



SOUTH AFRICAN RUGBY UNION

SECTION 1: COMPETITION FORMAT 2016

1. CURRIE CUP

The fourteen (14) SARU provincial teams and a team from Namibia will participate in the Currie Cup. The competition will commence with the 15 teams playing a single round during the first half of the season, with each team playing seven (7) home matches and seven (7) away matches.

After completion of the single round the six (6) Super Rugby Franchise provinces and the next three (3) teams with the highest number of log points will play in the Currie Cup Premier Division and the remaining six (6) teams will play in the Currie Cup First Division. The log points accumulated in the single round will **NOT** be carried over to the Currie Cup Premier and Currie Cup First Divisions.

1.1 CURRIE CUP PREMIER DIVISION

The nine (9) teams will play against each other in a single round, within the section against each other, with each team playing four (4) home and four (4) away matches.

1.2 CURRIE CUP FIRST DIVISION

The six (6) teams will play in a single round, within the section against each other, with each team playing three (3)/two (2) home or three (3)/two (2) away matches.

1.3 SEMI-FINALS

1.3.1 Currie Cup Premier Division

After completion of the pool matches as in 1.1 above the two (2) teams with the most log points will play at home against the two (2) teams with the least log points as follows:

Team 1 versus Team 4

Team 2 versus Team 3

1.3.2 Currie Cup First Division

After completion of the pool matches as in 1.1 above the two (2) teams with the most log points will play at home against the two (2) teams with the least log points as follows:

Team 1 versus Team 4

Team 2 versus Team 3

1.4 FINALS

1.4.1 Currie Cup Premier Division

The winners of the respective semi-final matches will play in a final match at the venue of the team with the most log points after the pool matches as in 1.1 above and the winner of the final match shall be awarded with the CURRIE CUP trophy.

1.4.2 Currie Cup First Division

The winners of the respective semi-final matches will play in a final match at the venue of the team with the most log points after completion of the pool matches as in 1.2 above and the winner of the final match shall be awarded with the SA CUP trophy.

1.5 REMUNERATION

The provinces hosting the semi-final and/or final matches of the Currie Cup Premier Division shall pay the visiting province the following amounts within fourteen (14) days from the date of the semi-final and/or final matches:

Final: R500 000 (five hundred thousand rand only)

Semi-Final: R250 000 (two hundred-and-fifty thousand rand only)

For the semi-finals and final of the Currie Cup First Division **no levy** shall be payable by the hosting province to the visiting province.

1.6 REPRESENTATION

SARU has adopted a comprehensive Transformation Charter that will guide SARU and its Provinces on this critical aspect of the game. Quotas no longer apply to the Currie Cup. However, it is expected of each Province to take serious cognisance of the issue of representivity of players on the field of play in order to support SARU's broader transformation objectives.

2. JUNIOR CURRIE CUP UNDER 21

The Junior Currie Cup under 21 Competition will consist of provincial under 21 teams from the six (6) SARU franchises and a team from the Leopards:

JUNIOR CURRIE CUP U21

Blue Bulls
Eastern Province
Free State
Golden Lions
Sharks U21
Leopards
Western Province

The seven (7) teams will play a Single round; i.e. three (3) matches at home and three (3) matches away.

2.1 SEMI-FINALS

After completion of the pool matches the two (2) teams with the most log points will play at home against the two (2) teams with the least log points as follows:

Team 1 versus Team 4

Team 2 versus Team 3

2.2 FINALS

The two teams with the most log points will play at home.

The winners of the respective semi-final matches will play in a final match which will be played as a curtain-raiser to the Currie Cup Premier Division final match or such other date and/or venue as determined by SARU.

2.3 ELIGIBILITY

A player is eligible to play under 21 up to and including the year in which he turns 21.

2.4 TROPHY

The winner of the final match shall be awarded with the Under 21 CUP.

2.5 REPRESENTATION

SARU has adopted a comprehensive Transformation Charter that will guide SARU and its Provinces on this critical aspect of the game. Quotas no longer apply to the Junior Currie Cup, however, it is expected of each Province to take serious cognisance of the issue of representivity of players on the field of play in order to support SARU's broader transformation objectives.

2.6 GENERAL

Certain matches may be televised and may also be played as curtain raisers to matches in the CURRIE CUP.

3. JUNIOR CURRIE CUP UNDER 20

The Junior Currie Cup Under 20 Competition will consist of the following seven (7) provincial under 20 teams plus a team from Limpopo Blue Bulls:

JUNIOR CURRIE CUP U20

Boland

Border

Griffons

Griqualand West

Limpopo Blue Bulls

Mpumalanga

South Western Districts

Valke

The eight (8) teams will play a double round i.e. - seven (7) matches at home and seven (7) matches away.

3.1 SEMI-FINALS

After completion of the pool matches the two (2) teams with the most log points will play at home against the two (2) teams with the least log points as follows:

Team 1 versus Team 4

Team 2 versus Team 3

3.2 FINALS

The two teams with the most log points will play at home.

The winners of the respective semi-final matches will play in a final match which will be played as a curtain-raiser to the Currie Cup First Division final match or such other date and/or venue as determined by SARU.

3.3 ELIGIBILITY

3.3.1 A player is eligible to play under 20 up to and including the year in which he turns 20.

3.4 TROPHY

The winner of the final match shall be awarded with the Under 20 CUP.

3.5 REPRESENTATION

SARU has adopted a comprehensive Transformation Charter that will guide SARU and its Provinces on this critical aspect of the game. Quotas no longer apply to the Junior Currie Cup, however, it is expected of each Province to take serious cognisance of the issue of representativity of players on the field of play in order to support SARU's broader transformation objectives.

3.6 GENERAL

Certain matches may be televised and may also be played as curtain raisers to matches in the CURRIE CUP.

4. JUNIOR CURRIE CUP UNDER 19

The Junior Currie Cup under 19 Competition will consist of provincial under 19 teams from the six (6) SARU franchises and a team from Leopards:

JUNIOR CURRIE CUP U19

Blue Bulls

Eastern Province

Free State

Golden Lions

Sharks U19

Leopards

Western Province

The seven (7) teams will play a double round; i.e. six (6) matches at home and six (6) matches away.

4.1 SEMI-FINALS

After completion of the pool matches the two (2) teams with the most log points will play at home against the two (2) teams with the least log points as follows: After completion of the double round the four (4) teams with the most log points will play against each other in semi-final matches as follows:

Team 1 versus Team 4

Team 2 versus Team 3

4.2 FINALS

The two teams with the most log points will play at home.

The winners of the respective semi-final matches will play in a final match which will be played as a curtain-raiser to the Currie Cup Premier Division final match or such other date and/or venue as determined by SARU.

4.3 ELIGIBILITY

4.3.1 A player is eligible to play under 19 up to and including the year in which he turns 19.

4.4 TROPHY

The winner of the final match shall be awarded with the Under 19 CUP.

4.5 REPRESENTATION

SARU has adopted a comprehensive Transformation Charter that will guide SARU and its Provinces on this critical aspect of the game. Quotas no longer apply to the Currie Cup, however, it is expected of each Province to take serious cognisance of the issue of representivity of players on the field of play in order to support SARU's broader transformation objectives.

4.6 GENERAL

Certain matches may be televised and may also be played as curtain raisers to matches in the CURRIE CUP.

5. WOMEN'S INTER-PROVINCIAL COMPETITION

The fourteen (14) provincial teams are divided into two sections on a strength versus strength basis with the six (6) top teams in Section A and the remaining eight (8) teams, with the team from Limpopo Blue Bulls in Section B as follows:

SECTION A	SECTION B	
	GROUP SOUTH	GROUP NORTH
Border	Boland	Blue Bulls Limpopo
Blue Bulls	Free State	Golden Lions
Eastern Province	Griffons	Leopards
KwaZulu-Natal	Griqualand West	Mpumalanga
South Western Districts		Valke
Western Province		

The teams in Section A will play a single round with two (2)/three (3) home or three (3)/two (2) away matches. The teams in Section B are divided into Group South and Group North with four (4) teams in Group South and five (5) teams in Group North respectively playing a single round within their Groups. Group South will play one (1)/two (2) home or two (2)/one (1) away matches and Group North will play two (2) home and two (2) away matches.

5.1 FINALS

5.1.1 SECTION A

After completion of the single round the two (2) teams with the highest number of log points will play against each other in the Final match.

The final will be played at the venue of the team with the highest number of log points

5.1.2 SECTION B – GROUP SOUTH and GROUP NORTH

After completion of the single rounds in Group South and Group North the teams with the highest number of log points in each Group will play against each other in the Final.

This final will be played as a curtain-raiser to the final match of Section A.

5.2 PROMOTION / RELEGATION

At the end of the 2016 rugby season the winner of Section B will automatically be promoted to Section A. The Team in Section A with the least number of log points will be relegated to Section B. This Promotion/Relegation shall be applied every 2nd years to allow the promoted team to adopt to the higher league.

5.3 TROPHY

The following trophies shall be awarded to the winner of:

- a) Section A – SARU Women’s League Trophy
- b) Section B – SARU Women’s League Plate

6. TOURNAMENTS AND WEEKS

The following Tournaments will be hosted by a province and under the auspices of SARU:

6.1 AMATEUR PROVINCIAL TOURNAMENT SENIOR

All fourteen (14) senior provincial amateur teams and a further eight (8) senior regional amateur teams from Border, Blue Bulls, Eastern Province, Griffons, Griqualand West, Leopards, Mpumalanga and Kwa-Zulu Natal are divided into three (3) sections, i.e. North, Central and South, as follows:

NORTH [7]	CENTRAL [8]	SOUTH [7]
Blue Bulls	Free State	Boland
Limpopo Blue Bulls	Free State Rural	Border
Valke	Griffons	Border Rural
Golden Lions	Griffons Rural	Eastern Province
Leopards Amateur	Griqualand West	EP Rural
Mpumalanga	Griqualand West Rural	South Western Districts
Mpumalanga Rural	Kwa-Zulu Natal	Western Province
	Kwa-Zulu Natal Rural	

The three (3) sections of the Amateur Provincial Tournament will be played as three (3) separate tournaments i.e. North, Central and South tournaments held over a one (1) week period with eight (8) senior amateur teams. In the event of less than eight (8) teams in a section(s), the Province hosting the tournament will have first option to enter an additional amateur team within their jurisdiction to make it an even number, but should they not exercise their option, the SARU Games and Policies Committee will decide on the extra team(s).

6.1.1 ELIGIBILITY

- 6.1.1.1 Players contracted to a rugby body, excluding clubs, are ineligible to play in these tournaments.

- 6.1.1.2 A player moving from one (1) province to another had to play at least three (3) league matches for his club in the new province immediately prior to the tournament to be eligible for the Amateur Provincial team of his new province. The three (3) matches shall not be played in less than a period of one (1) week prior to the tournament.
- 6.1.1.3 Not more than three (3) officials shall be appointed for each squad of which at least one (1) official shall be black.
- 6.1.1.4 When a complaint is received pertaining to the ineligibility of a player for the Amateur Provincial Tournament, the matter will be referred to the CEO of SARU or his nominee and dealt with in accordance with the Disciplinary and Judicial Regulations of SARU. If found guilty, the province, club and/or the player shall be fined a minimum of R30 000 (thirty thousand); and any further sanction as determined by the Judicial Officer in accordance with the Disciplinary and Judicial Regulations of SARU.

6.1.2 REPRESENTATION

SARU has adopted a comprehensive Transformation Charter that will guide SARU and its Provinces on this critical aspect of the game. Quotas no longer apply to the Amateur Provincial Competition. However, it is expected of each Province to take serious cognisance of the issue of representativity of players on the field of play in order to support SARU's broader transformation objectives.

6.1.3 EQUAL POINTS

6.1.3.1 Equal Points: Knock-out rounds

- a) The team scoring the most tries in the match, and if still equal;
- b) The team scoring the most points in the second half, and if still equal;
- c) the team that scored the most tries in the second half, and if still equal
- d) the winner will be decided by the toss of a coin by the Tournament Director in the presence of the referee and the team managers of both teams.

6.1.3.2 Equal points: Final Matches

- a) If scores are level after the scheduled time, a twenty (20) minute extra time (10 minutes each way) will be played with one (1) minute brake, and if still equal
- b) the two teams will be declared joint winners.

6.1.3 HOSTING OF TOURNAMENTS

Provinces interested in hosting the Amateur Provincial Tournament must apply to the Games and Policies Committee by not later than 15 September of the year immediately preceding the year in which the tournament takes place.

6.2. GOLD CUP

6.2.1 Tournament Overview

6.2.1.1 The GOLD CUP (former Community Cup) in 2016 will consist of twenty (20) teams made up as follows:

- a) The best non-university clubs from each of the fourteen (14) provincial unions at the conclusion of the 2015 club season;
- b) The best non-university club from Limpopo at the conclusion of the 2015 club season;
- c) The winner of the 2015 Community Cup (Durbanville-Bellville);
- d) The best non-university clubs from Namibia & Zimbabwe;
- e) The remaining two (2) Qualifier places will be decided by a series of play-off matches involving teams that finish the 2016 club season as their province's best non-university club, having not done so in 2015 – the proviso being that no province shall have more than three (3) teams in the tournament, inclusive of the defending champion.

Play-off matches will be played as follows, with fixtures determined by the final number of teams finishing the 2016 club season as their province's best non-university club, having not done so in 2015 (for the 2016 Gold Cup only, the Boland & Leopards unions will nominate a club due to unavoidable season scheduling challenges):

- 1) Should the final numbers of teams be three (3), a total of one (1) match shall be played. The team whose province was highest ranked in the previous year's tournament will qualify for the Gold Cup. The remaining two (2) teams shall contest a single play-off match, with the winner becoming the final team to qualify. This match will be played at the home ground of the highest-ranked team;
- 2) Should the final number of teams be four (4), a total of two (2) matches shall be played. The matches will be played at the home grounds of the two teams whose provinces were highest ranked in the previous year's tournament. The winners of the two matches shall qualify for the Gold Cup;
- 3) Should the final number of teams be five (5), a total of three (3) matches shall be played. The team whose province was

highest ranked in the previous year's tournament will qualify for the Gold Cup. The remaining four teams will play a total of two (2) matches. The matches will be played at the home grounds of the two teams whose provinces were highest ranked in the previous year's tournament. The winners of the two matches shall play off at the home ground of the highest ranked team, with the winner qualifying for the Gold Cup;

- 4) Should the final number of teams be six (6), a total of four (4) matches shall be played. The team whose province was highest ranked in the previous year's tournament will play against the team whose province was ranked lowest among the six teams (i.e. 1 vs 6). The team whose province was second highest ranked among the six teams will play the team whose province was ranked second lowest (i.e. 2 vs 5). The team whose province was third highest ranked among the six teams will play the team whose province was ranked third lowest (i.e. 3 vs 4). At the conclusion of the three matches, there will be three winners. The team whose province was highest ranked in the previous year's tournament will qualify for the Gold Cup. The remaining two winners shall play off at the home ground of the highest ranked team, with the winner qualifying for the Gold Cup;
- 5) Should the final number of teams be seven (7), a total of five (5) matches shall be played. The team whose province was highest ranked in the previous year's tournament will enjoy a bye in the first round. The remaining six teams will play off as described in 4) above, i.e. 2 vs 7, 3 vs 6, 4 vs 5. At the conclusion of the three matches, there will be three winners. The team that enjoyed a bye will play at home against the winner whose province was ranked lowest among the four remaining teams (i.e. 1 vs 4). The remaining two winners will play at the home ground of the highest ranked team. The winners of these two matches will qualify for the Gold Cup;
- 6) Should the final number of teams be eight (8), a total of six (6) matches shall be played. The team whose province was highest ranked in the previous year's tournament will play against the team whose province was ranked lowest of the eight teams (i.e. 1 vs 8) and so forth for the remaining matches (i.e. 2 vs 7; 3 vs 6; 4 vs 5). Following these four matches, a further two matches will be played. The teams whose provinces were ranked highest in the previous year's tournament will play against the teams whose provinces were ranked lowest of the four teams (i.e. 1 vs 4; 2 vs 3). The winners of these two matches shall qualify for the Gold Cup;
- 7) Should the final number of teams be nine (9) or more, the eight (8) teams whose provinces were highest ranked in the previous year's tournament will play off as per sub-clause 6) above.

For 2016, the applicable ranking of the 14 provincial unions

plus Limpopo, based on the final positions of the clubs that represented them at the 2015 Community Cup, is as follows:

- 1) Western Province (Durbanville-Bellville, winners);
- 2) Leopards (Rustenburg Impala, runners-up);
- 3) Eastern Province (Despatch, 4th);
- 4) Blue Bulls (Pretoria Police, 5th);
- 5) KwaZulu-Natal (College Rovers, 6th);
- 6) Golden Lions (Wanderers, 7th);
- 7) Boland (Wesbank, 8th);
- 8) Border (Old Selbornians, 10th);
- 9) South Western Districts (Evergreens, 12th);
- 10) Mpumalanga (Ferros, 14th);
- 11) Free State (Bfn Crusaders, 15th);
- 12) Griqualand West (Sishen, 17th);
- 13) Falcons (Springs, 18th);
- 14) Limpopo Blue Bulls (Noordelikes, 19th);
- 15) Griffons (Welkom Rovers, 20th).

Note: Each province is ranked only once, despite WP, EP, KZN, Golden Lions & Boland each being represented by two teams, namely Hamiltons (WP, 3rd); Durban Collegians (KZN, 9th); Raiders (Golden Lions, 11th); Worcester Villagers (Boland, 13th); and PE Police (EP, 16th). In these five cases, the provinces concerned were ranked according to the higher placed of their two participating clubs.

6.2.1.2 From 2017 onwards, the Gold Cup will be contested by 20 (twenty) teams as follows:

- a) The best non-university clubs from each of the fourteen (14) provinces plus the club champion of Limpopo and the defending champion, qualify automatically for the Gold Cup tournament that follows immediately after the club season in question, i.e. in the same calendar year;
- b) The best non-university clubs from Namibia & Zimbabwe will be invited to participate in the Gold Cup;
- c) SA Rugby will decide before the 2017 season how the remaining two (2) Qualifying slots will be determined;
- d) Should the defending champion, who qualifies automatically, also finish as the best non-university club in their province, then the next-best non-university club from that province will qualify as that province's automatic entrant.

6.2.1.3 Due to broadcasting requirements, the 2016 Gold Cup will take place from Saturday 10 September – Saturday 29 October 2016. For operational reasons, Provinces must ensure that the leagues that determine their Gold Cup participants are scheduled and/or restructured in such a way as to ensure the province is able to confirm their best non-university club **no later than** four (4) weeks before the start of the Gold Cup. For 2016, this means no

later than Saturday 13 August 2016, in order to allow for any Gold Cup Qualifying matches, as described in 6.2.1 above, to take place on Saturday 20 August 2016 and, if required, Saturday 27 August 2016.

6.2.2 Player Eligibility pertaining to the Gold Cup and its Qualifying Play-offs

- 6.2.2.1 Players contracted in writing to rugby bodies, excluding clubs, shall not be eligible to play in the Gold Cup and/or its Qualifying play-offs;
- 6.2.2.2 Players have to be registered with the club that participates in the Gold Cup and/or its Qualifying play-offs;
- 6.2.2.3 Players must be registered – and therefore available to play for the club – no later than the halfway mark of the club’s provincial league, excluding any semi-finals and/or finals, during the year in which the Gold Cup takes place (e.g. if a club’s league consists of 14 matches, the player must be registered in time to be available to play at least seven (7) league matches;
- 6.2.2.4 If a player has been named in the match-day squad in **any** Varsity Rugby competition, i.e. Varsity Cup, Varsity Shield, Young Guns, etc., he is ineligible to play in the Gold Cup and/or its Qualifying play-offs in the same year.

6.2.3 Declaration of Squads and Teams

- 6.2.3.1 All Teams shall declare to SA Rugby their Gold Cup squads of no more than 30 players at least two (2) week before the start of the Gold Cup;
- 6.2.3.2 Any additional players added to the squad during the course of the tournament must be declared to SA Rugby in writing prior to their involvement in any matches, and must be eligible as above.

6.2.4 TOURNAMENT FORMAT

6.2.4.1 Pool Phase

- a) The twenty (20) teams are allocated to four (4) pools (A, B, C & D) of five (5) teams, based on criteria which include the final rankings of the previous year’s tournament, cost factors in respect of travel, and broadcast requirements;
- b) The pool phase will consist of a round robin in which each team shall play each other team within the pool once. Each team will play two (2) home and two (2) away matches over a five (5) week period;
- c) SA Rugby may decide that certain matches take place on days other than Saturdays, or as curtain-raisers to Currie Cup matches, for instance for broadcasting purposes;
- d) Subject to (c) above, pool matches will take place at the home grounds of the twenty (20) teams. Dispensation to host matches elsewhere will be granted by SA Rugby in its sole discretion after written application

by the Province or National Union of the Club. SA Rugby shall give permission only in exceptional circumstances, where the ability of a team to host a match at its home ground is compromised;

- e) For all Tournament matches, Teams must name 22-man match-day squads not later than 72 hours prior to a match, i.e. by 15h30 on the Wednesday prior to the match. All matches shall kick off at 15h30, unless otherwise indicated.

6.2.4.2 **Rankings at the completion of the pool phase**

- a) At the completion of the pool phase, the teams in each pool are ranked one (1) to five (5) based on their cumulative log points, and identified respectively as winner, runner-up, third, fourth and fifth.
- b) If at the completion of the pool phase, two (2) or more teams are level on log points, then the criteria referred to in Section 2, Clause 1 of SARU's General Competition Rules 2016 shall apply.

6.2.4.3 **Qualification / Elimination at the conclusion of the pool phase**

The winner and runner-up in each pool qualify for the quarter-finals, which will be held at the home venues of the four (4) clubs that top their respective pools (see 6.2.4.4. below). Teams ranked third, fourth and fifth in each pool will be eliminated from the tournament.

6.2.4.4 **Quarter-finals**

The quarter-final matches will be determined as follows, with the pool winners hosting the matches:

- QF 1 – Winner Pool C v Runner-up Pool D
- QF 2 – Winner Pool B v Runner-up Pool A
- QF 3 – Winner Pool D v Runner-up Pool C
- QF 4 – Winner Pool A v Runner-up Pool B

Teams winning Quarter-final matches qualify for the Semi-finals and teams losing Quarter-final matches are eliminated.

6.2.4.5 **Semi-finals**

The semi-final matches will take place at clubs. For each semi-final, the team with the highest log points in the pool stages shall host the match. Should both teams have equal log points, the criteria referred to in Section 2, Clause 1 of SARU's General Competition Rules 2016 shall apply.

- SF 1 – Winner QF1 v Winner QF2
- SF 2 – Winner QF3 v Winner QF4

6.2.4.6 **Final**

The Gold Cup Final will take place at a club. The team with the highest log points in the pool stages shall host the Final. Should both teams have equal log points, the criteria referred to in Section 2, Clause 1 of SARU's General Competition Rules 2016 shall apply.

The winner of the Cup final will be awarded the GOLD CUP.

6.2.4.7 **Representivity**

Clubs must name at least four (4) players of colour in their match-day squads of 22 players. At least three (3) of these four players must be in the starting line-up. This clause also applies to the club representing Zimbabwe, with Namibia's participating club required to conform fully by 2017, to allow the Namibian Rugby Union time to implement its own enforceable transformation policy.

6.3 INTERPROVINCIAL SEVENS TOURNAMENT (MEN & WOMEN)

The two tournaments, one for men and one for women, will be held jointly at the same time and venue. Each tournament will consist of sixteen (16) teams, consisting of the fourteen (14) provincial sevens teams and two (2) teams nominated by the Games and Policies Committee will participate in the Inter-Provincial Sevens tournament.

6.3.1 **FORMAT**

The format of these two tournaments will be determined by the Games and Policies Committee.

6.3.2 **ELIGIBILITY**

Players who have written contracts with their provinces may not participate in these tournaments. Non-contract players and players contracted to their clubs are eligible to participate in these tournaments.

6.3.3 **HOSTING OF TOURNAMENTS**

The Inter-Provincial Sevens tournament shall rotate annually between the north and the south and provinces intending to host the tournament must apply to the Games and Policies Committee by not later than 15 September of the year immediately preceding the year in which the tournament takes place.

6.3.4 **WOMEN'S SEVENS RUGBY TOURNAMENT**

The winner of the Women's Sevens Tournament shall be awarded with the SARU Women's Sevens Rugby Tournament Trophy.

6.4 NATIONAL YOUTH WEEKS

The following Provincial Junior/Schools week will be held annually during the June/July school holidays:

- Coca-Cola Under 18 Craven Week & Coca-Cola Academy Under 18 Week
- Coca-Cola Under 13 Craven Week & Coca-Cola Grant Khomo Under 16 Week
- Girls Under 16 Week & Girls Under 18
 - Sixteen (16) teams, consisting of the fourteen (14) provinces, Border Rural (former Transkei) and Limpopo Blue Bulls will participate in the week, which will be organized on the similar format as the Coca-Cola Craven Weeks
- LSEN Schools Week

6.4.1 JURISDICTION OF SARU

The Youth Weeks will fall under the direct jurisdiction of SARU and will be administered in conjunction with the SA Schools Rugby Association and the Host Province, represented by the Local Organising Committee appointed by the Hosting Province.

6.4.2 HOSTING OF NATIONAL YOUTH WEEKS

Applications to host Youth Weeks must be submitted to the SA Schools Rugby Association (SASRA), who will prioritise these applications and submit their recommendation to the SARU Games and Policies Committee by not later than 15 September, at least two (2) years preceding the year in which the tournaments are held. These applications must be substantiated with a business plan as well as a letter from the applicable Provincial Union endorsing the application. Once the application has been received, SARU will conduct a due diligence study on the applicable venues for consideration by the SARU Games and Policies Committee and recommendation to the SARU EXCO

6.4.3 RULES AND REGULATIONS

Youth tournaments will be played and administered in accordance with the rules and regulations approved from time to time by the applicable governing body of the relevant youth week.

7. OTHER COMPETITIONS AND WEEKS

7.1 VARSITY CUP COMPETITION

7.1.1 VARSIY CUP MEMBERS

The Varsity Cup competition shall consist of the following member universities:

Central University of Technology (FNB CUT)

Nelson Mandela Metropolitan University (FNB Madibas)

North West University (FNB NWU-Pukke)

University of Cape Town (FNB Ikeys)

University of Johannesburg (FNB UJ)

University of Pretoria (FNB Tukkies)

University of Stellenbosch (FNB Maties)

University of the Free State (FNB Shimlas)

7.1.2 VARSIY SHIELD MEMBERS

The Varsity Shield shall consist of the following member universities:

University of Fort Hare (UFH)

University of the Western Cape (FNB UWC)

University of KwaZulu-Natal (FNB UKZN)

University of the Witwatersrand Johannesburg (FNB Wits)

Tshwane University of Technology (FNB TUT)

7.1.3 RULES AND REGULATIONS

The Varsity Cup will be played and administered in accordance with the Bye-Laws of the Varsity Cup Club as approved from time to time by the Executive Committee of the Varsity Cup.

7.2 USSA WEEK

The annual USSA Week will be held during the 1st week in June, which consists of twenty-four (24) teams from various tertiary institutions in South Africa, with three (3) pools of eight (8) teams each.

7.2.1 FORMAT

The format of the USSA Week will be determined by the USSA Committee.

7.2.2 ELIGIBILITY

Players have to be *bona fide* students of the tertiary institution they represent and under the age of twenty-five (25) years on 1 January of the year in which the tournament is held.

7.2.3 HOSTING OF TOURNAMENTS

The USSA must advise the Games and Policies Committee by not later than 30 September of the year immediately preceding the year in which the tournament takes place as to who will host the tournament.

7.2.4 RULES AND REGULATIONS

The USSA Week will be played and administered in accordance with the rules and regulations approved by USSA from time to time.



SOUTH AFRICAN RUGBY UNION

SECTION 2: GENERAL COMPETITION RULES 2016

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. Emerging Springboks
5. Super Rugby
6. Currie Cup
7. National Amateur
8. SA Universities
9. Under 21
10. 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 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 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: www.boksmart.com

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 duties of the match doctor are:

- 23.2.1 to ensure that the prescribed medical requirements at the match venue are met;
- 23.2.2 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;
- 23.2.3 to enforce the guidelines pertaining to bleeding control, ensuring that:
 - (a) any suturing is carried out in the designated medical room; and
 - (b) all blood-stained apparel and dressings are removed and replaced before the player returns to the field;
- 23.2.4 to support the team doctor in ensuring the removal from the field of players suffering concussion or other injury; and

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).

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. Super rugby 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/SARU%20Protocol%20-%20Medical%20Personnel%20Entering%20the%20Field%20of%20Play%20-%20June%202013.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/SARU%20Protocol%20-%20Medical%20Personnel%20Entering%20the%20Field%20of%20Play%20-%20June%202013.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.

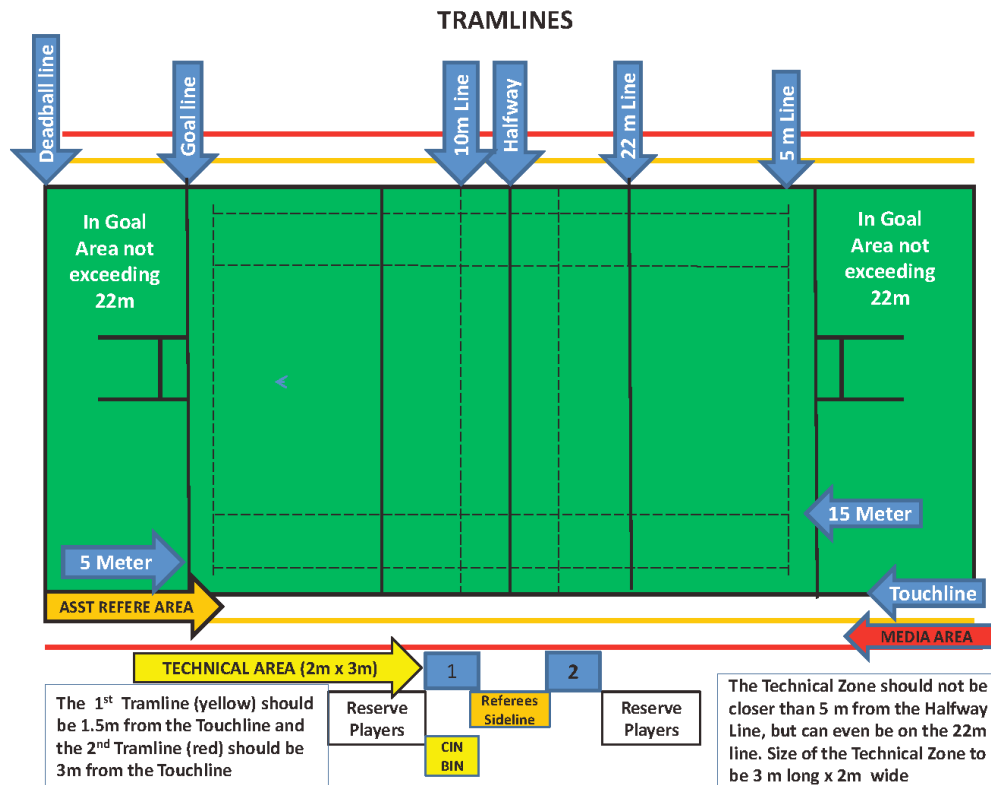
27.4 MANAGEMENT OF THE TECHNICAL ZONE

- 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 SARU ANNUAL INJURY AUDIT

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 SARU Annual Rugby Injury Audit (SARIA).

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 SARIA 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 SARIA 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 SARIA 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 SARIA 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 SARIA 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.