



RUGBY 10'S Divisions and Rules 2020

DIVISION	TEAM PRICE	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
10's Team	R5000 (R250pp)	Social Mens	20 Players (including 1 coach or manager)

ENTRY FEE INCLUDES

- Rugby tournament entry
- 4 guaranteed games
- Live entertainment
- Massage & strapping services
- Umpires

Rugby 10's Rules

1. Standard rugby rules apply
 - 1.1. Line-outs
 - 1.2. Scrum
 - 1.2.1. Exception: See below in point 3
 - 1.3. Offside
 - 1.4. Ruck infringements
2. The tournament follows the spirit of the laws for 7's
 - 2.1. Team that scores restarts
 - 2.2. All kicks at goal shall be drop kicks
 - 2.3. Any kick off infringement results in a free kick



3. Scrum Changes

- 3.1. Only the scrumhalf can pick the ball up at the back of the scrum
- 3.2. All scrums are contested by default, UNLESS:
 - 3.2.1. Both teams agree in advance of a match that scrums should not be contested (with the referee's agreement).
 - 3.2.2. A team is unable to field a suitable front-row and requests uncontested scrums. In this case, the team requesting uncontested scrums will forfeit a player for the whole/remainder of the match.
 - 3.2.3. For any safety reasons the referee deems that scrums should not be contested

4. Age Related Rules

- 4.1. No U/18 allowed to play in the social division.

5. Squads and Replacements

- 5.1. 20 man squad per team for a match
- 5.2. Rolling Subs
 - 5.2.1. The referee needs to be notified during a stop in play
 - 5.2.2. The referee has the right to stop a substitution if he feels that they are too frequent and slowing the pace of the match
- 5.3. If your club has entered more than one team, please note these teams need to be treated separately - interchange between teams is not permitted.

6. Discipline

- 6.1. A player sent off (i.e. straight red card) by a referee for foul play will not play again in the tournament.
 - 6.1.1. All red card offenders will have a brief hearing with the head of referee's and rugby director after the match. The player will have a chance to appeal the decision and reduce the penalty to a lesser suspension.



6.1.2. A red card received from 2 yellow cards in one match will result in a one match suspension.

6.1.3. Teams who attempt to play a suspended player will forfeit their match.

6.2. A player who is sent to the sin bin (yellow card) will be suspended from play for two minutes of actual playing time. The player shall return to his team bench and await permission to re-join the game after the two minutes of playing time has expired.

6.3. If a team does not arrive in time for kick off, the game will be considered a walkover, and a 28-0 winning score will be given to the punctual team - no exceptions, no excuses.

7. Match Length

7.1. All games, in divisions, including all pool and knockout games will be:

7.1.1. 7 minutes each half

7.1.2. 2 minutes half time

7.2. The exception is the Cup final which will be:

7.2.1. 7 minutes each half

7.2.2. 2 minute half time

8. Points/Scoring

8.1. In all pool games, in all divisions;

8.1.1. 4 points are awarded for a win

8.1.2. 1 point is awarded for a draw

8.1.3. 0 points are awarded for a loss

8.2. If two or more teams end on level points, the pool standing is determined by:

8.2.1. The team who won the round robin fixture, if that was a draw then,

8.2.2. Team with the best for/against points difference determines the winner, if that is equal,



- 8.2.3. Team scoring most tries determines the winner, if that is equal,
 - 8.2.4. Team scoring the most points 'for' determines the winner. If that is equal,
 - 8.2.5. A coin toss will determine the winner. If the coin lands on it's side,
 - 8.2.6. Boat Race
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- 8.3. In the event of a tie in any knockout match (excluding the Cup final), the winner is determined by which side finished higher in the pool standings (as per above).
 - 8.4. In the event of a tie in any Final, 5-minute sudden death extra-time is played, and the team scoring first is deemed the winner. The side that kicked off first at the start of normal play, will do so in extra-time. If there is no score after sudden death, the Winning team is determined by;
 - 8.4.1. Team with the best for/against points difference up until the final, if that is equal,
 - 8.4.2. Team scoring most tries determines the winner, if that is equal,
 - 8.4.3. Team scoring the most points 'for' determines the winner. If that is equal,
 - 8.4.4. A coin toss will determine the winner. If the coin lands on it's side,
 - 8.4.5. Boat Race.