



Scottish Rugby Regional Youth Cup Competition Rules

Season 2025-26



Definitions

'Best Playing Record Calculation ("BPRC")' - Means average Competition Points gained in completed Matches multiplied by total Matches possible (e.g. a Club plays in 15 of its 22 possible Matches, achieving 34 Competition Points: BPRC adjusted points = $34/15 \times 22 = 49.86$).

'Club' - Means any club, team or other body (as the context may require) which participates in a Scottish Rugby Competition.

'Club Investment Fund Standards' ("CIF") - Means the minimum standards and requirements issued by Scottish Rugby from time to time.

'Competitions' - Means the Scottish Rugby Regional Youth Cup competitions designated by the Rugby Development Department and listed in Appendix 1.

'Regional Youth Cup Management Group' - Means the group of Rugby Development personnel assigned Schools and Youth Competitions Committee a committee elected or appointed to assist in the organisation of the Regional Youth Cup Competitions.

'Competitions Coordinator' - Means the person assigned by Scottish Rugby to handle the day-to-day administration associated with organising a Regional Youth Cup competition.

'Regional Youth Cup Competitions' - Means all Regional Youth Cup competitions designated in Appendix 2.

'Development Match' - Means a Match that is played as a training match/friendly due to a Team being unable to meet the minimum player or contested scrum requirements, or by agreement between the two Teams.

'Host Team' - Means the Team providing the venue for any given Match.

'Match' - Means a match played or to be played in a Regional Youth Cup Competition.

'Player' - Means any person who is named by a Team to participate in a Match.

'Regulations' - Means any supplementary regulations provided or approved by the Rugby Development Department in respect of individual Regional Youth Cup Competitions, or generally.

'Rules' - Means the Scottish Rugby Regional Youth Cup Competition Rules.

'Scoring Match' - Means a Match in which Competition Points are awarded based on the result of the Match.

'Scottish Rugby' - Means Scottish Rugby Union Limited.

'Team' - Means any club, school, composite team or other body (as the context may require and as permitted by the Rules) which participates in a Scottish Rugby Schools and Youth National Competition.

'World Rugby' - Means the game's world governing body.

1 Organisation and Application

1.1. The Regional Youth Cup Rules

- 1.1.1. Regional Youth Cup Competitions shall be governed by the Rules.
- 1.1.2. The Rules and changes to them shall be subject to approval by the Rugby Development Department.

1.2. Organisation and Administration

- 1.2.1. The organisation of Regional Youth Cup Competitions shall be the responsibility of the Rugby Development Department.
- 1.2.2. To help organise the Regional Youth Cup Competitions the Rugby Development Department shall assign responsibility to a Regional Youth Cup Management Group.
- 1.2.3. The membership of the Regional Youth Cup Management Group shall comprise:
 - 1.2.3.1. Two Rugby Development representatives from each region, typically consisting of the Regional Competitions Coordinator and one Regional Manager.
 - 1.2.3.2. The individual assigned by Scottish Rugby to act as Secretary to the Schools and Youth Competitions Committee.
- 1.2.4. Additional members of the Rugby Development Department may assist the Regional Youth Cup Management Group on a permanent or temporary basis as and when required.

1.3. Compliance

- 1.3.1. By agreeing to participate in a Regional Youth Cup Competition the participating Team agrees to be bound by both the letter and the spirit of the Rules and Regulations, and such other Scottish Rugby Rules, Regulations, Age Banding Rules, Policies, Procedures, Participation Agreement Terms and operational decisions as may affect its participation in the competitions.
- 1.3.2. Participating Teams shall comply with any CIF or Participation Agreement Terms issued from time to time by Scottish Rugby, unless a dispensation has been given by Scottish Rugby. Scottish Rugby shall have the power to suspend the participation rights of any Team which fails to meet or to maintain these standards.
- 1.3.3. Except where a Scottish Rugby Byelaw, Policy, Rule or Regulation provides to the contrary, World Rugby's Laws of the Game (including the Under 19 Law Variations) and the World Rugby Regulations Relating to the Game shall apply.
- 1.3.4. The participating Teams shall ensure compliance by all their Players and officials with applicable Rules and Regulations.

2 Fixtures

2.1. Date and Kick-Off Time

- 2.1.1. The date, time and the identity of the home and away Teams in any Match shall be as determined and notified by the Competition Coordinator.
- 2.1.2. Matches shall be played on the date and at the time notified, as outlined in Regulations for each Regional Youth Cup (Appendix 1). By exception, and where both Teams agree, the home Team may make written application to the Competition Coordinator for a Match to be played on an alternative date or at an alternative time. Evidence as to the consent of both Teams shall be required. This request must be submitted no less than 7 days prior to the original date of the fixture.
- 2.1.3. Matches shall normally be played at the home Team's regular venue. The home Team must advise the Competition Coordinator, the visiting Team and the referee (if appointed) promptly if a Match is to be played at a different venue.

2.2. Cancelled and Postponed Matches

- 2.2.1. If a Match is likely to be postponed the Teams should seek to play at an alternative venue, including reversing the fixture where necessary.
- 2.2.2. If a Match has been cancelled due to ground conditions:
 - 2.2.2.1. Pool based Matches: The Match shall ordinarily be rescheduled to the next available fixture date free of competition fixtures. If there are no free dates of competition Teams are encouraged to agree a date no later than the final date of competition for that Group. If re-arranged by the Teams, as there are no free fixture dates, the date must be notified to the Competition Coordinator at least seven days in advance of the re-arranged date. The RYCMG reserves the absolute right to reschedule any Match.
 - 2.2.2.2. Knock-out Matches: Where a knock-out Match is cancelled it must be re-arranged for a date as early as possible. Where the Teams are unable to agree a mutually acceptable date the home Team must refer the matter to the Competition Coordinator.

2.3. Abandoned Matches

- 2.3.1. Where a pool or knock-out Match is abandoned:
 - 2.3.1.1. If less than 75% of normal playing time has expired and the points differential is less than 30 at the time of the abandonment, it shall be treated as a Cancelled Match.
 - 2.3.1.2. If at least 75% of normal playing time has expired, or one Team has obtained a 30-point lead, the Match shall be deemed to have been completed and the score at the time of the abandonment shall stand as the Match result.
- 2.3.2. For the avoidance of doubt the procedures regarding any red or yellow cards, citing or misconduct complaints during an abandoned Match shall be the same as if the Match had been completed.

2.4. Non-Fulfilment of Fixtures

- 2.4.1. If a Team fails to fulfil a fixture on the date notified, the Competitions Coordinator may raise a complaint against that Team.

3 The Players

3.1. Eligibility

- 3.1.1. Players participating in the Regional Youth Cup Competitions must be properly registered as an active Player with the Team that they are representing.
- 3.1.2. Other than with the written permission of the RYCMG, or as permitted by the Regulations for each Regional Youth Cup (contained in Appendix 1), each player can participate for one Team only in the Regional Youth Cup Competitions outlined in Appendix 2.
- 3.1.3. Any Player wishing to participate in a Regional Youth Cup semi-final or final must have made at least 4 appearances for that Team in season 2025/26 Scottish Rugby Competitions.

3.2. Age restrictions for Team Selection

- 3.2.1. All participating Players must be eligible to play for the Team they are representing in accordance with Scottish Rugby's Age Banding Policies.
- 3.2.2. The age grade cut-off date shall be 1 September 2025. In order to be eligible to participate:
 - 3.2.2.1. Under 18 Players must be born on 1 September 2007 or later;
 - 3.2.2.2. Under 16 Players must be born on 1 September 2009 or later;
 - 3.2.2.3. Under 15 Players must be born on 1 September 2010 or later.

3.2.3. A Player may not play or be selected to play out with their age band unless they have received written exemption from Scottish Rugby to do so.

3.3. Registration and De-Registration

3.3.1. All Players participating in Regional Youth Cup Competitions must be registered on the Scottish Rugby player registration system.

3.3.2. Incoming players requiring International Clearance shall not be eligible to participate until Scottish Rugby has provided written confirmation of the completion of the Clearance process.

3.3.3. Teams shall ensure that their list of registered Players is at all times accurate and up to date.

4 The Teams

4. Team Colours

4.1. The Home Team shall be responsible for ensuring that there will be no clash of Team colours (jersey and/or socks). The Match referee shall be the sole judge as to whether colours clash. Where necessary it shall be the responsibility of the Home Team to change.

4.2. Team Sheets

4.2.1. For all Regional Youth Cup Competition matches:

4.2.1.1. Teams must deliver a fully completed team sheet to the referee and to the opposition manager/coach not later than 30 minutes before kick-off. Changes to the team sheet may be made up to kick-off.

4.2.1.2. The team sheet must specify the jersey number, full name, and registration number of each player. Players capable of playing at prop or hooker must be highlighted as such.

4.2.2. A copy of the team sheet shall be submitted on SCRUMS within 48 hours of the Kick-off.

4.3. Number of Starting Players

Boys

4.3.1. With exception of the competitions detailed in the Regulations for each Regional Youth Cup (contained in Appendix 1), teams have been entered into the competitions with the expectation that they can start all Matches with 15 players.

4.3.2. A team may start a match with less than 15 players but not less than 12 players, subject to it fielding at least five Players in the scrum at all times. In the event that the number of Players in either Team be reduced to fewer than 12 in a Scoring Match, the Match shall proceed as a Development Match.

4.3.3. Both teams must play with an equal number of players ("Player Matching") from kick off and throughout the Match, other than where a Player has been permanently or temporarily dismissed from the field.

4.3.4. Other than with the written permission of the RYCMG, in U18 and U16 Matches if either team does not have suitably experienced front row to start the match the referee shall order uncontested scrums and the Match shall proceed as a Development Match. For the avoidance of doubt U15 Matches can be contested as Scoring Matches if there is a need to start with an uncontested scrum.

Girls

- 4.3.5. With exception of the competitions detailed in the Regulations for each Regional Youth Cup (contained in Appendix 1), teams have been entered into the competitions with the expectation that they can start all Matches with 15 players (or 13 in U16 Matches).
- 4.3.6. A Team may start a Match with less than 15 Players (or less than 13 in U16 Matches) but not less than 12 Players (or not less than 10 Players in U16), subject to it fielding at least five Players in the scrum at all times. In the event that the number of Players in either Team be reduced to fewer than 12 (or 10 in U16 Matches) in a Scoring Match (for whatever reason), the Match shall proceed as a Development Match.
- 4.3.7. Both sides must play with an equal number of players ("Player Matching") from kick off and throughout the Match, other than where a Player has been permanently or temporarily dismissed from the field.
- 4.3.8. If either Team does not have a suitably experienced front row the referee shall order uncontested scrums and the Match shall proceed as a Development Match.

4.4. Replacements / Substitutes

- 4.4.1. The maximum number of replacements shall be seven. This means maximum squad size is twenty-two for a 15-a-side Match, and twenty for a 13-a-side Match.
- 4.4.2. Where in consequence of Player Matching, a Team is required to reduce the number of its starting Players to meet that of its opponent, the Players not able to start the Match may be used as additional replacements.
- 4.4.3. The requirements of Law 3.8 in respect of the number of front row Players within any Match squad must be observed in U18 and U16 Cup Matches.
- 4.4.4. The maximum number of rolling substitutions a Team may use in any Match shall be 12.

5 The Ground

5.1. The Pitch

- 5.1.1. The Host Team shall provide a suitable pitch complying with Law 1.
- 5.1.2. Padding around the goalposts, conforming to Law 1.7, must be provided.

5.2. Fitness of Ground or Conditions for Play

- 5.2.1. If, prior to the day of the Match, there is doubt as to the potential fitness of the ground the following arrangements must be made:
 - 5.2.1.1. Advance warning, being at least 24 hours where reasonably practicable, must be provided to the visiting Team and the referee (if one has been allocated).
 - 5.2.1.2. The Host Team shall arrange for an assessment of the pitch. Where practical this should be undertaken by an independent person.
 - 5.2.1.3. The assessment shall be undertaken not less than 60 minutes prior to the visiting Team's intended departure. The result of the inspection shall be communicated to the visiting Team not less than 30 minutes before its intended departure time and to the Match referee (if allocated).
 - 5.2.1.4. Within 48 hours of the decision not to play a Match the home Team shall advise the Competition Coordinator as to the reason why that Match was not fulfilled.

6 The Match

6.1. Match Organisation

- 6.1.1. The Host team shall be responsible for the logistics involved in the staging of the Match.

6.1.2. The Host Team shall ensure that the visiting team is advised of all relevant health and safety and associated requirements.

6.1.3. The Host Team shall ensure that spectators are kept at a reasonable distance from the Playing Enclosure and at no time are able to enter the Playing Enclosure to interfere or interact with the Match, the Match officials or any of the Players or other Persons entitled to be within the Playing Enclosure.

6.2. Match Ball

6.2.1. The Host Team shall provide at least three appropriately sized match balls compliant with the Laws.

6.3. Match Officials

6.3.1. The Host Team shall be responsible for organising an appropriately qualified referee (other than where a Match Referee has been appointed by Scottish Rugby or by the local Referee Society).

6.3.2. Each Team shall supply one suitably trained touch judge. It is expected that each touch judge shall be an adult in respect of U18/1st XV Matches.

6.4. Match Duration

6.4.1. The duration of each Match shall be in accordance with Scottish Rugby's Age Grade Law Variations.

6.5. Half-Time Interval

6.5.1. The half-time interval shall normally be five minutes. The length of the interval may be altered by agreement between the Teams provided that this is notified to the referee prior to kick-off, but shall not be more than 15 minutes.

6.6. Competition Points

6.6.1. In competitions that use League tables, Competition Points shall be awarded as follows:

6.6.2. Scoring Matches: In U18 1XV, U16 'A', U15 'A', U18 (Girls) and U16 (Girls) Scoring Matches:

6.6.2.1. 3 points for a win;

6.6.2.2. 2 points for a draw;

6.6.2.3. 1 point for a loss;

6.6.2.4. 0 points for forfeiting a Match due to being unable to field a Team (with the other Team receiving 3 points).

6.6.2.5. Try bonus points may be used, please refer to Appendix 1.

6.6.3. Development Matches: The following Competition Points shall be awarded for participation in a Development Match:

6.6.3.1. The Team that can meet the minimum requirements to fulfil the fixture shall be awarded 3 points.

6.6.3.2. The Team that cannot meet the minimum requirements to fulfil the fixture shall be awarded 1 point.

6.6.4. Cancelled Matches: Where a Match is cancelled because the ground is unplayable or extreme weather, or is abandoned before 75% of normal playing time has expired or one team obtains a 30-point lead, each Team shall receive 2 points.

6.7. Maximum Score

6.7.1. If a Team attains a 50 point lead the Match will be deemed to have been completed and the referee shall blow for time.

6.7.2. Teams are encouraged to play a friendly match for the remainder of the playing time.

6.8. Notification of Results

- 6.8.1. The Home Team shall be responsible for notifying the Match result to the Competition Coordinator in accordance with the procedures set out by Scottish Rugby.

7 Method for Deciding on Placings and in Tied Knock-out Matches

7.1. Conference Tables

- 7.1.1. Conference tables shall be produced in respect of each Conference or Pool. Teams shall be awarded a placing in the table based on the number of Competition Points received. The aggregate match points and tries scored (for and against) shall not be disclosed in the Conference table.

7.2. Tied Placings

- 7.2.1. Single Age Group Tables: In the event of two or more Teams being equal on Competition Points placings shall be determined in accordance with the following criteria (in the order given):
- 7.2.1.1. the points difference in the Match(es) between the Teams;
 - 7.2.1.2. the Team receiving the fewer Red Cards in all Matches contributing to that table;
 - 7.2.1.3. the Team completing more away Matches in all Matches contributing to that table;
 - 7.2.1.4. if two Teams are tied due to a draw in their Pool match the team that played away in that Match shall be placed higher;
- 7.2.2. If none of the above is able to separate the Teams the position shall be shared (unless progression is at stake, where a coin shall be tossed to determine positions)

7.3. Play-Off and Knock-Out Matches

- 7.3.1. If the scores at full-time are equal in any play-off or knock-out Match:
- 7.3.2. Competition Finals: The trophy shall be shared.
- 7.3.3. Earlier Rounds: The following criteria (in the order given) shall be used to decide the winner:
- 7.3.3.1. the team scoring more tries;
 - 7.3.3.2. the team scoring more conversions;
 - 7.3.3.3. the team scoring more drop goals;
 - 7.3.3.4. the team receiving fewer red cards;
 - 7.3.3.5. the team receiving fewer yellow cards;
- 7.3.4. In the event none of the above is able to separate the Teams, the away Team shall be declared the winner or, where the Match is played at neutral venue, a coin shall be tossed.
- 7.3.5. No Extra Time shall be played at any stage of the competition.

7.4. Teams Disqualified, Suspended or Withdrawing

- 7.4.1. If a Team is disqualified, suspended or voluntarily withdraws after the start of the competition, the results of all Matches played by that Team shall be deleted and the positions in the division shall be established from the Matches played between the remaining Teams.

8 Entry and Format of Competition

- 8.1.1. Entrants to the Regional Youth Cup Competitions shall be determined by an application and/or assessment process carried out by the Regional Youth Cup Management Group.
- 8.1.2. The Regional Youth Cup Management Group shall determine the format and dates of competition for communication in a timely manner by the Competition Coordinator.

- 8.1.3. The Regional Youth Cup Management Group reserves the right to revise the format of the competitions where necessary.

9 Infringement of Rules and Complaints

9.1. Infringements

- 9.1.1. Any club/school found to have infringed any of the above competition rules may be subject to sanctions by the Regional Youth Cup Management Group. Such sanctions include but are not restricted to a reprimand and warning as to future conduct, deduction of competition points and/or disqualification from the competition. A player found to have infringed any of these competition rules may also be subject to sanction.
- 9.1.2. The Regional Youth Cup Management Group shall have the power to reinstate a Team in the competition if it has been eliminated by a Team which has been disqualified from the competition.

9.2. Complaints

- 9.2.1. A complaint into an alleged breach of the Rules or Regulations may be raised by:
- 9.2.1.1. The Competitions Coordinator;
 - 9.2.1.2. A Club/School (but only in relation to a matter which affects it directly and which causes it to suffer significant disadvantage).
- 9.2.2. All Complaints must:
- 9.2.2.1. state (a) the nature of the Complaint, including the Rule/Regulation alleged to have been breached, and (b) the nature and the extent of the disadvantage/prejudice allegedly suffered; and
 - 9.2.2.2. be signed on behalf of the complainant (in the case of a Club this shall be by either the Club President or Secretary).
- 9.2.3. Complaints submitted on behalf of participating Clubs must be submitted to the relevant Competitions Coordinator within 14 days of the alleged infringement occurring.
- 9.2.4. The subject of the Complaint shall be sent a copy of it as soon as practical following receipt.

Appendix 1

Regional Youth Cup Regulations

The competitions listed in Appendix 2 shall be governed by the Rules. Matches within these competitions shall be played in accordance with the Rules other than where a specific Regional Youth Cup Regulation provides to the contrary.

The Regional Youth Cup Regulations applicable for season 2025/26 shall be as follows:

Caledonia Youth Cup Regulations

1. Fixtures

- 1.1. Unless a request to play on a different date and/or time is approved by the Competitions Coordinator, in accordance with Competition Rule 2.1.2, U18 Matches shall kick-off at 2pm on the Saturday, and U16 and U15 Matches shall kick-off at 2pm on the Sunday, of the assigned weekend.

2. Competition Points

- 2.1. Four points shall be awarded for a win and two points shall be awarded for a draw ("Match Points"). In addition, one bonus point shall be awarded to a Team scoring four or more tries and one bonus point shall be awarded to a losing Team which finishes within seven points or fewer of the winning Team ("Bonus Points"). For the avoidance of doubt NCR 6.6.4 continues to apply in respect of Cancelled Matches.

3. Player Eligibility (A and B Teams)

- 3.1. If a Club has entered two Teams (A and B) at one age group each player may participate for both teams, but not on the same weekend. For the avoidance of doubt, the requirements of Competition Rule 3.1.3 continue to apply to semi-final and final matches.

East Youth Cup Regulations

1. Fixtures

- 1.1. Unless a request to play on a different date and/or time is approved by the Competitions Coordinator, in accordance with Competition Rule 2.1.2, all Matches shall kick-off at 10:30am on the Saturday of the assigned weekend.

2. Competition Points

- 2.1. Four points shall be awarded for a win and two points shall be awarded for a draw ("Match Points"). In addition, one bonus point shall be awarded to a Team scoring four or more tries and one bonus point shall be awarded to a losing Team which finishes within seven points or fewer of the winning Team ("Bonus Points"). For the avoidance of doubt NCR 6.6.4 continues to apply in respect of Cancelled Matches.

3. Contested Scrums

- 3.1. U16 and U18 East Youth Shield and Bowl Matches can start with an uncontested scrum, however all Teams are encouraged to promote the development of front row players and play with contested scrums when possible. The requirements of Law 3.8, in respect of the number of front row Players within any Match squad, do not apply if a Match is required to start with an uncontested scrum.

West Youth Cup Regulations

1. Fixtures

- 1.1. Unless a request to play on a different date and/or time is approved by the Competitions Coordinator, in accordance with Competition Rule 2.1.2, U18 Matches shall kick-off at 2pm on the

Saturday, and U17 (Girl's), U16 (Boy's), U15 (Girl's) and U15 (Boy's) Matches shall kick-off at 2pm on the Sunday, of the assigned weekend.

- 1.2. In any of the Girl's West Youth Cup fixtures, Teams may mutually agree to dedicate a portion of the playing time to attain a result required for a Scoring Match. Once such result has been achieved the teams shall proceed to complete the remainder of the fixture as a Development Match.

2. Player Eligibility (A and B Teams)

- 2.1. If a Club has entered two Teams (A and B) at one age group the Club must submit an entire player list for each Team to the Competition Coordinator prior to the commencement of the competition.
- 2.2. A Club can request permission for a Player to change Team, for one match or the remainder of the competitions. Dispensation requests must be submitted to the Competitions Coordinator as far in advance as possible. The player is not eligible to play for the other team until the request has been considered (and approved) by the Regional Youth Cup Management Group.
- 2.3. For the avoidance of doubt, the requirements of Competition Rule 3.1.3 continue to apply to semi-final and final matches.

3. Number of Starting Players and Contested Scrums (Boy's)

- 3.1. U15 and U16 West Youth Quaich and Trophy Matches can start with an uncontested scrum, however all Teams are encouraged to promote the development of front row players and play with contested scrums when possible.
- 3.2. In the following competitions a Team may start a match with less than 15 players but not less than 10 players, subject to it fielding at least five Players in the scrum at all times. In the event that the number of Players in either Team be reduced to fewer than 10, the Match shall proceed as a Development Match. Matches can start with an uncontested scrum.
 - 3.2.1. U16 West Youth Quaich and Trophy
 - 3.2.2. U15 West Youth Quaich and Trophy

4. Player Eligibility (Girl's)

- 4.1. Age Restrictions for Team Selection
 - 4.1.1. The age grade cut-off date shall be 1 September 2025. In order to be eligible to participate:
 - 4.1.2. Under 15 Players must be born on or after 1 September 2010 and at least 13 on the date of the fixture.
 - 4.1.3. Under 17 Players must be born on or after 1 September 2008 and at least 15 on the date of the fixture.

5. Number of Starting Players and Contested Scrums (Girl's)

- 5.1. U15 and U17 West Youth Cup Matches can start with an uncontested scrum, however all Teams are encouraged to promote the development of front row players and play with contested scrums when possible.
- 5.2. In the following competitions a Team may start a match with less than 15 players (or 13 players for U15) but not less than 10 players, subject to it fielding at least five Players in the scrum at all times. In the event that the number of Players in either Team be reduced to fewer than 10, the Match shall proceed as a Development Match. Matches can start with an uncontested scrum.
 - 5.2.1. U15 West Youth Cup.
 - 5.2.2. U17 West Youth Cup.

Appendix 2

Designated Competitions and Key Dates

The Regional Youth Cup Competition Rules shall apply in respect of the following competitions:

Caledonia Youth Cup, Shield, Plate, Bowl and Quaich

First round: 10/11 January 2026

Quarter-Finals: 28 Feb/01 March 2026

Semi-Finals: 14/15 March 2026

Finals Day Cup & Shield: 29th March 2026 Venue: Countesswells (Aberdeen)

Finals Bowl/Plate/Quaich to be played at the Home Team Club: TBC

East Youth Cup, Plate, Shield and Bowl

Pool Phase: 10 January 2026 – 07 February 2026

Quarter Finals: 28 February 2026

Semi Finals: 14 March 2026

Finals: 28 March 2026

West Youth Cup, Shield, Bowl, Plate, Quaich and Chairman's Trophy

First round: 10/11 January 2026

Quarterfinals (if part of competition format): 21/22 February 2026

Semifinals: 14/15 March 2026

Finals: 28/29 March 2026

All other finals to be played at the Home Team Club unless specified.