



## **SOUTH AFRICAN RUGBY UNION**

### **SECTION 1: COMPETITION FORMAT 2014**

#### **1.1 ABSA CURRIE CUP COMPETITION**

During 2014 and 2015 the fourteen (14) SARU provincial teams will play in two divisions i.e. ABSA Currie Cup Premier Division comprising of eight (8) teams and the ABSA Currie Cup First Division comprising of six (6) teams. This format will include a Qualifying Round (see 1.2 below) during June/July prior to the start of the ABSA Currie Cup Competition, to determine the composition of the ABSA Currie Cup Premier Division and the ABSA Currie Cup First Division.

#### **ABSA CURRIE CUP PREMIER DIVISION**

##### **Franchise Home Union Teams**

**Blue Bulls**

**EP Kings**

**Free State**

**Golden Lions**

**The Sharks**

**Western Province**

##### **Non-Franchise Home Union Teams**

**Pumas**

**Qualifier Winner**

#### **ABSA CURRIE CUP QUALIFYING ROUND TEAMS**

##### **Non-Franchise Home Union Teams**

**Boland**

**Border**

**Griffons**

**Griqualand West**

**Leopards**

**SWD Eagles**

**Valke**

#### **1.1 ABSA CURRIE CUP PREMIER DIVISION**

In 2014 the ABSA Currie Cup Premier Division will comprise of the six (6) franchise home union teams divided in two sections (strength vs strength) according to their log positions after the 2013 rugby season and two (2) non-franchise teams. The two (2) non-franchise home union teams will be the Pumas, as winner of the 2013 Promotion/Relegation match (ranked 7<sup>th</sup>) and the winner of the Qualifying Round (ranked 8<sup>th</sup>) as follows:

##### **SECTION X**

**Western Province**

**Golden Lions**

**Blue Bulls**

**EP Kings**

##### **SECTION Y**

**The Sharks**

**Free State**

**Pumas**

**Qualifier Winner**

### **1.1.1 Format**

**First round:** The teams in each section play a double round three (3) home and three (3) away matches. ((each team playing six (6) matches)).

**Second round:** The teams in each section will play a single round across the section (X vs Y) , with each team playing two (2) home and two (2) away matches ((each team playing four (4) matches)).

Each team will therefore play ten (10) matches ((five (5) home and five (5) away)).

## **1.2 ABSA CURRIE CUP QUALIFYING ROUND (Qualifying Round) 2014**

The following seven (7) teams will play in the Qualifying Round:

**Griqualand West**

**Leopards**

**SWD Eagles**

**Boland Cavaliers**

**Griffons**

**Border Bulldogs**

**Valke**

The teams will play a single round, with each team playing three (3) home and three (3) away matches. These matches will be played during June/July 2014 after completion of the Vodacom Cup Competition.

The team with the most log points after completion of the Qualifying Round will be promoted to play in the 2014 ABSA Currie Cup Premier Division.

## **1.3 ABSA CURRIE CUP FIRST DIVISION 2014 & 2015**

The remaining six (6) teams at the bottom of the log after the Qualifying Round will play a single round, with each team playing five (5) matches, i.e. 2/3 home or 3/2 away.

## **1.4 ABSA CURRIE CUP PREMIER DIVISION 2015**

The Absa Currie Cup Premier Division 2015 will again consist of eight (8) teams comprising of the six (6) franchise home union teams and two (2) non-franchise home union teams divided in two sections (strength vs strength) according to their log positions after the 2014 rugby season.

## **1.5 ABSA CURRIE CUP QUALIFYING ROUND 2015**

1.5.1 Any non-franchise home union team(s) ending seventh (7<sup>th</sup>) and/or eight (8<sup>th</sup>) on the 2014 ABSA Currie Cup Premier Division log in 2014 will play in the Qualifying Round in 2015. For the avoidance of doubt, should any of the non-franchise home union teams end within the top six (6) log positions, they will automatically qualify

to play in the ABSA Currie Cup Premier Division in 2015 without having to play in the Qualifying Round

- 1.5.2 The six (6) non-franchise home union teams that participated in the ABSA Currie Cup First Division in 2014 and the non-franchise home union team(s) ending seventh (7<sup>th</sup>) and/or eighth (8<sup>th</sup>) as in 1.5.1 above will play a Qualifying Round in a single round format after the Vodacom Cup 2015. The two (2) teams with the most log points after completion of the Qualifying Round will be promoted to play in the 2015 ABSA Currie Cup Premier Division.
- 1.5.3 A franchise home union team automatically qualifies to play in the ABSA Currie Cup Premier Division 2015 irrespective of its position on the log after the ABSA Currie Cup Premier Division 2014 season.

## **1.6 SEMI-FINALS**

### **1.6.1 ABSA Currie Cup Premier Division**

After completion of the pool matches in the ABSA Currie Cup Premier Division the two (2) teams with the most log points will play at home in semi-final matches against the two teams with the third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) most log points as follows:

**Team 1 versus Team 4**

**Team 2 versus Team 3**

### **1.6.2 ABSA Currie Cup First Division 2014**

After completion of the matches played in the Qualifying Round and the pool matches of the ABSA Currie Cup First Division in 2014 the two (2) teams that accumulated the most log points, will play at home against the two (2) teams with the third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) most log points in a semi-final. The log points accumulated against the non-franchise home union team promoted to the ABSA Currie Cup Premier Division 2014 after completion of the Qualifying Round will be discarded. The semi-final will be played as follows:

**Team 1 versus Team 4**

**Team 2 versus Team 3**

### **1.6.3 ABSA Currie Cup First Division 2015**

After completion of the matches played in the Qualifying Round and the pool matches of the ABSA Currie Cup First Division in 2015 the two (2) teams that accumulated the most log points, will play at home against the two (2) teams with the third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) most log points in a semi-final. The log points accumulated against the non-franchise home union team(s) promoted to the ABSA Currie Cup Premier Division 2015 (if applicable) after completion of the Qualifying Round will be discarded. The semi-final will be played as follows:

**Team 1 versus Team 4**  
**Team 2 versus Team 3**

## **1.7 FINALS**

### **1.7.1 ABSA Currie Cup Premier Division**

The winners of the respective semi-final matches will play in a final match at the venue of the team highest on the log and the winner of the final match shall be awarded with the ABSA CURRIE CUP.

### **1.7.2 ABSA Currie Cup First Division 2014**

The winners of the respective semi-final matches will play in a final match at the venue of the team highest on the log and the winner of the final match shall be awarded with the ABSA SA CUP.

## **1.8 REMUNERATION**

The provinces hosting the semi-final and/or final matches of the ABSA 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 rand only)

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

## **1.9 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 ABSA Currie Cup 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.

## **2. VODACOM CUP COMPETITION**

The fourteen (14) provincial teams and a team from Limpopo Blue Bulls and a team from Argentina will play in two (2) sections, i.e. North and South section with eight (8) teams in each section. As from the 2013 the teams will play in a single round within the following two (2) sections:

#### **NORTH SECTION**

**Vodacom Blue Bulls**

**MTN Golden Lions**

**Griffons**

**GWK Griquas**

**Leopards**

**Limpopo Blue Bulls**

**Steval Pumas**

**Valke**

#### **SOUTH SECTION**

**Kenya**

**Regent Boland Cavaliers**

**Border Bulldogs**

**EP Kings**

**Toyota Free State XV**

**Sharks XV**

**SWD Eagles**

**DHL Western Province**

The teams in each section will play seven (7) matches, four/three (4/3) home and three/four (3/4) away.

#### **2.1 QUARTER-FINALS**

After the completion of the single round in each section, the four teams with the most log points in each section will play across against each other in the quarter-final matches as follows:

<b>North 1 versus South 4</b>	<b>Winner A</b>
<b>South 1 versus North 4</b>	<b>Winner B</b>
<b>North 2 versus South 3</b>	<b>Winner C</b>
<b>South 2 versus North 3</b>	<b>Winner D</b>

#### **2.2 SEMI-FINALS**

The winners of the quarter-final matches will play in the semi-final matches as follows:

**Winner A versus Winner C**  
**Winner B versus Winner D**

at the venue of the team ending highest on the log irrespective whether the teams are in the same or different sections.

#### **2.3 FINALS**

The winners of the respective semi-final matches in 2013 will play in the final match at the home venue of the winner of the South Section and will then rotate annually between the provinces from the North and the provinces from the South. Should two (2) teams from the same section be in the final match, the match will be played at the venue of the team with the most log points at the completion of the pool matches.

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

#### **2.4 REMUNERATION**

No remuneration shall be payable by the host Provinces to the visiting Province for the

quarter, semi-final or final matches.

## **2.5 REPRESENTATION**

Each Province shall take serious cognisance of the issue of representivity of players on the field of play, to support SARU's broader transformation objectives. 7 (Seven) players of colour shall be in the squad of 22 (twenty-two) players of whom 2 (two) players shall be forwards. At least 5 (five) players of colour shall be included in the starting line-up.

## **3. ABSA UNDER 21 COMPETITION**

The fourteen (14) provincial teams and the team from Limpopo Blue Bulls are divided into two sections with seven (7) teams in the Section A and eight (8) teams in Section B. Each on a strength versus strength basis as follows:

### **SECTION A**

**Blue Bulls  
Border  
Free State  
Golden Lions  
Sharks U21  
Leopards  
Western Province**

### **SECTION B**

**Boland  
Eastern Province  
Griffons  
Griqualand West  
Limpopo Blue Bulls  
Mpumalanga  
South Western Districts  
Valke**

The teams in Section A will play a double round within the section - six (6) matches at home and six (6) matches away. Section B will play a single round within the section – three/four (3/4) matches at home or four/three (4/3) matches away.

### **3.1 SEMI-FINALS**

#### **3.1.1 SECTION A**

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

The two (2) teams with the most log points will play at home.

#### **3.1.2 SECTION B**

After completion of the single 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

## **3.2 FINALS**

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

### **3.2.1 SECTION A**

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

### **3.2.2 SECTION B**

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

## **3.3 PROMOTION / RELEGATION**

The team at the bottom of the log in Section A, after completion of the double round, will play only one (1) promotion/relegation match against the winner of the final match in Section B. The match will be played at the venue of the team from Section A.

## **3.4 ELIGIBILITY**

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

3.4.2 In accordance with clause 15.2 Section 2, an under 21 player may participate in the ABSA Under 21 Competition (including the semi-final and final matches) notwithstanding the fact that he has participated in a senior competition (including the semi-final and final matches of such senior competition) during that particular year.

## **3.5 TROPHY**

### **3.5.1 SECTION A**

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

### **3.5.2 SECTION B**

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

## **3.6 REPRESENTATION**

Each Province shall take serious cognisance of the issue of representivity of players on the field of play, to support SARU's broader transformation objectives.

## **3.7 GENERAL**

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



#### 4. ABSA UNDER 19 COMPETITION

The fourteen (14) provincial teams and the team from Limpopo Blue Bulls are divided into two (2) sections with seven (7) teams in Section A and eight (8) teams in Section B on a strength versus strength basis as follows:

##### **SECTION A**

**Border**  
**Blue Bulls**  
**Free State**  
**Golden Lions**  
**Leopards**  
**Sharks U19**  
**Western Province**

##### **SECTION B**

**Boland**  
**Eastern Province**  
**Griffons**  
**Griqualand West**  
**Limpopo Blue Bulls**  
**Mpumalanga**  
**South Western Districts**  
**Valke**

The teams in Section A will play a double round within the section - six (6) matches at home and six (6) matches away. Section B will play a single round within the section – three/four (3/4) matches home/away or four/three (4/3) matches home/away.

#### **4.1 SEMI-FINALS**

##### 4.1.1 SECTION A

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

The two (2) teams with the most log points will play at home.

##### 4.1.2 SECTION B

After completion of the single round at the end of the season 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

The two (2) teams with the most log points will play at home.

#### **4.2 FINALS**

##### 4.2.1 SECTION A

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

##### 4.2.2 SECTION B

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

### **4.3 PROMOTION / RELEGATION**

The team at the bottom of the log in Section A, after completion of the pool matches, will play one promotion/relegation match against the winner of the final match in SECTION B. The match will be played at the venue of the team from Section A.

### **4.4 ELIGIBILITY**

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

4.4.2 In accordance with clause 15.2 in Section 2, an under 19 player may participate in the ABSA Under 19 CUP competition (including the semi-final and final matches) notwithstanding the fact that he has participated in a senior competition (including the semi-final and final matches of such senior competition) during that particular year.

4.4.3 Teams participating in the ABSA Under 19 Competition shall comprise of twenty-three (23) players of which eight (8) will be replacement players and the extra replacement player shall be a specialist front row player.

### **4.5 TROPHY**

#### **4.5.1 SECTION A**

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

#### **4.5.2 SECTION B**

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

### **4.6 REPRESENTATION**

Each Province shall take serious cognisance of the issue of representivity of players on the field of play, to support our broader transformation objectives.

### **4.7 GENERAL**

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

## **5. WOMEN'S RUGBY COMPETITION**

The fourteen (14) provincial teams are divided into two Sections on a strength versus strength basis with the ten (10) top teams in Section A and the remaining four (4) teams, with the team from Limpopo Blue Bulls in Section B as follows:

## SECTION A

## SECTION B

### Group 1

**Border**  
**Blue Bulls**  
**Eastern Province**  
**KwaZulu-Natal**  
**South Western Districts**  
**Western Province**

### Group 2

**Boland**  
**Free State**  
**Golden Lions**  
**Griffons**

**Blue Bulls Limpopo**  
**Griqualand West**  
**Leopards**  
**Mpumalanga**  
**Valke**

The teams in section A are divided into two groups 1 & 2 , with six (6) teams in Group 1 and four (4) teams in Group 2. Each group will play a single round within the groups. Group 1 will play two (2)/three (3) home and three (3)/two (2) away matches and Group 2 one (1)/two (2) home or two (2)/one (1) away matches. The teams in section B will play a single round within the section B with two (2) home and two (2) away matches.

## 5.1 SEMI-FINALS

### 5.1.1 SECTION A – GROUP 1

After completion of the single round the four (4) teams with the highest number of log points will play against each other in semi-final matches as follows:

**Team 1 versus Team 4**

**Team 2 versus Team 3**

The two teams with the most log points (Teams 1 and 2) will play at home.

### 5.1.2 SECTION A – GROUP 2

The teams in this section will not play semi-finals

### 5.1.3 SECTION B

The teams in this section will not play semi-finals

## 5.2 FINALS

### 5.2.1 SECTION A – GROUP 1

The winners of the respective semi-final matches will play in a final match.

### 5.2.2 SECTION A – GROUP 2

After completion of the single round in Section A – Group 2 the two teams with the highest number of log points will play against each other in final matches.

### 5.2.3 SECTION B

The winners of the respective semi-final matches will play in a final match.

The venue of the three (3) finals (Section A – Group1, Section A – Group 2 and Section B will be determined by SARU.

### 5.3 PROMOTION / RELEGATION

At the end of each rugby season, the Games and Policies Committee of SARU will determine which teams shall be promoted and/or relegated.

### 5.4 TROPHY

#### 5.4.1 WOMEN'S RUGBY COMPETITION

The following trophies shall be awarded to the winner of:

- a) Section A – Group 1 the SARU Women's League Trophy
- b) Section A – Group 2 the SARU Women's League Plate
- c) Section B the SARU Women's B Section Shield

#### 5.4.2 WOMEN'S SEVENS RUGBY TOURNAMENT

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

## 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 & UNDER 21)

All fourteen (14) senior provincial amateur teams and their Under 21 amateur teams and a further eight (8) senior regional amateur and the Under 21 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]**

**Blue Bulls  
Limpopo Blue Bulls  
Valke  
Golden Lions  
Leopards Amateur  
Mpumalanga  
Mpumalanga Rural**

#### **CENTRAL [8]**

**Free State  
Free State Rural  
Griffons  
Griffons Rural  
Griqualand West  
Griqualand West Rural  
Kwa-Zulu Natal  
Kwa-Zulu Natal Rural**

#### **SOUTH [7]**

**Boland  
Border  
Border Rural  
Eastern Province  
EP Rural  
South Western Districts  
Western Province**

The three (3) sections of the Amateur Provincial Tournament will be played as three (3) separate tournaments (similar to the Sub-Union Tournaments), i.e. North, Central and

South tournaments held over a one (1) week period with eight (8) senior amateur teams and eight (8) Under 21 amateur teams (16 teams in total). Where there are less than eight (8) teams in a section(s), the Province hosting the tournament will have first option to enter an additional amateur team(s) and/or an additional Under 21 amateur team(s) within their jurisdiction to make it an even number, but should they not exercise their option, the Games and Policies Committee will decide on the extra team(s).

#### 6.1.1 **ELIGIBILITY**

Players contracted to a rugby body, excluding clubs are ineligible to play in these tournaments. A player is eligible to play for an amateur Under 21 team up to and including the year in which he turns twenty-one (21).

#### 6.1.2 **WINNER OF THE TOURNAMENTS**

After the tournaments, the winner of each Amateur Provincial Tournament will play one (1) match against the winner of the other Amateur Provincial Tournaments to determine the National Amateur Champion, i.e. (a total of three (3) matches)

##### **2013 / 2015**

South vs North  
Central vs South  
North vs Central

##### **2014 / 2016**

South vs Central  
Central vs North  
North vs South

The first mentioned team as above will play at home.

#### 6.1.3 **SA AMATEUR TEAM**

A SA Amateur team may be selected annually by a selection committee, comprising of one (1) or more members of the National Selection Committee and members selected from their own ranks to play a match(es) against an appropriate opponent(s), e.g. Namibia, Zimbabwe, Kenya.

#### 6.1.4 **TROPHY**

The overall winner of the tournaments shall be awarded the Amateur Provincial Cup Trophy.

#### 6.1.5 **REPRESENTATION**

Each Province shall take serious cognisance of the issue of representivity of players on the field of play, to support our broader transformation objectives.

#### 6.1.6 **AMATEUR PROVINCIAL TOURNAMENT RULES**

6.1.6.1 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.

- 6.1.6.2 Not more than three (3) officials shall be appointed for each squad of which at least one (1) official shall be black.
- 6.1.6.3 The CEO of the province, the club and the player is equally responsible for adhering to the rules and regulations of this competition.
- 6.1.6.4 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.
- 6.1.6.5 Should a province, club and/or player allegedly breach of any other of the above clause 6, the matter will be referred to the CEO of SARU or his nominee who will deal with the matter in accordance with the Disciplinary and Judicial Regulations of SARU subject thereto that a fine shall not exceed R30 000 (thirty thousand).

#### 6.1.7 **HOSTING OF TOURNAMENTS**

Provinces interested in hosting the Amateur Provincial Tournament must apply to the Games and Policies Committee by not later than 30 September of the year immediately preceding the year in which the tournament takes place.

### 6.2 **PROVINCIAL SUB-UNION**

The fourteen (14) provincial teams and Limpopo Blue Bulls are divided into two (2) geographical sections, with seven (7) teams in the North section and eight (8) teams in the South section, as follows:

#### **NORTH (7)**

**Blue Bulls**  
**Golden Lions**  
**Griffons**  
**Leopards**  
**Mpumalanga**  
**Valke**  
**Limpopo Blue Bulls**

#### **SOUTH (8)**

**Boland**  
**Border**  
**Eastern Province**  
**Free State**  
**Griqualand West**  
**Kwa-Zulu Natal**  
**South Western Districts**  
**Western Province**

The Province Hosting the North section of the Sub Union Tournament have first option to enter an additional team to this tournament but should they not exercise their option, the Games and Policies Committee will nominate the eighth team.

#### 6.2.1 **ELIGIBILITY**

Only players registered with Junior Clubs, 2<sup>nd</sup> league clubs or country league clubs qualify to participate in this tournament. A player selected to play for a province in the Provincial Sub Union tournament must be registered with a Junior Club, 2<sup>nd</sup> league club or country league club in that province at least five (5) weeks prior to the start of the Provincial Sub-Union tournament.

Contracted players and/or players registered to a premier/first league club of the province or registered with a premier/first league club of another province during the season prior to the commencement of the Provincial Sub-Union Tournament are **NOT** eligible to play in this tournament. This includes players playing in the first, second, third or lower teams of such premier/first league clubs.

#### 6.2.2 HOSTING OF TOURNAMENTS

Provinces interested in hosting a Provincial Sub-Union tournament must apply to the Games and Policies Committee by not later than 30 September of the year immediately preceding the year in which the tournament takes place.

### 6.3. CELL C COMMUNITY CUP COMPETITION

6.3.1 CELL C Community Cup competition (Community Cup) consist of twenty (20) Teams made up of the best non-university clubs from each of the fourteen (14) provinces, the club champion in the Limpopo region and five Wild Cards (random teams nominated by SARU's Games & Policies Committee):

#### 6.3.2 Player Eligibility

Players contracted in writing to rugby bodies, excluding clubs, shall not be eligible to play in the CELL C Community Cup.

#### 6.3.3 Team Eligibility pertaining to Wild Cards

6.3.3.1 Any team participating in the Community Cup as a Wild Card invitee may not be invited to participate the following year as a Wild Card, unless they should win the Community Cup and therefore return as defending champions. This is to ensure that the Wild Card system provides an opportunity to as many clubs as possible and does not become a vehicle for the same teams to be invited year after year.

6.3.3.2 Teams participating in the Community Cup having qualified automatically as their Province's best non-university club, cannot be invited the following year as a Wild Card in the event that they should lose their number-one ranking, unless they should win the Community Cup and therefore return as defending champions. This is to ensure that as many teams as possible are afforded an opportunity to play in the Tournament over time.

#### 6.3.4 Declaration of Squads and Teams

6.3.4.1 All Teams shall declare to SARU a list of all players registered with the club and training with the first team (i.e. Community Cup) squad, on or before 31 January. The details of any additional registered players who join the club between 31 January and the start of the Tournament,

must be sent to SARU as and when those players are registered and therefore become eligible for the Community Cup;

- 6.3.4.2 Any additional players added to the squad during the course of the tournament must be declared to the designated SARU tournament director in writing prior to their involvement in any matches, and must be registered with the club and province as above;
- 6.3.4.3 Once a player has been named in the match day squad for any Team, he may not be named in the match day squad for another team in the tournament in that year;
- 6.3.4.4 Players registered with the participating club but wishing to leave the club during or after the conclusion of the Community Cup, to join another club in the same province or another province, are subject to the rules & regulations pertaining to movement of players between clubs and provinces, as set out in the regulations of the province or SARU's Player Status, Player Contracts and Player Movement Regulations, whichever is applicable.

#### 6.3.5 **Qualifications of Players for the Easter play-offs**

All eight (8) teams advancing from the pool stages shall declare to SARU their official Community Cup Easter Championships squad of twenty-five (25) players seven (7) days prior to the start of the Easter Tournament. SARU will cover the travel and accommodation costs for twenty five (25) Players and three (3) officials (including the coach, team manager, team doctor or physiotherapist) relating to the Community Cup Championships.

To be eligible to play in the Easter play-offs a player must have been:

- 6.3.5.1 Registered with the club prior to the start of the Community Cup and been provided with a SARU registration number; or
- 6.3.5.2 Added to the squad during the season and been included in the match day squad for two (2) of the team's four (4) pool matches; or
- 6.3.5.3 Granted dispensation by SARU to be included in the squad for the Easter play-offs. Such dispensation will only be granted in exceptional circumstances where, for example, the ability of the team to name a match day squad is compromised by injuries to otherwise eligible players in that player's position;
- 6.3.5.4 Players may only be replaced during the Easter play-offs for medical (on the recommendation of the tournament doctor and presentation of the medical certificate) or compassionate (as determined by the tournament director) reasons;
- 6.3.5.5 Prior to any replacement, the team manager of the player concerned shall notify the tournament director accordingly, and in the case of a medical replacement, the report of the tournament doctor and his recommendation must be submitted to the tournament director for a final decision;



- 6.3.5.6 In the event of a replacement on compassionate grounds, the team manager shall report the matter to the tournament director, who shall have the final say whether the reasons provided warrant such a player to be replaced;

### 6.3.6 TOURNAMENT FORMAT

#### 6.3.6.1 Pool Phase

- a) The twenty (20) teams have been allocated to four (4) pools (A, B, C & D) of five (5) teams, based on the rankings from the previous year's Community Cup, with the five (5) Wild Cards assigned to the remaining slots by the Senior Manager: Competitions;
- 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;
- c) There will be ten (10) matches played in each pool, for a total of forty (40) matches in the pool phase of the tournament. There will be a total of eight (8) pool matches played every Saturday for the five-week duration of the pool phase.
- d) Pool matches will take place at the home grounds of the twenty (20) teams. Dispensation to host matches elsewhere will only be granted in exceptional circumstances where the ability of a team to host a match at its home ground is compromised;
- e) The provincial union's second club team (Wildcard) to participate in the competition should be nominated by the province who should also take into account SARU's transformation imperatives. The final decision on the five (5) wildcard teams to participate in the competition will rest with the Games and Policies Committee
- f) SARU will maintain and publish the competition logs for all four (4) pools.

#### 6.3.6.2 Rankings at the completion of the pool phase

At the completion of the pool phase, the teams in a 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.

If, at the completion of the pool phase, two (2) or more teams are level on log points, then the following criteria shall be used in the following order until one (1) of the teams can be determined as the higher ranked:

- a) The winner of the match in which the two (2) tied teams have played each other shall be the higher ranked;
- b) The team which has the best difference between points scored for and points scored against in all its pool matches shall be the higher

ranked;

- c) The team which has the best difference between tries scored for and tries scored against in all its pool matches shall be the higher ranked;
- d) The team which has scored most points in all its pool matches shall be the higher ranked;
- e) The team which has scored most tries in all its pool matches shall be the higher ranked;
- f) Coin toss.

#### 6.3.6.3 **Qualification / elimination at the conclusion of the pool phase**

The winner and runner-up in each pool qualify for the Easter Championships, which will be held each year over the Easter weekend, with a central venue confirmed and communicated to all teams beforehand. Teams ranked third, fourth and fifth in each pool will be eliminated from the tournament and are free to begin preparations for their respective provincial club leagues, which will kick off each year after the conclusion of the Community Cup.

#### 6.3.6.4 **Easter Championships**

Each year there will be twelve (12) matches played over the course of three (3) separate days during the Easter Championships, with all eight (8) teams involved on all three (3) days and all having the opportunity to play for a position on the final day. Each year the four (4) cup quarter-finals will take place on the Thursday preceding Good Friday, the two (2) cup semi-finals and two (2) further matches for the four (4) cup quarter-final losers on the Saturday following Good Friday, and the cup final as well as 3<sup>rd</sup>/4<sup>th</sup> place, 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> place play-offs on Easter Monday.

##### **Quarter-finals**

The first two (2) teams in each pool will progress to the Easter play-offs, which will be contested by knockout matches. The cup quarter-final matches will be determined as follows:

- 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 cup semi-finals and teams losing quarter-final matches play each other on the Saturday following Good Friday, with a view to playing for the best possible ranking on Easter Monday.

##### **Semi-finals**

The cup semi-final matches will be contested by knockout matches, as follows:

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

### **Finals**

The finals matches will be contested as follows, with all eight (8) teams participating:

- Cup final – winner cup SF 1 v winner cup SF 2 (1st/2nd place)
- 3<sup>rd</sup>/4<sup>th</sup> place play-off – loser cup SF 1 v loser cup SF 2
- 5<sup>th</sup>/6<sup>th</sup> place play-off – winner cup quarter-final losers' match 1 v winner cup quarter-final losers' match 2 (both held on Saturday)
- 7<sup>th</sup>/8<sup>th</sup> place play-off – loser cup quarter-final losers' match 1 v loser cup quarter-final losers' match 2 (both held on the Saturday)

### **Eligibility**

Clubs must name at least five (5) players of colour in their match-day squads. At least three (3) of these players must be in the starting line-up.

### **Size of Squad**

The size of the match squads for pool matches remain at twenty-two (22) players per team, but for the Cell C Easter Championships twenty-three (23) players can be used, provided the 23<sup>rd</sup> player is a front row forward.

## **6.4 INTERPROVINCIAL SEVENS TOURNAMENT (MEN & WOMEN)**

Sixteen (16) teams, consisting of the fourteen (14) provincial sevens teams and two (2) teams invited by the Games and Policies Committee will participate in the Inter-Provincial Sevens tournament. The two (2) tournaments, one (1) for men and one (1) for women, will be held jointly at the same time and venue.

### **6.4.1 FORMAT**

The format of these two (2) tournaments will be determined by the Games and Policies Committee.

### **6.4.2 ELIGIBILITY**

Contracted players registered with a club in the province will be allowed to represent the province.

### **6.4.3 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 30 September of the

year immediately preceding the year in which the tournament takes place.

## **6.5 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 Grant Khomo Under 16 Week
- Coca-Cola Under 13 Craven Week
- LSEN Schools Week
- Girls Under 16 Week

### **6.5.1 GIRLS UNDER 16 WEEK**

The SA Girls Under 16 Week will fall under the direct jurisdiction of SARU and not the jurisdiction of the SA Schools Rugby Association. 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.

### **6.5.2 HOSTING OF NATIONAL YOUTH WEEKS**

The SA Schools Rugby Association must submit their recommendation of where the Coca-Cola Youth Weeks will be held to the Games and Policies Committee by not later than 30 September, at least two (2) years preceding the year in which the tournaments are held, accompanied by the Host Province written approval and the tournament budget.

### **6.5.3 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.

## **6.6 COMMUNITY TOURNAMENTS - EASTER CLUB FESTIVAL**

Three (3) tournaments will be held over the Easter Weekend period.

Club rugby is the responsibility of the provinces and any club tournament hosted or organised by a club in a province has to be sanctioned by that province.

SARU financially assist these Easter Weekend tournaments, therefore all clubs wishing to host such tournaments must submit their application to their provincial union, who will then recommend it to the Games and Policies Committee of SARU by not later than 30 September of the year immediately preceding the year in which the tournament takes place. The Provinces allocated as hosts are ultimately responsible for the hosting of these tournaments.

No financial assistance shall be paid directly to the club, but to the hosting province that will ensure that the money is correctly spent.

#### 6.6.1 FORMAT

The format of these three (3) tournaments will be determined by the Games and Policies Committee.

#### 6.6.2 ELIGIBILITY

Provinces must ensure that these tournaments are open to all clubs and not only to certain entities.

### 7. OTHER COMPETITIONS AND WEEKS

#### 7.1 VARSITY CUP COMPETITION

##### 7.1.1 MEMBERS

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

Nelson Mandela Metropolitan University (FNB Madibas)  
North West University (FNB NWU-Pukke)  
University of the Witwatersrand Johannesburg (FNB Wits)  
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)

The Varsity Shield shall consist of the following member universities:

University of the Western Cape (FNB UWC)  
University of KwaZulu-Natal (FNB UKZN)  
Tshwane University of Technology (FNB TUT)  
Central University of Technology (FNB CUT)

##### 7.1.2 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 1<sup>st</sup> 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 2014**

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 sudden death rule will apply and the team that scored the first points in the match will be declared the winner.

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. Superugby
6. ABSA Currie Cup
7. National Amateur
8. SA Universities
9. Vodacom Cup
10. ABSA Under 21
11. ABSA Under 19
12. Provincial Amateur
13. Provincial Sevens
14. 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 - ABSA Currie Cup and Vodacom Cup Competitions**

- 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:

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

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

ABSA Currie Cup (Premier and First Division)	27
Vodacom Cup	27
Women's Rugby Competitions	26
ABSA Under 21 Competition	25
ABSA Under 19 Competition	25
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 January 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 Vodacom Cup competition.
- 12.2 On or before 15 May 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 ABSA Currie Cup competition.
- 12.3 SARU will:
  - 12.3.1 do an audit to determine any possible clash of colours amongst the playing kit of participating teams and the jersey of the referee, and
  - 12.3.2 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.
- 12.4 In the event of a possible colour clash, the visiting team shall wear their alternative playing kit.
- 12.5 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](http://www.sarugby.co.za)) should be read in conjunction with clause 13.
- 13.2 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
- 13.3 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.
- 13.4 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.

- 13.5 A player contracted to a rugby body in a province may not be loaned to a club in another province.
- 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 of different competitions.
- 13.7 The ABSA Currie Cup Premier Division and the ABSA 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](http://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](http://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 of 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.

15.7 A player who was part of a twenty-two (22) man Superugby Franchise team on four (4) or more occasions shall not be eligible to play in a semi-final and/or final match of a Vodacom Cup team of a province during that season.

**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 ABSA Under 19 and Provincial ABSA 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](http://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](mailto: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](mailto: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 officially 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](mailto: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](http://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](mailto: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, ABSA Currie Cup and Vodacom 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/Superugby 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.

- 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 (certified doctors or physiotherapists only) 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 No replacements of these four (4) persons are allowed during the match unless it is signed off by the match manager.
- 27.2.3 No other person (including players) is permitted in the technical zones.
- 27.2.4 The two (2) medically trained personnel permitted to operate from the technical zone, as listed in clause 27.2.1 above, 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.  
  
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.
- 27.2.5. The 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.

## **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.

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

To be clear, non-medical personnel shall not wear a medic bib.

Players on the bench are not allowed to wear medic bibs or water carrier bibs.

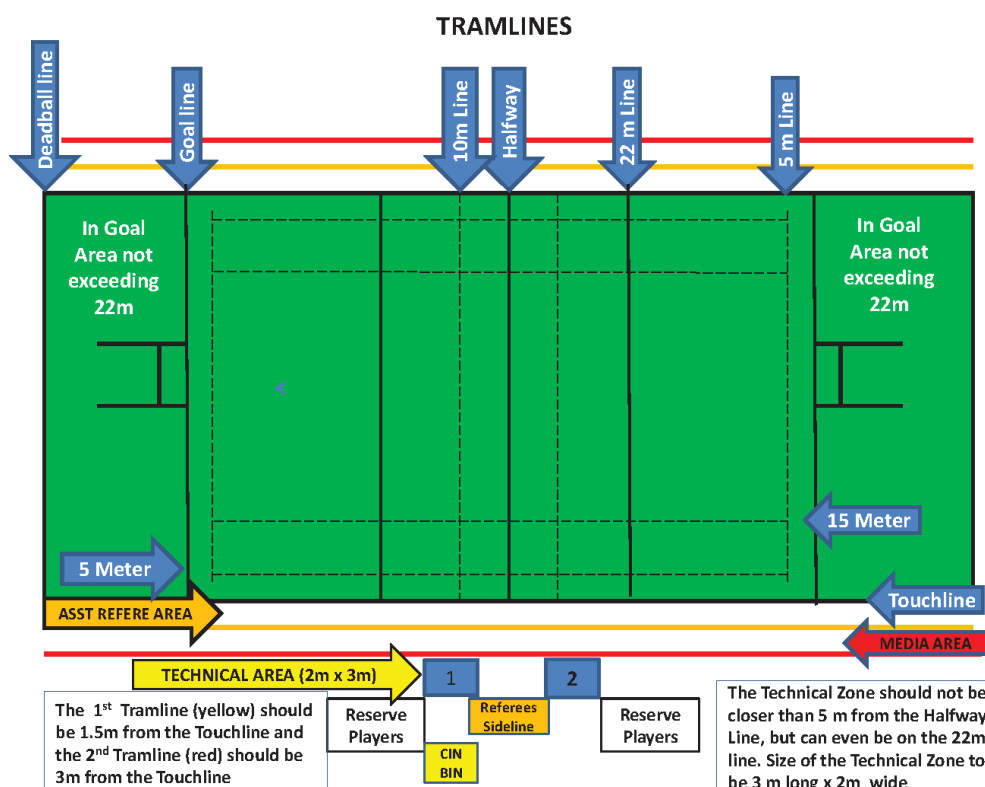
27.4.2 The match manager or in his absence the fourth and fifth match officials, or designee, will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the fourth and/or the fifth match official who will report the transgression (if the transgressor(s) does not take corrective measures) to the match referee.

27.4.3 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](http://www.sarugby.co.za)

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