

**ARMY RUGBY UNION PLAYING DEPARTMENTS FIXTURE POLICY**

Reference:

1. JSP 660 – Direction on Team & Individual Sport. (Team Planning Numbers)
2. 2020DIN10-001– Overseas Sports Tours.
3. 2020DIN10-016 – Army Sports Lottery - Instruction.
4. The Army Rugby Union are a category 1 (risk to life) sport within the Army Sport Control Board (ASCB) who give clear guidance to Army Sports on the process and guidelines in Ref A – C on how to deliver their sports in line with Government; National Governing Body and Army direction. As a direct consequence of the COVID 19 pandemic the Army Rugby Union (ARU) are going through a rebuild period and are renewing its generated income from Inter Services (IS) games and Direct & Indirect sponsorship for the next 24 months. The next Army v Navy match to be played at Twickenham is scheduled for Saturday 6 May 2023.
5. The UKAF Sports Board have recently approved a Rugby Union uplift to the three Services (Ref A) that will be reflected in the next Joint Service Publication 660(JSP660): for XVs this is now a playing squad of 30 players and 10 management and for VIIs a playing squad of 16 and management of 7. Directors of Rugby(DoR) have been given the full detail and shown in the table below.
6. The ASCB define the ARU fifteen-a-side season as a period between September and May annually with some cross over between the ARU and Army Rugby League (ARL). It is accepted that the annual Army v Navy match will often occur on the first May Bank Holiday (BH).
7. The ARU ‘*structured season’* that aligns to that of the Chair’s ‘hierarchal pyramid of priority – Annex C and is based on 28 weeks (as highlighted above), allowing for Christmas and Easter stand downs. The breakdown of weeks allocated to level of games are:
   1. Community – 8 fixtures;
   2. Corps – 8 fixtures. This includes a Corps Festival; six Corps league play on dates and a Corps finals day; and
   3. Representative:
      1. Men, Women and Masters –9 fixtures. This includes (if required, a ‘trial match’),6 warm up fixtures, a 5-10 day pre-IS training camp and both IS fixtures;
      2. U23 – 8 fixtures. This includes (a trial match) 5 warm up and both IS fixtures. U23 IS fixtures take priority over Community on Wednesdays; and
      3. 7s (Apr – Sep annually) – 7 fixtures. This includes (if funded) an OSV.
8. Representative teams should aim to play 40% of their allocated fixtures in Aldershot. Away fixtures should be co-ordinated between DoR’s to allow games to be played across the four Nations’etc subject to financial viability. Men’s and Women’s matches should where possible be aligned so that both teams can play in the same location on the same day.
9. The following table details the ARU playing departments maximum, participation; fixtures (at public expense) and eligibility to tour:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ser | Team | Playing / Non-Playing Numbers | Fixtures[[1]](#footnote-2) | Budget[[2]](#footnote-3)  (£K) | Training Camp[[3]](#footnote-4) | ARU Funded Tour [[4]](#footnote-5) | Accn[[5]](#footnote-6) | Days in camp per Fixture | Remarks |
| 1 | Community | 30 + 10 | 9 | £77.7k |  |  |  |  | This includes if required a community festival day, six league days a semi and finals day. |
| 2 | Corps | 30 + 10 | 7/8 |  |  |  | 3 | This includes a Corps Festival; six Corps league play on dates and a finals day. |
| 3 | Men’s XV | 30 + 10 | 9 | £72k | Yes | Yes | Mil | 4 | Trg Camp held in military establishment at zero cost for mil accn. Tour as approved by ARU Board. |
| 4 | Women’s XV | 30 + 10 | 9 | £72k | Yes | Yes | Mil | 4 | Trg Camp held in military establishment at zero cost for mil accn. Tour as approved by ARU Board. |
| 5 | Academy (U23) | 30 + 10 | 8 | £22.2k | Yes | Yes | Mil | 3 | Trg Camp held in military establishment at zero cost for mil accn. Combined tour approved by the Board with ‘A’ XV every four years to Europe as an ARU Development squad. |
| 6 | Army 7s | 16 + 7 | 7 | £44.4k | Yes | Yes | Mil | 3 | Trg Camp held in military establishment at nil cost utilising mil accn. Accn at UK based 7s events to ordinarily be in military accn unless there are no local units able to host. |
| 7 | Dev XV’s | 30 + 10 | 4 | £8.3K | No | Yes | Mil | 3 | Combined tour with Academy every four years as a development squad. Europe. |
| 8 | Masters XV | 30 + 10 | 8 | £22.2k | Yes | Masters Games | Mil | 3 | Trg Camp held in military establishment at zero cost utilising mil accn. |
| Totals |  |  |  | £363.2K |  |  |  |  | £22.2K Rugby Dev and £13.9K ARURS |

Additional note:

All clothing is to be purchased through the approved contracted supplier. All clothing / equipment / subsidiaries’ is to following current ARU brands available annually and universal to all teams. All orders must be ordered via the ARU Office.

Annex:

A. Strengthening Financial Management Capability in the Army Rugby Union Planning Assumptions.

B. The Army Rugby Union Clothing and Equipment Care Policy.

C. Hierarchal Pyramid of Priority. V3.

1. Fixtures – This includes any ‘Team Trials’, a 10 day training camp and IS games granted to travel at Public Expense (POT 16) and authorised by HQ ASCB. [↑](#footnote-ref-2)
2. This includes all funding for Inter Services; hotels if relevant, Clothing & Equipment etc. [↑](#footnote-ref-3)
3. Training camps for the will be based in UK. TM’s are to note the direction provided in the ASL Request for Funding section on the Lottery Website. [↑](#footnote-ref-4)
4. Invitations to compete against overseas international teams should be considered by the MB on an individual basis. A business case, including full costings, should be submitted sufficiently in advance to allow the FSC to make a recommendation to the Board. Earliest ARU Tour authorisation will be Sep 22. [↑](#footnote-ref-5)
5. Accommodation for all teams should be SLAM or equivalent (single rooms). Hotels are only to be used / booked via the ARU DoF on the production of a non-availability certificate issued by the relevant Garrison accn booking cell at least 30 days prior to date accn required. [↑](#footnote-ref-6)