



GENERAL COMPETITION RULES 2018

Unless otherwise stipulated, these rules will apply to all SARU Competitions and Tournaments.

1. EQUAL POINTS: POOL MATCHES

In the event of teams having equal log points after completion of the pool matches, the higher ranked team will be determined as follows:-

- 1.1 The team which has the best difference between points scored for and points scored against in all its pool matches;
- 1.2 The team which has the best difference between tries scored for and tries scored against in all its pool matches;
- 1.3 The team with the best difference between points scored for and points scored against in the match(es) the teams have played each other;
- 1.4 The team which has scored most points in all its pool matches;
- 1.5 The team which has scored most tries in all its pool matches;
- 1.6 Coin toss.

2 TO DETERMINE A WINNER IN QUARTER- FINAL, SEMI-FINAL AND FINAL MATCHES

- 2.1 QUARTER-FINAL/SEMI-FINAL MATCHES WHERE THE TEAMS PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES (excluding Under 19 rugby and Under 16 girls)

If scores are level after the scheduled time, the team that will proceed to the semi-final-/final match will be determined as follows:

- 2.1.1 the team scoring the most points within a twenty (20) minute extra time (ten (10) minutes each way with a one (1) minute break), and if still level
- 2.1.2 the team scoring the most tries in the quarter-final-/semi-final match, including extra time; and if still level
- 2.1.3 the team with the highest log position after the pool matches.

2.2 FINAL MATCHES WHERE THE TEAMS PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES (excluding Under 19 rugby and Under 16 Girls)

If scores are level after the scheduled time, the winner will be determined as follows:

2.2.1 the team scoring the most points within a twenty (20) minute extra time (ten (10) minutes each way with a one (1) minute break); and if still level

2.2.2 the team with the highest log position after the pool matches in that competition during the current season shall be the winner.

2.3 QUARTER- FINAL, SEMI-FINAL AND FINAL MATCHES, WHERE THE TEAMS DO NOT PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES (excluding Under 19 rugby and Under 16 Girls):

If scores are level after the scheduled time, the winner will be determined as follows:

2.3.1 the team scoring the most points within a (20) twenty minute extra time (ten (10) minutes each way with a one (1) minute break); and if still level

2.3.2 the team that scored the most tries in the match; and if still level

2.3.3 the teams will continue to play and will change sides after 10 (ten) minutes with a minute break in-between. The first team to score points will be declared the winner (sudden death)

2.4 QUARTER- FINAL, SEMI-FINAL AND FINAL MATCHES, IN UNDER 19 RUGBY AND GIRLS UNDER 16 WHERE THE TEAMS PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES

2.4.1 the team that scored the most tries in the match; and if still level

2.4.2 the team with the highest log position after the pool matches; and if still level

2.4.3 in the event of a quarter-/semi-final a toss of a coin and in the event of a final the teams share the cup.

2.5 QUARTER- FINAL, SEMI-FINAL AND FINAL MATCHES, IN UNDER 19 RUGBY AND GIRLS UNDER 16 WHERE THE TEAMS DO NOT PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES

2.5.1 the team that scored the most tries in the match; and if still level

2.5.2 the team that scored the most points in the first half; and if still level

2.5.3 the team that scored the most points in the second half; and if still level

2.5.4 in the event of a quarter-/semi-final a toss of a coin and in the event of a final the teams share the cup.

3. RATING OF SOUTH AFRICAN TEAMS

The rating of South African Rugby Teams (Men and Women) will be as follows:

1. National Seniors
2. National Under 20
3. National Sevens
4. SA A Team
5. Super Rugby
6. Currie Cup
7. National Amateur
8. SA Universities
9. Under 21
10. Under 20
11. Under 19
11. Provincial Amateur
12. Provincial Sevens
13. Provincial Sub-Union

4. KICK-OFF BEING DELAYED AND/OR MATCH UNABLE TO START DUE TO ACT OF GOD OR OTHER CIRCUMSTANCES NOT ATTRIBUTABLE TO ANY OF THE PARTICIPATING TEAMS OR A MEMBER(S) AFFILIATED TO THE CLUB / PROVINCE OF THE PARTICIPATING TEAM

- 4.1 Should circumstances, due to an act of God, warrant a possible delay in a kick-off on the day of a match during the pool stages, semi-finals, or final match, the referee, in his sole discretion, will have the following options:
 - 4.1.1 to continue with the match as scheduled as soon as possible; or
 - 4.1.2 to delay the kick-off for a reasonable time in order for the match to be played on the same day at the venue as scheduled; or
 - 4.1.3 to determine the venue unplayable.
- 4.2 Should circumstances, due to an act of God, warrant a possible rescheduling of a match within three (3) days prior to the kick-off of that match (excluding match day), the CEO of SARU in his sole discretion and after consultation with all relevant stakeholders, will determine whether circumstances warrant the match to be rescheduled.
- 4.3 Should the referee in 4.1.3 or the CEO in 4.2 above determines the venue unplayable, the following will apply:
 - 4.3.1 The host province, after consultation with relevant stakeholders, shall determine a venue of their choice; or
 - 4.3.2 Should it be necessary to reschedule the match to another date and time, it shall be done in consultation with the host province, the visiting province and SARU. If no agreement can be reached, the CEO in his sole discretion shall determine the date and time of the match at a venue as determined by the host province.
 - 4.3.3 Should a match in the pool stages for whatever reason not be able to be rescheduled in accordance with this clause, the match will be declared a draw.
 - 4.3.4 Should a quarter-final/semi-final match for whatever reason not be able to be

rescheduled, the team with the highest log position after the pool matches shall proceed to the semi-final/final match.

4.3.5 Should the final match for whatever reason not be able to be rescheduled, the team with the highest log position after the pool matches shall be declared the winner.

5. ABANDONMENT OF A MATCH AFTER KICK-OFF DUE TO ACT OF GOD OR OTHER CIRCUMSTANCES NOT ATTRIBUTABLE TO ANY OF THE PARTICIPATING TEAMS OR A MEMBER(S) AFFILIATED TO THE CLUB / PROVINCE OF THE PARTICIPATING TEAM

5.1 Should the referee during a match in the pool stages, semi-final- or final match decide to abandon the match during the first half, the match will be rescheduled and 4.3.1 – 4.3.5 above, mutatis mutandis shall apply.

5.2 Should the referee decide to abandon a match in the pool stages, semi-final match or final match at half time or during the second half, the result at the time of the abandonment shall stand and in the event of a quarter-final-/semi-final match, the team with the most points at the time of abandonment will proceed to the semi-final/final. In the event of a final match, the team with the most points at the time will be declared the winner.

5.3 Should the scores be level at the time of abandonment of the match, paragraph 2 above shall apply mutatis mutandis.

6. MEMBERS OF THE PARTICIPATING TEAM OR A MEMBER(S) AFFILIATED TO A CLUB OR PROVINCE OF THE PARTICIPATING TEAM RESPONSIBLE FOR THE DELAY OF THE START OF THE MATCH / MATCH UNABLE TO START OR ABANDONMENT OF THE MATCH

6.1 A member(s) of a team or member(s) affiliated to a club/province of such team shall not

6.1.1 delay the kick-off time of a scheduled match by more than five (5) minutes; or

6.1.2 cause a scheduled match not to take place at all; or

6.1.3 abandon a scheduled match already in progress for whatever reason.

6.2 Any action referred to above shall be regarded as a breach of the Code of Conduct of SARU and dealt with in terms of the SARU Disciplinary and Judicial Regulations, mutatis mutandis.

6.3 The sanctions to be imposed against a province of a team or a member(s) of a team affiliated to a club/province of such participating team delaying the kick-off time of a scheduled match by more than five (5) minutes shall be as follows:

6.3.1 Pool matches – a fine of R10 000 (ten thousand) payable to SARU.

6.3.2 Semi-final and final matches – a fine of R50 000 (fifty thousand) payable to SARU.

6.4 The sanctions to be imposed against a province of a team or a member(s) of a team affiliated to a club/province of such participating team causing a scheduled match not to take place or to abandon a scheduled match already in progress for whatever reason shall be as follows:

6.4.1 Pool matches – a fine of R50 000 (fifty thousand) payable to SARU. The non-transgressing team shall be awarded four (4) match points in

respect of the match not having taken place. Bonus points shall not be awarded. The transgressing team will receive no points whatsoever.

6.4.2 Quarter-final/Semi-final matches – a fine of R75 000 (seventy five thousand) payable to SARU. The non-transgressing team shall be declared the winner and will progress to the semi-final/final.

6.4.3 Finals match - fine of R100 000 (hundred thousand) payable to SARU. The non-transgressing team shall be declared the winner and awarded the trophy.

6.5 In all the above instances, transgressing provinces shall be suspended from participation in SARU competitions, domestic matches and/or international matches until the fines have been settled in full.

7. HOME GROUND ADVANTAGE

QUARTER-FINAL/SEMI-FINAL MATCH

7.1 The teams with the highest number of log points after the pool matches will have home ground advantage, and if equal, 1.1 to 1.6 shall apply.

FINAL MATCH - Currie Cup Competition

7.2 The team with the highest number of log points after the pool matches will have home ground advantage, and if equal, 1.1 to 1.6 shall apply.

8. LOG POINT FORMAT

The following log point format will apply in all SARU's competitions:

Win:	four (4) points
Draw:	two (2) points
Loss:	one (1) point for loss with seven (7) points or less
Loss:	No points for loss of more than seven (7) points
Try bonus:	one (1) point for a team that has scored four (4) or more tries in a match.

9. FIXTURES AND CHANGING FIXTURES

9.1 SARU, in consultation with the broadcaster, shall determine:

9.1.1 which matches shall be broadcasted; and

9.1.2 the kick-off times of such matches; and

9.1.3 the venue of the matches.

9.2 All matches not being broadcasted shall be scheduled for Saturdays subject to clause 9.4.

9.3 Should a host province wish to change either the venue, date or kick-off time of a match

scheduled to be televised and the opposing province and the broadcaster consent thereto, it shall apply in writing to the CEO, supported by the following documentation, at least thirty (30) days prior to the scheduled date of the match:

- 9.3.1 written application by the province requesting the change; and
- 9.3.2 written consent of the opposing province; and
- 9.3.3 written consent of the broadcaster.

The CEO shall consider the application and inform the provinces accordingly in writing.

- 9.4 Should a province wish to change the venue, date or kick-off time of a match not scheduled to be televised and the opposing province consents thereto it shall apply in writing to the CEO of SARU, supported by the following documentation at least fourteen (14) days prior to the scheduled date of the match:

- 9.4.1 written application of the Province requesting the change; and
- 9.4.2 written consent of the opposing Province.

The CEO shall consider the application and inform the Provinces accordingly in writing.

- 9.5 Should a host province wish to change the venue, date and kick-off time of the match (scheduled to be televised or not) and the opposing province or the broadcaster objects thereto or withholds its consent thereto for a period of five (5) days after having been requested thereto, the applicant province may apply in writing to the CEO at least fourteen (14) days prior to the scheduled date of the match. The CEO shall consider the application after consultation with the stakeholders. After careful consideration, the CEO shall decide on the matter and his decision shall be final.

10. FINANCIAL ARRANGEMENTS

- 10.1 SARU determines a fixed financial allocation in respect of travel and accommodation for the away matches in respect of the following competitions:

- Currie Cup (Premier and First Division)
- Amateur Provincial Competition
- Under 21 Competition
- Under 20 Competition
- Under 19 Competition
- Women's Rugby Competitions

- 10.2 The number of persons for which SARU will compensate provinces are:

Currie Cup (Premier and First Division)	27
Women's Rugby Competitions	26
Under 21 Competition	25
Under 20 Competition	25
Under 19 Competition	26
Amateur Provincial Competition	25

11. CURTAIN RAISERS

SARU has the sole right to determine the curtain raisers to local international matches, semi-final- and final matches of all SARU competitions.

12. CLASH IN THE COLOURS OF THE PLAYING STRIP

12.1 On or before 15 February provinces shall forward to the CEO a sample of their actual and alternative playing kit or an electronic CAD displaying all the marks on the jersey which will be used for the Currie Cup competition.

12.2 SARU will:

12.2.1 do an audit to determine any possible clash of colours amongst the playing kit of participating teams and the jersey of the referee, and

12.2.2 determine whether the provinces have complied with the applicable provisions of the IRB Regulation 11.5.5 (Advertising within the playing enclosure) as amended and accepted by SARU in accordance with clause 21 below.

12.3 In the event of a possible colour clash, the visiting team shall wear their alternative playing kit.

12.4 Any changes to the playing kit subsequent to the audit in 12.1 and 12.2 above shall only be made with the written approval of the CEO.

13. MOVEMENT OF PLAYERS ON LOAN BETWEEN PROVINCES

13.1 The Player Status, Player Contracts and Player Movement Regulations (www.sarugby.co.za) should be read in conjunction with clause 13.

13.2 The movement of players in accordance with SARU's Players Status, Player's Contracts and Player's Movement Regulations and SARU's Competition Format and General Rules are subject to the Rules and the Regulations of Provinces pertaining to the eligibility of Professional and Amateur Players of clubs within its jurisdiction.

13.3. A player registered with province A, and who was part of the match day squad of province A in a competition and thereafter loaned and was part of the match day squad of province B in the same competition, may not be loaned further by province A to another province(s) or return to province A to represent province A or another province in the same competition

13.4 A player who is registered with province A without having been part of the match day squad of province A in a competition and loaned to and be part of the match day squad for province B may not be further loaned by province A to another province participating in the same competitions. The player may return to province A and participate in the same competition but may not be loaned again to province B or to another province(s) participating in the same competition.

13.5 There is no restriction on the movement of players on loan between province A and province B participating in two different competitions during the same period, subject

thereto that such player may not be loaned further to another province participating in the same or different competitions and subject further to regulation 15.3 and 15.4.

- 13.6 A player may not represent more than one province during the same weekend (which includes the Friday, Saturday and Sunday), whether in the same competition or different competitions.
- 13.7 The Currie Cup Premier Division and the Currie Cup First Division are regarded as two different competitions.

14. TRANSFER OF PLAYERS FROM ONE PROVINCES TO ANOTHER PROVINCE

- 14.1 The Player Status, Player Contracts and Player Movement Regulations (www.sarugby.co.za) should be read in conjunction with clause 14.
- 14.2 A player may not be transferred more than once during a specific competition.

15. QUALIFICATION FOR PROMOTION/RELEGATION, SEMI- AND FINAL MATCHES

- 15.1 The Player Status, Player Contracts and Player Movement Regulations (www.sarugby.co.za) should be read in conjunction with clause 15.
- 15.2 A player who was part of the match day squad for a semi-final- or final match of that competition, shall be permitted to participate in the semi-final- or final match of a lower or higher graded SARU competition during that period within the same province, either as part of the starting line-up or as a substitute player.
- 15.3 A player transferred or loaned to a new province that participates in a double round competition has to be available for selection for the new province for at least the last five (5) pool matches of the competition immediately prior to a semi-final-, final -or promotion/relegation match, as the case may be, in order to be eligible to participate in a semi-final-, final -or promotion/relegation match for the new province.
- 15.4 A player transferred or loaned to a new province that participates in a single round competition has to be available for selection for the new province at least the last two (2) pool matches of the competition immediately prior to a semi-final-, final- or promotion/relegation match, as the case may be, in order to be eligible to participate in a semi-final-, final- or promotion/relegation match for the new province.
- 15.5 A player may not participate in the semi-final-, final-, or promotion/relegation match of more than one (1) province during the same period, whether in the same competition or different competitions.

In the absence of an agreement between the province where the player is registered and the new province, the province where the player is registered has preference to a player to participate in a semi-final-, final-, or promotion/relegation match.

- 15.6 A player registered with a province prior to the start of a competition, and who remained registered with the province is available for selection for that province for the semi-final-, final-or promotion/relegation match.

16. QUALIFICATION FOR PROMOTION/RELEGATION, SEMI- AND FINAL MATCHES FOR OVERSEAS REGISTERED PLAYERS

16.1 An overseas registered player transferred or loaned to a new province that participates in a double round competition has to be available for selection for the new province at least the last five (5) pool matches immediately prior to a semi-final -, final -or promotion/relegation match, as the case may be, in order to be eligible to participate in a semi-final -, final - or promotion / relegation match for the new province.

16.2 An overseas registered player transferred or loaned to a new province that participates in a single round competition has to be available for selection for the new province at least the last two (2) pool matches immediately prior to a semi-final -, final -or promotion/relegation match, as the case may be, in order to be eligible to participate in a semi-final-, final- or promotion/relegation match for the new Province.

17. UNDER 19 AND UNDER 21 PLAYERS

Provinces are requested to submit a list of their under 19 and under 21 squads and player profile forms to SARU's offices at least twenty-one (21) days prior to the first provincial Under 19 and Provincial Under 21 teams' match and certified copies of each players' birth certificate or Identity Document (ID Book) must accompany the squad list. SARU must be advised in writing, at least seventy-two (72) hours prior to kick-off of their team's provincial match of any new player(s) joining the squad, with a certified copy of each new player(s)' birth certificate or identity document (ID Book).

18. SAFETY AT SPORT AND RECREATIONAL EVENTS ACT

Each province, rugby body or club is under the obligation to ensure that all stadiums and venues hosting matches which fall under their jurisdiction do comply with the SAFETY AT SPORT AND RECREATIONAL EVENTS ACT as published on 2 August 2010.

19. WARM-UP AREAS AND TIMES – DOMESTIC COMPETITIONS

Where teams require warm-up sessions immediately prior to their match and no field other than the playing field is available for this purpose, a maximum period of thirty (30) minutes will be allowed for warm-up sessions on the main field immediately after the curtain raiser and prior to the start of the next match.

20. BREACH OF COMPETITION RULES

An alleged breach of the SARU Competitions Rules shall be dealt with in accordance with the Judicial and Disciplinary Regulations of SARU.

21. LOGO'S ON JERSEYS

In accordance with Regulation 11.5.5 no restriction is placed on the number and size of logos/marks on the playing kit of teams participating in SARU Competitions subject to the following:

- 21.1 The province's logo shall appear on the left chest of the jersey; and
- 21.2 The manufacture's mark shall appear on the right chest of the jersey; and
- 21.3 The competition mark shall conform with the size and placement as per the agreement between SARU and the sponsor; and
- 21.4 The design shall not detract from the essential character and integrity of the provincial playing kit; and
- 21.5 The design and actual marks shall not be offensive or defamatory; and
- 21.6 The playing kit shall conform with statutory regulations of South Africa; and
- 21.7 SARU has to approve the final design of the provinces playing kit and alternative kit (where applicable) in writing prior to manufacturing thereof to ensure that the playing kit complies with clause 21 and SARU's decision in this regard shall be final and binding.

22. MATCH MANAGER

- 22.1 The Host Province will appoint a Match Manager at each venue where SARU competition matches are played.
- 22.2 Duties and Responsibilities of a Match Manager (*Some of these tasks can be delegated to the match day officials; however the Match Manager is ultimately responsible for ensuring all tasks are completed*). The Match Manager must:
 - 22.2.1 Have a copy of the updated SARU Competition Format and General Rules at hand.
 - 22.2.2 Check with the Match Official that the playing area is safe to play a match on.
 - 22.2.3 Check all dressing rooms and other facilities before the teams arrive at the venue, as per SARU's minimum requirements.
 - 22.2.4 Check the medical facilities and that all the medical staff is present before kick-off.
 - 22.2.5 Check with the match official to ensure that the field markings are correct according to the IRB Laws of the Game.
 - 22.2.6 Check the drug testing room and be present at the draw to determine who will be tested.
 - 22.2.7 Monitor the thirty (30) minutes warm-up prior to kick-off and ensure that the playing field is clear at the appropriated times for the team warm-up sessions.
 - 22.2.8 Attend the coin tossing.
 - 22.2.9 Management of the technical area and sideline pertaining to for instance the teams, match officials, broadcasters, media and photographers.
 - 22.2.10 Check the bibs of the water carriers and medical staff.

- 22.2.11 Manage the operational issues as they arise on the day.
- 22.2.12 Get a final copy of the signed team lists from the officiating referee at least one (1) hour before kick-off.

23. MINIMUM MEDICAL REQUIREMENTS

23.1 Minimum Medical Requirements at Match Venues.

For guidelines regarding the minimum medical requirements at a match venue; refer to the “Safety in the Playing Environment” document which can be found on the BokSmart website: <http://boksmart.sarugby.co.za/content/playing-environment-safety>

Please note the requirements indicated in the document are the very MINIMUM requirements for each level of play that should be in place for a rugby match to take place. One should however, where possible continuously strive to improve on the medical support available at these matches to ensure player safety at all times.

23.2 The Duties of the Match doctor

This is applicable to those levels of play referred to in the “Safety in the Playing Environment” document that require a match doctor. At venues where a match doctor is not appointed the host venue doctor will assume these responsibilities.

The Match Day Doctor (MDD) must have, as a minimum, a medical degree. The MDD must also have completed the World Rugby online Match Day Medical Staff and applicable Concussion Modules.

The duties of the match doctor are:

23.2.1. To ensure that an applicable and relevant Emergency Action Plan is in place for the match/tournament/event

23.2.2 to ensure that the prescribed medical requirements at the match venue are met;

23.2.3 The Match Doctor should meet the Team Doctors 45 minutes prior to kick off to confirm:

- o where the match doctor is seated during the match
- o the location of other medical staff during the game
- o the signals for calling for medical help
- o who is in charge for player evacuation
- o Confirmation of suturing procedure (Team Doctor/Match Day Medical Staff)
- o (If applicable) Location where all Head Injury Assessment (HIA) reviews will take place
 - ☐ Confirm that all necessary equipment for HIA is in place including:
 - ☐ Paper work
 - ☐ Pens
 - ☐ Stop watch
 - ☐ Suitable 3m line
 - ☐ Chair for player
 - ☐ CSX System

23.2.4 to facilitate, with the official team doctors, prompt field-side management, referral to hospital (if necessary) and the replacement of injured players during the match;

23.2.5 to enforce the regulations and guidelines pertaining to concussion and bleeding control, ensuring that:

(a) Management of Concussion and Suspected Concussion as per the SA Rugby Concussion Regulations

(b) In the event of a “blood bin” and the referee signaling likewise, the player immediately thereafter reports to the match doctor within the playing enclosure who shall confirm such injury.

- The match doctor shall further enforce the guidelines pertaining to bleeding control ensuring that:-
 - i) Any suturing is done in the designated medical room and not at the field side.
 - ii) All bloodstained apparel and dressings are replaced before allowing the player back on the field.
 - iii) Should the injured player not re-enter within 15 minutes actual time after leaving the field, the temporary replacement becomes a permanent replacement. In determining the 15 minute period, half time is regarded as actual time
 - iv) The Match Day Doctor’s decision as to whether an injury is classed as a “Blood Injury” shall be final.

23.2.6 to support the team doctor in ensuring the removal from the field of players suffering concussion or suspected concussion or other injury; and

23.2.7 Be aware of and utilize their power as Match Day Doctor to unilaterally remove an injured player from further game participation if necessary.

For any queries regarding the minimum medical requirements or the duties of a match doctor please contact SARU’s medical manager, Clint Readhead: clintr@sarugby.co.za or 071 6044 641 (cell) or 021 9287102 (w).

23. 3 Registration and minimum health and safety requirements of All Team Medical Staff (Medical Doctor, Physiotherapist and Biokineticist)

23.3.1 All team medical staff must register on the SA Rugby Footprint database

- Registration can be done as follows: Send an email to Footprint@sarugby.co.za and request registration. Following this email a registration link will be sent to your email address.

23.3.2 All team medical staff must complete the following World Rugby On-Line modules (The modules can be found at the following links: <http://www.playerwelfare.com/> and <http://keeprugbyclean.worldrugby.org/>)

- Concussion Modules
- Match Day Medical Staff
- First Aid in Rugby (FAIR)
- Immediate Care in Rugby
- Anti-Doping Module
- All certificates, indicating success in completing the module, must be loaded onto your profile on the SA Rugby Footprint database
- 23.3.3 All team medical staff must load a copy of their degree and all other relevant qualifications onto their profile on the SA Rugby Footprint database

23.3.4 All team medical staff must load a copy of their Health Professional Council registration card onto their profile on the SA Rugby Footprint database

23.3.5 All team medical staff are to adhere to the clause 27.2 - PERSONNEL PERMITTED IN THE TECHNICAL ZONE

24 MATCH REPORT AND STATISTICS

- 24.1 The Team managers shall forward their team list (SAR44.2009) at least **forty eight (48) hours** before kick-off time of their team's match to SARU's offices by fax at 021 9287181 or by e-mail to **Karen Nell** at karenN@sarugby.co.za.
- 24.2 Team managers shall also hand their certified team list (SAR44.2009) at least **one (1) hour** prior to the start of the match to the officiating referee, who will hand it to the appointed referee official entrusted with the capturing of the match statistics.
- 24.3 The referee official entrusted with the match statistics shall fax or e-mail the team list (SAR44.2009) and the completed match statistic form (SAR05.2009) to Eddie Grieb, SARU's Statistician, or to SARU's Offices **immediately** after completion of the match by e-mail to eddieg@sarugby.co.za or by fax 0865590744.
- 24.4 SARU's Referees Department appoints the referee officials for a match. Venue provinces are therefore requested to appoint one (1) of the referee officials to capture the match statistics.
- 24.5 Team managers are requested to check their team's match statistics for correctness on SARU's website: www.sarugby.co.za on the Monday following their match and e-mail the attached form (SAR03.2009) to Eddie Grieb, SARU's Statistician at eddieg@sarugby.co.za.

Fines of up to R500 (five hundred) will be imposed on those provinces not complying with these deadlines, as stipulated in clause 23.

Copies of these forms i.e. team lists and referees match statistics forms are available for download on SARU's website under the heading "About Us – Form and Info".

25. FIRST CLASS FIXTURES AND APPEARANCES

To assist the statisticians when awarding the number of official match "caps" played by a player for a province, it was decided that the following criteria would be used to determine a first class match:

- 25.1 To qualify as a first class fixture, a match must firstly be played strictly according to the Laws of the Game, as stipulated by the IRB (i.e. only the number of substitutes as determined by the IRB is allowed). For instance, matches where more than the IRB approved number of substitutes is used will be regarded as trial matches and NOT first class matches.
- 25.2 The following categories of matches qualify for first class status if the above is fulfilled:
- 25.2.1 All matches featuring the senior or next senior national representative team of South Africa.
 - 25.2.2 All matches involving senior teams as part of the official SARU competitions fixture as sanctioned by SARU, i.e. Superugby and Currie Cup.
 - 25.2.3 All matches against touring international teams approved by the IRB.

- 25.2.4 All matches between senior provincial teams and touring teams of the same or higher status.
- 25.2.5 All matches involving senior provincial teams/Super rugby franchise teams outside of official SARU competitions fixtures where the strongest possible teams are fielded (i.e pre-season or friendly matches) *
- 25.2.6 All matches played by teams carrying the name of a South African National team (namely South Africa A, Emerging Springboks, SA Under 23's, SA Universities, SA Students, SA Defence Force, SA Agricultural Colleges, SA Police Services, Junior Springboks and SA Under 20's).
- 25.2.7 All matches played by composite teams in IRB approved competitions.
- 25.2.8 Any player taking part in one of the above matches will be deemed to have made a first class appearance if he either:
 - (a) is part of the starting line-up; or
 - (b) appears as a permanent replacement at any time in the match; or
 - (c) as a temporary replacement (e.g. blood bin) at any time in the match.

(* Notes: First class status will only be granted to matches outside of the official SARU Competition fixtures if:

- SARU grants the match first class status on written application by the CEO of any of the provinces involved.
- The province making the application must notify the province of the opposing team in writing of their intentions.
- The match is played in accordance with the Laws of the Game, as stipulated by the IRB.
- Correctly completed team sheets of both teams with replacements and scorers are received by SARU within three (3) days after the match.

26. FOREIGN PLAYERS NOT ELIGIBLE TO PLAY FOR THE SPRINGBOKS

Provinces are allowed to register not more than two (2) foreign players who are not eligible to play for the Springboks, subject to the province and/or the players complying with the applicable statutory requirements of the SA Government.

27. TECHNICAL AREA

27.1 DIMENSIONS OF THE TECHNICAL ZONE

- 27.1.1 Two Technical zones shall be provided within the playing enclosure on the same side of the pitch, each on either side of the half-way line and outside the field of play.
- 27.1.2 These technical zones must be marked on the ground

- 27.1.3 The line nearest to the touch line must be parallel to the touch line.
- 27.1.4 The technical zone commences a minimum of five (5) meters from the half-way line. The technical zone must not exceed ten (10) meters in length and three (3) meters in width. Refer to the diagram in clause 27.6 for the recommended dimensions, layout and player and personnel placements for the technical zone area.
- 27.1.5 Wherever practically possible the zones should be behind advertising hoardings with easy access to the field of play.
- 27.1.6 No advertising within the technical zone including but not limited to grass signage are permitted.

27.2 PERSONNEL PERMITTED IN THE TECHNICAL ZONE

- 27.2.1 No more than two (2) medically trained persons and two (2) water carriers (who shall not be the head coach) per team are permitted to operate from the technical zones
- 27.2.2 The team doctor must be one of the medically trained persons, and the second medically trained person can either be a team physiotherapist or another medical doctor only.
- 27.2.3 The two (2) water carriers (who shall not be the head coach) per team that are permitted to operate from the technical zones may be the team biokineticist(s), team conditioning staff, substitute player(s) and/or an assistant coach(es).
- 27.2.4 Only two (2) water carriers may enter the field at any given time according to Law.
- 27.2.5 The two (2) medically trained personnel permitted to operate from the technical zone, as listed in clause 27.2.2 above, are allowed to roam the touchlines, and may be positioned alongside the playing area – one (1) on the far side and one (1) on the near side on the touch line. The two (2) medically trained personnel may not be together on the same side of the touch line.
- 27.2.6 Where practically possible the medical personnel must stay outside the advertising hoardings. They may keep up with play, but must pay due regard to the needs and rights of players, match officials, spectators, broadcasters and commercial partners.
- 27.2.7. The two (2) medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured. They must not obstruct, interfere or aim comments at match officials. Particular reference needs to be made to SARU's protocol on entering the field of play which can be accessed via the following link:
<http://images.supersport.com/content/24SARUProtocol.pdf>
- 27.2.8 The two (2) water carriers (who may be the team biokineticist(s), team conditioning staff, substitute player(s) and/or an assistant coach (es)) are not allowed to roam the touch line).
- 27.2.9 The two (2) waters carriers (who may be the team biokineticist(s), team conditioning staff, substitute player(s) and/or an assistant coach(s)) are confined to the technical zone at all times, except when water breaks or stoppages in play allow them to move onto the field in accordance with the Law.

- 27.2.10 All match and/or tournament independent Emergency Medical Service personnel (i.e. they do not function as a management member of any of the teams participating in the match and/or tournament) are to be stationed strategically within the technical zone to maximize their ability to respond quickly and efficiently to an injury that requires on-field medical attention.
- 27.2.11 Where practically possible the independent Emergency Medical Service personnel must stay outside the advertising hoardings and must pay due regard to the needs and rights of players, match officials, spectators, broadcasters and commercial partners.
- 27.2.12 The match and/or tournament independent Emergency Medical Service personnel must inform the match referee that they are the independent Emergency Medical Service personnel and do not function as a management member to any of the teams participating in the match and/or tournament.
- 27.2.13 Prior to the start of the match, the independent Emergency Medical Service personnel must ensure that they receive permission from the match referee that they may enter the field of play (at their own risk) to attend to the health and medical needs of an injured player(s). Law 6.C.2 and Law 6.C.3 are applicable here. Particular reference needs to be made to SARU's protocol on entering the field of play which can be accessed via the following link:
<http://images.supersport.com/content/24SARUProtocol.pdf>
- 27.2.14 For South African Primary School Rugby, age groups Under 9 to Under 11, the **head coach** of the team is permitted to operate from the technical zone and is allowed to roam the touch line with the following restrictions applied.
- a) The **head coach** as per regulation must be BokSmart certified and this must be confirmed by the match referee beforehand.
 - b) The **head coach** is permitted to provide positive and corrective educational coaching instruction only to the players as they are still busy learning how to play the game.
 - c) In the instance that the **head coach** displays unacceptable behaviour or brings the game into disrepute he/she loses his/her privilege to operate from the technical zone and must be removed from the playing enclosure.
 - d) If any of the assistant coaches or team management displays unacceptable behaviour or brings the game into disrepute, they must be removed from the playing enclosure.
 - e) In the case where the referee is a minor i.e. under the age of 18 years old, the adult supervising referee, school headmaster or any other senior staff member needs to be notified, and the transgressing coach, assistant coach or team management member, must be removed from the playing enclosure.
 - f) The **head coach** while roaming may not impede the match in any way or form and must endeavour at all times to act in a respectable and responsible manner.

27.3 ROLES OF PERSONNEL IN THE TECHNICAL ZONE

- 27.3.1 Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- 27.3.2 The two (2) water carriers are not permitted in the playing area during penalty kicks at goal.
- 27.3.3 The two (2) water carriers must remain in the technical zone at all times unless they enter the playing area to provide water or when one (1) enters to provide a kicking tee to the kicker at a penalty kick.
- 27.3.4 Players may come to the touch line adjacent to the technical zone to receive water.
- 27.3.5 Water bottles must not be thrown on the field of play.

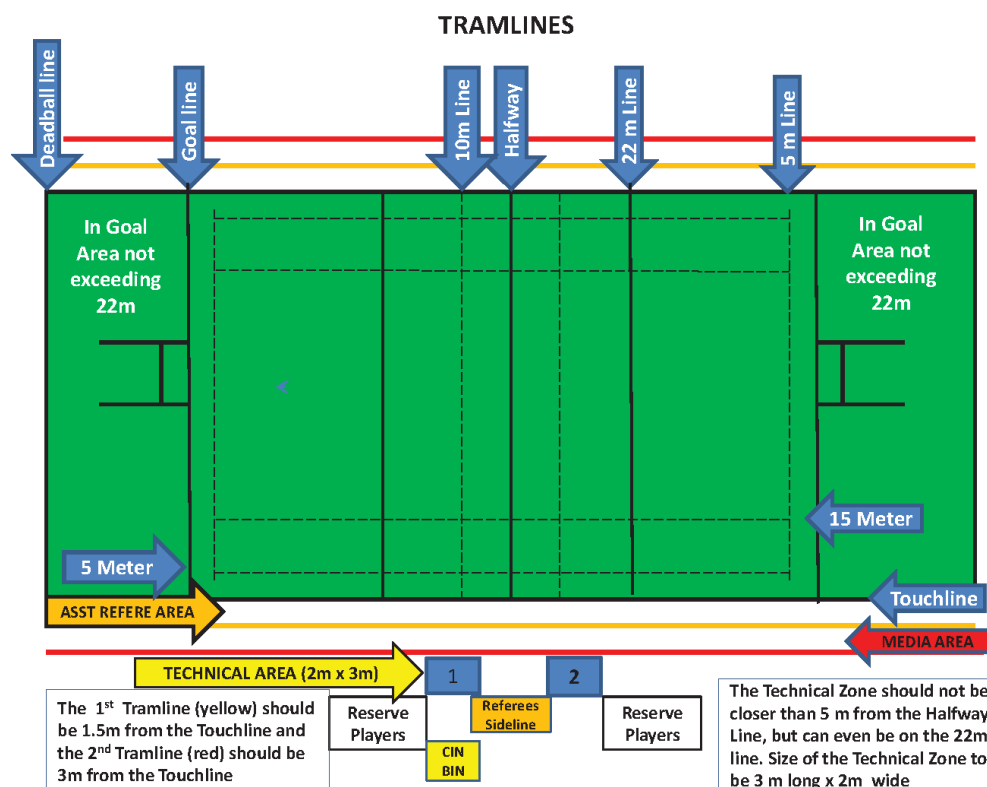
27.4 MANAGEMENT OF THE TECHNICAL ZONE

- 27.4.1 All personnel permitted in the technical zone will be required to wear bibs to clearly identify them when in and around the field of play.
- 27.4.2 These bibs must be clearly marked, i.e. WATER on the front and back of the bibs of the water carriers and MEDIC on the front and back of the bibs of the medically trained personnel
- 27.4.3 To be clear, non-medical personnel shall not wear a medic bib. Team biokineticist(s), team conditioning staff, substitute player(s) and/or an assistant coach(s) are not permitted to wear a medic bib.
- 27.4.4 The match manager or in his absence the fourth and fifth match officials, or designee, will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the fourth and/or the fifth match official who will report the transgression (if the transgressor(s) does not take corrective measures) to the match referee.
- 27.4.5 The match referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.

27.5 PERSONNEL OUTSIDE THE TECHNICAL ZONE

The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.

27.6 TECHNICAL ZONE



REQUIRE ARE AVAILABLE ON SARU'S WEBSITE: www.sarugby.co.za

SAR03.2009	Match Report
SAR05.2009	Referee's Match Score Sheet
SAR44.2009	Team Sheets

28 SA Rugby Injury and Illness Surveillance and Prevention Project (SARIISPP)

SARU is committed to collecting and assessing prospective injury data sustained by all players that participate in competitions/tournaments under the auspices of SARU via the SA Rugby Injury and Illness Surveillance and Prevention Project (SARIISPP)

The aim of the SARIA is to monitor match and training injury** trends and patterns prospectively, regarding rugby players participating in various competitions/tournaments under the auspices of SARU.

The SARIISPP will be conducted in the primary interest of the safety, health and well-being of all players participating in these competitions/tournaments.

The data capturing procedures used in the SARIISPP are fully compliant with the international consensus statement on the definitions and procedures for epidemiological studies of injuries in Rugby Union. The reporting process is simple and requires the Team medical staff to enter all data timeously and accurately on all rugby-related injuries sustained on their players.

Players need to provide written informed consent to participate in the SARIISPP and written acknowledgement of the fact that the information provided will remain anonymous, and will be used for research purposes only. This written consent must be kept on record in the player's medical file. A copy of the written consent must be sent to the SARU Medical Manager. At no time will a player be personally identified during the SARIISPP or when the data is represented in any presentation, nor will the player be able to be identified by any inference.

Teams are to maintain full compliance with the SARIISPP requirements for recording injuries and reporting Team Match and training exposures throughout these competitions/tournaments. This is to ensure that high quality data is collected for accurate assessment of the injury profile and injury risk of these competitions/tournaments. It will further assist SARU in making informed and scientific evidence-based decisions on player management and injury prevention strategies, which will potentially increase the longevity of players' careers.

The Participating Provincial Union and any of its affiliates are to co-operate fully with SARU and ensure its Team Members and Medical staff contributes fully thereto.

** Certain competitions/tournaments under the auspices of SARU will require Teams to collect mandatory training volume, ratings of perceived exertion or intensity, and injuries sustained during both matches and training, and provide any other additional requirements identified in the research process.

29 SA Rugby Anti-Doping Rules

The SA Rugby Anti-Doping Rules are applicable to all persons participating in rugby played under the auspices of SA Rugby and any affiliates to SA Rugby and/or any of its Provincial Unions.

The SA Rugby Anti-Doping Rules are available at the following link:

<http://images.supersport.com/content/SARUAD.pdf>

30 SA Rugby Concussion Regulations, Rules and Guidelines

The SA Rugby Concussion Regulations, Rules and Guidelines are applicable to all persons participating in rugby played under the auspices of SA Rugby and any affiliates to SA Rugby and/or any of its Provincial Unions.

The SA Rugby Concussion Regulations, Rules and Guidelines can be found at the following links:

SA Rugby Concussion Regulations: <http://images.supersport.com/content/CONC.pdf>

SA Rugby Concussion Rules and Guidelines: <http://boksmart.sarugby.co.za/content/concussion>