



RUGBY

Divisions and Rules 2019

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
Social Leagues	64	Social/competitive 18 years and older.	A mixture of social non-regular players and a few regular players. No one who is currently playing professional, 1 st XV club or any varsity representative teams.
Premier	16	Competitive rugby. 18 years and older.	A mixture of good social players and top regular players, including semi-professional, 1 st XV club and varsity representative sides.
Vets	12	Social rugby Strictly 35 years and older.	More competitive style of “golden oldies” rugby.
Masters	6	Very social rugby. Strictly 40 years and older.	Typical “golden oldies” rugby. Not physical at all.

ENTRY FEE INCLUDES

- Festival weekend entry
- Rugby tournament entry
- Custom designed, fully sublimated rugby jersey, rugby shorts and rugby socks
- 5 guaranteed games
- 10s event merchandise
- Live entertainment
- Massage & strapping services

SQUADS & REPLACEMENTS

- All squad sizes are 20 players
- All 10 subs per match are permitted to be used throughout the match
- Substitutions are rolling subs during a stop in play



MATCH LENGTH

- Matches are 9 minutes per half
- 2-minute half-time break
- 3 minutes between matches

POINTS/SCORING

Match points

- Normal rugby scoring rules
- 5 points for a try
- 2 points for a conversion (must be a drop-kick)
- 3 points for a penalty drop-kick
- 3 points for a drop-kick in open play

Pool points

- 4 points for a win
- 1 point for a draw
- 0 points for a loss
- No bonus points for winning by 3 tries or more
- No losing bonus points for losing by less than 7 points

Knockout rules

- If two teams finish the pool on the same amount of points, the positioning will be decided in the order of:
 - Who won the pool match
 - Who has the best “points difference”
 - Who has the best “points for”
- If there is a draw in any match during the knockout stage (except a Cup final) then the winner is decided by the below in order:
 - Who finished higher in their respective pools
 - Who had more tournament points in their pool
 - Who had the best “points difference”
 - Who had the best “points for”



RUGBY RULES

- Standard rugby rules apply
 - Line-outs
 - Scrums
 - Forward passes
 - Offside
 - Ruck infringements
- All scrums (except Vets and Masters) are contested by default, UNLESS:
 - Both teams agree in advance of a match that scrums should not be contested (with the referee's agreement). It is standard practise for Veteran captains to agree to uncontested scrums
 - 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.
 - For any safety reasons the referee deems that scrums should not be contested
- Vets and Masters will have uncontested scrums by default
- Only the scrumhalf can pick the ball up at the back of the scrum (i.e. locks can't touch it)
- Locks must bind between hooker and props as in the 15-man game
- Kicking allowed only inside your own 22m or if attempting a drop-kick
- The tournament follows the spirit of the laws for 7's
 - Team that scores restarts
 - All kicks at goal shall be drop kicks
 - Any kick off infringement results in a free kick

FORMAT

Social Leagues and Premier League

- 16 teams
- 4 pools of 4 teams
- Round robin format in the pool stage
- Top 2 teams from each pool play in the Cup quarter finals
- Losers of the Cup quarter final compete for the Plate
- Bottom 2 placed teams in the pool compete for the Bowl quarterfinals
- Losers in the Bowl quarter finals compete for the Shield



Vets League

- 12 teams
- 3 pools of 4
- Top 2 teams from each pool as well as the 2 best 3rd placed teams compete in the Cup quarterfinal
- Losers in the Cup quarter final compete for the Plate
- The bottom teams as well as the 2 worst 3rd placed team compete for the Bowl

Masters League

- 6 teams
- 1 pool of 6
- Round robin format
- Top 2 teams compete for the Cup final

AGE RESTRICTIONS

- No u18s are allowed to participate in any of the sporting codes. I.e. You need to be 18+ on the event days
- If teams are found to have u18 player(s) in their team, the following process will take place:
- The player in question will be asked for their ID document or drivers license to prove that they are over 18 years
 - If a valid ID document or drivers license is shown, games for that team will carry on as per the fixtures
 - If no valid ID document or drivers license is shown, the below steps will apply
 - The team captain and captain of 'informing' team (if applicable) will be brought together for a discussion with the sport manager
 - The team at fault may forfeit their points for the current match as well as any preceding matches
 - Unless stated otherwise by their opponent(s)
 - The under-age player will need to leave the team and will no longer be allowed to take to the field/court for the remaining matches

RUGBY DISCIPLINE

- Event organisers and referees have the right to intervene if there is disrespectful, unruly or unsafe behaviour and play
- If a team does not arrive in time for the start of their game, the game will be considered a forfeit and a 28-0 winning score will be given to the punctual team - no exceptions, no excuses
- Red and Yellow cards will be distributed by referees at their own discretion as per usual. A player who receives a Red from 2 yellow cards will not receive any match ban. A player who receives a straight Red will have a brief hearing with the match ref and referee to decide on a ban (if necessary) – where necessary, the rugby manager or festival director will be part of the hearing too.



- There will be zero tolerance for any punching, pulling of hair, eye-gouging, biting, stamping (on the head) or any other behaviour on this level as judged by the ref.
- Strict high tackle rules apply.

10s BLUE CARD

- A referee has a BLUE CARD that may be shown to a player at any stage of the match. A blue card enables the referee to send a player off for unsportsmanlike behaviour or for being disorderly/intoxicated on the field/court. The referee may use this card at his/her own discretion and their decision is final. This is to protect the safety of all players.
- The guilty player will have to leave the field/court for the remainder of the match.
- No substitutions will be allowed on for the remainder of the half that the guilty player was given the blue card.
- The team may replace the guilty player in the 2nd half if the incident happened in the 1st half.