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103
CAPE TOWN

Rugby Info Pack

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
Social	Heavy Beer: 12 Teams	This division is aimed at teams who have social players who play active rugby on a regular basis (league, club) throughout the year. Over 18	Initially only 40 x Social Team Entries will be made available. 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 should be in the social leagues.
Social Social	Light Beer: 12 Teams	This is a more social division. Teams will consist of part-time players who play on a semi-regular basis. Over 18	
Social	Mainly Here For The Beer: 16 Team	This is the most social division. The teams that enter should consist of players who may have played rugby at some point in their lives or know how to google rugby rules. Teams may consist of lower/bottom league players. Over 18	
Vets	8 Teams	Social rugby Strictly 35 years and older. Must be born before or in the year 1985	Social vets rugby. More for the fun than anything else. Combination of ex pro's, provincial and former club and social players. Division underpinned by spirit of sport and participation with certain rules to enable a fun and safe game for the slightly older 10s rugby player.
Premier	8 Teams	1 st XV club or varsity representative teams. 18 years and older	Competitive 1 st XV club teams, or any varsity representative teams or players

Entry includes:

ENTRY FEE INCLUDES

- Festival weekend entry
- Rugby tournament entry
- Custom designed kit (applicable to the kit packages)
- 5 guaranteed games
- 10s event merchandise
- Live entertainment
- Massage & strapping services
- Discounted beer cases

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10
CAPE TOWN



Rugby Rules





Rugby Rules

RUGBY RULES AND DETAILS ACROSS ALL DIVISIONS

SQUADS & REPLACEMENTS

1. 20-person squad per team for a match
2. All players can be substituted on during the match – rolling substitution

MATCH LENGTH

All games will be:

- 9 minutes a half (2 halves)
- 2 minutes half time
- 3 minutes between games
- Run on 23minute slots

POINTS/SCORING

1. Round robin/pool games scoring:
 - 4 points are awarded for a win
 - 2 point is awarded for a draw
 - 0 points are awarded for a loss



Rugby Rules

POINTS/SCORING

2. If two or more teams end on level points, the position standing is determined by;
 - The team who won the head to head match, if that was a draw, then;
 - Team with the best 'for/against points difference' is the winner, if that is equal, then;
 - Team scoring the most 'points for' is the winner, if that is equal, then;
 - A coin toss will be done to determine the winner, if the coin lands on its side, then;
 - A Boat Race

2. In the event of a tie in the final, sudden death extra-time (5mins each way) is played, and the team scoring first is deemed the winner.

RUGBY RULES

1. Normal RUGBY rules will apply
2. You are however allowed to do substitutions at any time during the match and as often as you like.
3. All players to be 18 years or older
4. No fitness watches around wrists will be allowed
5. 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.



Age Restrictions

AGE RESTRICTIONS

- No u18s can participate in any of the sporting codes. I.e. You need to be 18+ on the event days, no schoolboys allowed to play at any division.
- In the Veterans League, ALL players need to be at least **35yrs and above, they must be born in or before 1987** NO EXCEPTIONS.
- If teams are found to have u18 player(s) or u35 (Vets) 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 Tournament Referees
 - 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 in that specific league
 - The decision of 10s HQ and the Official Tournament Referee is final and binding.
 - All decisions will always be taken in the spirit of 10s GEES.



Division Information



Division Information

SOCIAL DIVISION (Over 18s)

FORMAT

1. 40 teams (2 pools of 4 teams per division)
 2. 3 leagues
 1. Mainly Here For The Beer | Most Social
 2. Light Beer | Socially Competitive
 3. Heavy Beer | Competitively Social
 3. 3 Matches/team on Friday - Round robin format during pool stage
 4. 2 - 4 Matches/team on Saturday for final positions, depending on progress to knockouts.
- Top team from each pool play cross-pool playoffs followed by winner's vs winners and loser's vs losers (positions 1-4)
 - Bottom team from each pool play cross-pool playoffs followed by winner's vs winners and loser's vs losers (positions 5-8)

VETS DIVISION (Over 35s)

FORMAT

1. 1 group of 8 teams
2. 8 teams split into 2 pools of 4 teams
3. 3 Matches/team on Friday - Round robin format during pool stage
4. 2 - 4 Matches on Saturday for Cup/Bowl/Plate/Shield positions

Contd on next page



Division Information

- Top 2 from each pool play in the Cup division
- Bottom 2 from each pool play in the Bowl section
- Loosing Cup quarter finalists play for the Plate
- Loosing Bowl quarter finalists play for the Shield

PREMIER DIVISION

FORMAT

1. 1 group of 8 teams
 2. 8 teams split into 2 pools of 4 teams
 3. 3 Matches/team on Friday - Round robin format during pool stage
 4. 2 - 4 Matches on Saturday for Cup/Bowl/Plate/Shield positions
- Top 2 from each pool play in the Cup division
 - Bottom 2 from each pool play in the Bowl section
 - Loosing Cup quarter finalists play for the Plate
 - Loosing Bowl quarter finalists play for the Shield



Prizes



Prizes

1. Divisional Cup Winners

10s Winners trophy presentation on Main Stage

2. Best Dressed ON the Field

We encourage teams to bring out their creative side and design their own funky kit. The best and most creative design per sport is awarded FREE kit for the following year.

3. Best Dressed OFF the Field

Friday night at the 10s is "Fancy Dress Friday". Rally your team around getting the best fancy-dress outfits and be awarded with FREE entry into the event for the following year.

4. Gees Award

The team to post and share the best social media posts, as determined by the 10s event organisers, will win cheerleaders for the Saturday of the event. The prize will be awarded to two teams – male OR female OR mixed teams.

5. Captain of the Year

Collect all 5 badges and win!

1. Recruitment – Invite your entire team and get them to register on the website

2. Kit – Submit your kit design and get it approved and signed off

3. Gees – Set up at least 1 social media account for your team. Post content, images, training videos and other collateral to show the other teams what you have been up to. Get a following of at least 20 people or more

4. Responsibility – All players are to fill in and complete their medical form, sign the indemnity form and agree to the T&C's

5. Payment – Make full payment to complete team entry

The 1st team to earn all 5 badges will receive a 50% reduction of the current tournament fee.

