

# ***TEN A SIDE RUGBY***

## ***A) LAWS OF TOURNAMENT***

The Tournament will be played under the Laws of the Game of Rugby Football and adopted by Palm Beach Currumbin Rugby Union Club, with the following amendments:

- 1 Each side shall comprise 10 players selected from a maximum of 14 players registered before the start of play.
- 2 Owing to climatic conditions in February, players may be replaced during a game, but a player who has left the field, other than blood bin, may not play again in the same game.
- 3 In the event that, due to injuries, a Team is unable to field a full complement of players derived from their own squad of 14 registered players, such Team may approach any other Team that has been eliminated from the Tournament to borrow no more than 2 substitute players. A Team which borrows a player or players must take the field with all their own available players before using the replacement players. These substitute players shall not be permitted to represent any other team during the remaining rounds of the Tournament. If any substitute players are used that are not on the original registration sheet then a new registration sheet must be submitted.  
***Clubs Fielding two teams in the tournament may elect to have 2 squads with a minimum of 10 core players that cannot interchange between team A and Team B and a minimum of 4 maximum 6 that can be nominated to interchange between teams. If one of the teams is eliminated from the tournament the core players plus the nominated 4 interchange players must be named on a team sheet and adhered to.***
- 4 Law 20.1 (4) shall be amended to read “five players from each team shall be required to form a scrummage...”
- 5 When a side is taking a conversion kick, all players of the opposing side must retire behind their own goal line.
- 6 Only medically trained persons, with the consent of the referee, will be allowed to enter the playing area. However, players may move to the sideline to receive fluids. At the interval, two non playing people will be allowed to enter the playing area.
- 7 A player shown a Yellow Card by a Referee, will be required to leave the field of play for a period of ten (3) minutes.
- 8 A player shown two Yellow Cards by a Referee will be required to sit out the next match.
- 9 A player Red Carded and sent off by a referee, under law 10, will be required to attend a Judicial hearing immediately after the conclusion of the match in which the incident occurred. The Referee will provide a written report to the Judicial Committee. The Judicial Committee of three shall consist of the President of Palm Beach Currumbin Rugby Union Club, a Member of the Rugby Gold Coast Judiciary or Board and the offending player’s Team Manager.
- 10 All Referees and Touch Judges will be appointed by the Gold Coast Rugby Referees’ Association.
- 11 The laws of the Tournament, including their interpretation and any additional rules, are at the sole discretion of the Tournament Organisers, whose decision shall be final.

## ***B) RULES OF THE TOURNAMENT***

### **1 Registration**

- a) Team Managers must register their Teams with the Tournament Director at the Control Centre no less than 30 minutes before the first match of the Tournament.
- b) All Team Managers must personally register their teams with full names of their players as in Rule 1 a)
- c) Any late entries and proposed registration after the official dateline as in Rule 1a), will not be entertained, unless with the prior consent of the Tournament Director.

### **2 Competition Format**

- a) There will be 20 teams in 4 Pools of 5 teams each.
- b) All decisions regarding seeding of the Teams shall be the sole responsibility of the Tournament Organisers.
- c) Play will commence with the teams in each Pool playing against each other team in their respective Pool.
- d) In each Pool game, 4 points will be awarded for a win, 2 points to each team in the event of a draw. One (1) extra point will be awarded to a team winning by 13 points or more.
- e) No extra time to determine a winner will be played in Pool games.
- f) On the completion of the Pool games, there will be 2 knockout competitions, the first called "The Cup", the second called "The Plate".
- g) The 2 most successful teams in each Pool will go forward to "The Cup" Quarter Finals. The third and fourth placed teams in each Pool will contest "the Plate" Quarter Finals.
- h) In deciding the most successful Team in each Pool at the end of the Pool games, if 2 or more Teams in any Pool have the same number of points awarded them under Rule 2 d), the winner shall be decided as follows:
  - (i) The Team with the highest difference of points "for" minus the points "against" in their Pool games shall be the winner. If after (i) the Teams are still tied then
  - (ii) The team which has scored the most tries in their Pool games shall be the winner. If after (ii) the Teams are still tied
  - (iii) The Team with the most converted tries shall be the winner. If after (iii) the Teams are still tied
  - (iv) The winner will be decided by the toss of a coin.

### **3 Playing Time**

- a) The duration of all Pool games, Quarter Finals and Semi Finals will be 10 minutes each half with a 2 minute interval.
- b) The duration of “The Cup” and “Plate” Finals shall be 15 minutes each half with a three minute interval.
- c) If there is a drawn match in “Cup” or “Plate” competitions, extra time will be played. Such extra time will be two periods of 5 minutes and teams will change ends without an interval. The team that kicked off will do so in the first extra time period. The Team first scoring points in extra time will be declared the winner.

### **4 Penalties**

- a) Any team that plays with an unregistered player at any time during the Tournament shall forfeit their game.
- b) Any team that fields less than 8 players in a scheduled game shall forfeit such game.

### **5 Reporting Times**

- a) All Teams must be at the field side 5 minutes before the scheduled kick-off of each of their games.
- b) Any Team that does not field a complete Team as in Rule 3 five minutes after scheduled kick-off , will forfeit their game, provided their opposing team is on the field.
- c) All Team Managers must hand over the list of their 10 playing members for a game to the Tournament Director at the Control Centre thirty (30) minutes prior to the commencement of their match.

### **6 Protests**

All protests must be submitted in writing by Team Managers to the Tournament Director within 30 minutes after the game in which the infringement occurred. Verbal protests will not be accepted.

### **7 Interpretation of Tournament Rules**

The Organising Committee reserves the right of interpretation in the case of doubts arising from the wording of any rule. It shall also have the right to decide on any situation which is not covered by the rules and such decision shall be final.