



Women's Intermediate Cup Guidelines

This Guidance should be read in conjunction with RFU Regulation 16 Adult Women Competitions 2014-15

- Competition will be played to full IRB laws.
- Match Result must be submitted by 6pm to **01676 478080** or text **07797800102**
- Match form to be completed by the home team and signed by the opposition captain and referee.
- Referees to be booked through the society.
- Maximum squad 22 – all matches 15 a side. If a side plays with less than 15 there is no matching numbers (minimum number 10).
- Contested Scrums – Size 5 ball
- In the event of a tie at full-time winner of the match shall be determined by reference to the following:
 - (i) There will be 10 minutes extra time
 - (ii) If the scores are tied after extra time, then the Club that has scored the most tries in that Match (including extra time) shall be deemed the winner of that Match.

If the Clubs have scored the same number of tries in that Match (including extra time), then the winner of the Match will be determined by a place-kick competition conducted as set out in Appendix One to these Regulations.

Appendix One

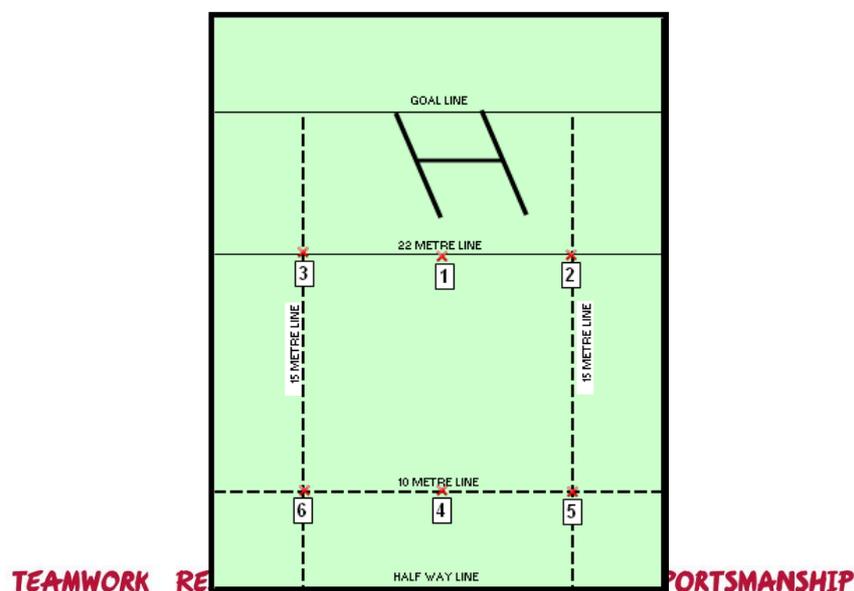
Place Kick Competition

If at the end of a Knock-Out Match, after extra-time has been played, the scores remain equal and the number of tries scored in the Match is equal, then the referee will conduct a place-kick competition to determine the winner of the Match, according to the following procedures:

- All players and the Match officials will remain on the playing area. The Referee will call the captains of the two teams at the end of the match to the centre circle and will conduct two coin tosses. The first toss of the coin will determine which team selects the end of the playing area at which all place kicks will be taken; the second toss of the coin will determine which team kicks first or second.

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- The Match officials and the six nominated players (3 from each side) will assemble on the halfway line.
- Team A and Team B will each nominate 3 kickers from the players on the pitch at the end of extra time to participate in the place kick competition.
- Each kicker will be allocated a number i.e. Kicker 1, Kicker 2 or Kicker 3. This designation cannot change.
- If during the place kick competition any of the 3 kickers becomes injured he will be replaced by a player who was on the pitch at the end of extra time.
- The first phase of the competition will consist of 3 kicks from 3 positions as outlined in the diagram below.
- Each kicker will take kicks in the following order:-
 - All kickers from team A and team B will each take a kick from position **1**.
 - If the scores are level
 - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position **2**.
 - If the scores are still level
 - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position **3**.
 - If the scores are still level
 - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position **4**.
- If the teams are level at the end of this competition there will be a 'sudden death competition'. All kicks will take place from position **4** and kicks will be taken in the following order:-
 - First to kick will be Kicker 1 from each team
 - Second to kick will be Kicker 2 from each team
 - Third to kick will be Kicker 3 from each team
 - Kicks will continue in this order until a point is reached where each team has taken the same number of sudden death kicks but one team has scored one more than the other team. When this point is reached the team that has scored more successful kicks will be declared the winner.



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