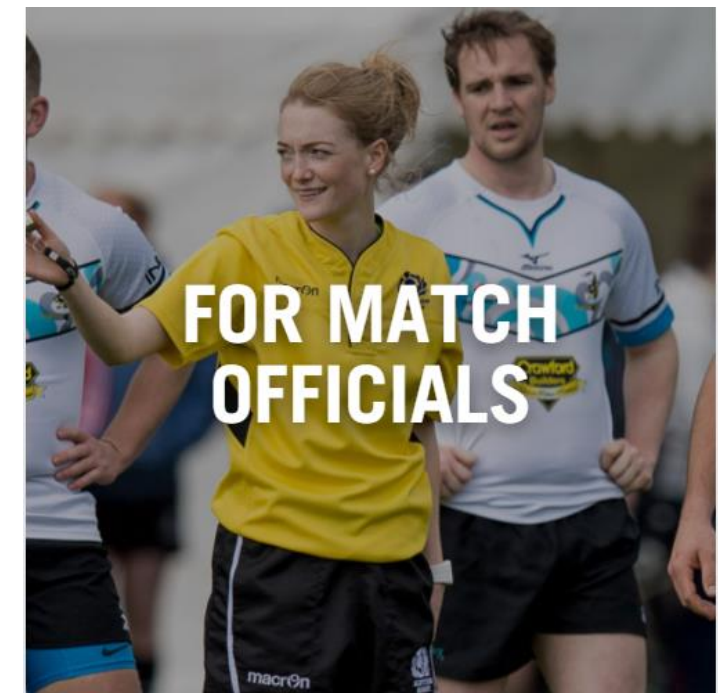
# Training & Education

[Minimum Coaching Standards](#) require all Coaches to be qualified by August 2024.  
Click through below for the latest Coach and Match Official T&E opportunities...



**GAINLINE**

Don't forget Scottish Rugby's interactive Training Hub – it's crammed with coaching and match officiating resources.  
(Launching in SCRUMS very soon!)



## Social Media Champion Checklist

Follow the checklist below to help you get started in your role, but we want to see your ideas too – so get creative!

- Ask for access to your club or school's social media page or ask to get set up
  - Instagram - Share images and videos
  - Twitter - Share instant updates, images and videos
  - Facebook - Share updates, videos and images
- Get some new followers on your pages
  - Include details of the social account(s) in a school or club email newsletter
  - Encourage all the players, parents, coaches and teachers to follow the account(s)
- Follow other teams in your conference to keep up to date on what they are doing
- Get all your club's age grade teams together for one big picture
- Promote your upcoming matches in advance
  - Upcoming game? Do a countdown, tell people how training is going for the game. Want a crowd? Encourage people to come along and cheer the team on at the side-lines. Get the players involved and share your team line up before the match.
- Share your journey
  - Is your game an away game? Keep your followers updated on everything from your travels.
- Keep followers updated throughout the season and give updates on how you are progressing through the league
- Share a full-time picture
  - Shaking hands with your opponents and/or celebrating at the final whistle
- Share the full-time score of your games
  - Think about how to keep it looking different each time - share an image of the players in action or a short clip
- Create an album of pictures from a game on Facebook or Instagram
- Share a video of someone scoring a try
- If your club/school website reports on scores or match reports, share the story
- Share a video of a rugby drill at training
- Highlight individual players and do a post about their performance or rugby story
- Share a boomerang of the team - have some silly fun
- Got a big match? Live Tweet your score updates
- Interview the captain before or after a game and post a story or video
- Retweet or share your coaches, players, school and club accounts if they post about the team
- Show Scottish Rugby what great work you're doing by tagging @Scotlandteam in your posts!

#AsOne

Help raise the profile of the  
Schools & Youth Game through  
this Social Media Checklist.

@Scotlandteam

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