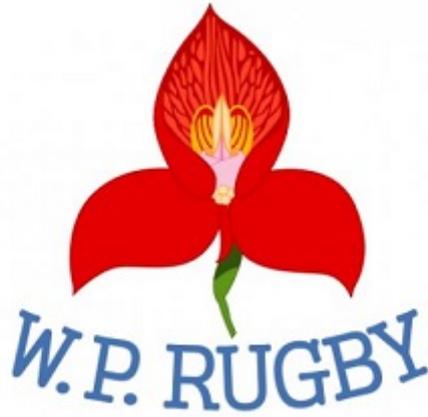


WP CLUB RUGBY



**COMPETITION FORMAT
& RULES**

2017

WP CLUB RUGBY

1. General Match Rules

1.1 Minimum Requirements to start a club rugby match:

- 1.1.1 All players must be registered with a club and be in possession of a players card in order to take the field.
- 1.1.2 The minimum number of players required to start a league match is twelve (12) of which five (5) must be in the forwards.
- 1.1.3 There must be trained medical personnel on the side of the field.
- 1.1.4 Emergency equipment must be readily available (trauma board, neck brace etc.)
- 1.1.5 A demarcated technical area must be available and be strictly adhered to.
- 1.1.6 No alcohol must be sold without a valid liquor license.
- 1.1.7 No alcohol must be consumed in public.
- 1.1.8 Field must be securely cordoned off from the spectators either by fence or rope.
- 1.1.9 There must be a minimum of 2 ball boys.
- 1.1.10 The referee must inspect the surface of the field before the match as per BOKSMART regulations.
- 1.1.11 The appropriate field equipment such as flags, pole protectors must be in place.
- 1.1.12 Field marking must be according to regulations. **(see attachment)**
- 1.1.13 All matches will be played according to the laws of World Rugby and all coaches **MUST** be BOKSMART accredited that is coaching in that specific match. – *BOKSMART accreditation is not transferable from one coach to another.*
- 1.1.14 All clubs must conform to the regulations of the Safety at Sports and Recreation Events Act.

1.2 Technical Area/Admin Table (Compulsory)

- 1.2.1 The home team will be reasonably expected to provide an administration table for every match.
- 1.2.2 It is reasonable to have a table and chairs available for the ScrumIT administrators and players who are sin-binned.
- 1.2.3 Both ScrumIT officials must be seated at the admin table.
- 1.2.4 The home team ScrumIT official is responsible for the **live scoring** next to the field.
- 1.2.5 Whilst it's the responsibility of the home team to capture the scores, the away team ScrumIT official must have their laptop available at the admin table to assist with scores.
- 1.2.6 For club competition matches two technical zones shall be provided on the same side of the pitch, with each one on either side of the half-way line and outside the field of play with chairs or benches for the 4 management and reserves only.
- 1.2.7 Each reserve & qualified physio must wear a "bib" for identification.
- 1.2.8 The technical zones must be clearly marked on the ground.
- 1.2.9 The line nearest to the touch line must be parallel to the touch line.
- 1.2.10 The technical zones commences 10 metres from the half-way line. The technical zones must not exceed 10 metres in length and 3 metres in width and must not be less than 2 metres from the touch line.
- 1.2.11 The team competing will consist of twenty-two (22) players and four (4) officials.
- 1.2.12 Only accredited medics by WP will be allowed to run the line by wearing a "bib" as identification.
- 1.2.13 The 4 team officials and 7 reserves will amount to 11 people in the technical zone- **Coaches are not allowed to run the line.**

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- 1.2.14 The medical personnel not accredited must remain in the technical zone and may enter the field of play in accordance with the Law at any time a player is injured.
- 1.2.15 Water may be taken during stoppages and during play for injuries in the playing area. The four (4) water carriers per team must be clearly identified by wearing “bibs”, whom must be nominated from the seven reserves and medical personnel.
- 1.2.16 Water carriers are not permitted in the playing area during penalty kicks at goal.
- 1.2.17 Players may come to the touch line adjacent to the technical zone to receive water.
- 1.2.18 Water bottles must not be thrown onto the field of play.
- 1.2.19 The Match Commissioner will manage the technical zones. If there is a transgression of the protocol the matter will be reported to the match referee.
- 1.2.20 The match referee may caution the offender and warn that future transgressions will result in expulsion from the playing enclosure.
- 1.2.21 Should any person be expelled from the playing enclosure they must be reported by the match referee to their Union in accordance with the World Rugby 17.1 for behaviour prejudicial to the interests of the game.
- 1.2.22 The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.
- 1.2.23 If replacements require to warm up and there is not an area outside the playing enclosure or playing area, they warm up in the opposition in-goal area.

1.3 Non-Fulfilment

1.3.1 Non-fulfilment of Respective Leagues

1.3.1.1 League Competition

The deduction of 1 (one) log point from the 1st team of a club which fails to fulfil its 2nd and/or 3rd teams' fixtures for any reasons whatsoever, including but not limited to such club withdrawing its 2nd and/or 3rd team from any scheduled fixtures. The deduction will be effected automatically by ScrumIT and should a club dispute the deduction a report by the club needs to be submitted within seven (7) days after the event to the Union.

1.3.1.2 Presidents Cup Competition

Non-fulfilment of any match will be referred to the Disciplinary Committee for consideration.

- 1.3.2 The leagues (Super League A, B and C) where u/20 teams are compulsory, 1 (one) log point will be deducted from the 1st team of that respective club should there be a non-fulfilment of the u/20 team.

Any club guilty of not fulfilling three (3) fixtures of any team **must** submit a full report of the reasons for such continued non-fulfilments and attend a compulsory meeting with the Club Rugby Department.

Any club guilty of not fulfilling a total of five (5) or more fixtures within the season, will appear before the Rugby Committee.

- 1.3.3 The club that did not fulfil the fixture where a referee has been appointed by the union will be penalised and bear the cost of the referee of the game that didn't take place.
- 1.3.4 It's the clubs responsibility to notify the Union within 7 days after the match to contest the non-fulfilment.
- 1.3.5 The guilty club must provide the Union with a report as to why the match did not take place.

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2. Referee

2.1 General Rules in respect of referees

- 2.1.1 The Referee needs to report to the venue of home match at least **45 minutes** before the appointed time and report to the admin office or table of the home club. Late arrivals will be reported to Referee Manager or Referees Match Secretary.
- 2.1.2 Warm ups must be completed 15 minutes before the start of the match and players cards must then be checked at the admin table.
- 2.1.3 Result forms of the clubs as well as all red cards & yellow cards reports are to be completed at the admin table immediately after the match on ScrumIT. A laptop must be provided to the referee to complete his/her incident report and verify the score.
- 2.1.4 After each match the match referee must verify the score on ScrumIT.
- 2.1.5 The referee will only verify the match, if the score is correct and yellow or red cards are captured on ScrumIT by the home team ScrumIT official.
- 2.1.6 If there is a dispute of the score the referee will not verify the score until it's corrected.
- 2.1.7 Should a player receive a yellow or red card the referee will complete his/her incident report on ScrumIT before verifying the score.
- 2.1.8 Should the referee not be able to verify or complete the incident report the home team must make provision for a designated area to allow the match referee to do so.
- 2.1.9 Referees must report to the Match Commissioner on arrival at the venue.

2.2 Non-Arrival of a Referee

- 2.1.10 All referees are appointed by the Union.
- 2.1.11 If no referee has been appointed the two teams may agree upon a referee. If they cannot agree, the home team shall appoint a referee and the result of the match shall be accepted as the official match result. Such referee appointed **MUST** be BOKSMART accredited and suitably qualified to officiate the match.
- 2.1.12 If a referee has been appointed but does not turn up the two teams may agree upon a referee. If they do, the match result shall be accepted as the official match result. If they cannot agree upon a referee the match shall be postponed, in which case the Union must be informed immediately.
- 2.1.13 If the referee is unable to complete the match his replacement shall be his senior touch judge. If no suitable replacement is available the match shall be postponed.
- 2.1.14 All clubs must provide a qualified and BOKSMART accredited referee for standby at all home games. (COMPULSORY).
- 2.1.15 The Union encourages clubs to refrain from postponing 2nd, 3rd and u20 matches.

2.3 Inspection by Referee

2.3.1 Players Cards

Before the commencement of all the Union's competition fixtures, Player Cards of the players participating in each relevant match shall be handed to the Referee officiating in that match by no later than 15 minutes before the commencement of such match. Should cards of any players in any

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of the Union's competition fixtures not be handed to the Referee timeously such players shall not participate in the said match. If there are No cards then the match will not take place. The referee shall report all transgressions of Player Cards to the Chief Executive Officer of the Union for disciplinary action **(NO EXCEPTIONS)**. **It is compulsory that all clubs update their player profile pictures on ScrumIT at least once within a 2 year cycle to conform to quality requirements.**

2.3.2 Players Attire

The referee or AR's appointed by the Union or under the authority of the match organiser must inspect the players' clothing and studs for the conformity to the law.

3. Clearance and Registration

- 3.1 It is the responsibility of the club to ensure that all players are properly registered and in possession of all their player cards.
- 3.2 In order to register a player, please submit the player's information on Scrumit (www.scrumit.co.za). It is the responsibility of the club to keep a copy of the player's registration form and ID document. No player shall be registered without an ID document, contact details, clear head & shoulder photo (NO ID PHOTO'S), physical address, weight, height and playing position.
- 3.3 All players from within the WP area of jurisdiction and those from any other Union, registering with a new club in WPRFU, must submit to the Union a clearance certificate from his previous club. It's the responsibility of the player to obtain a clearance certificate and the player's card from his previous club. Advise new players to resign from their previous club before the cut-off date **(10 March 2017)**.
- 3.4 No club may withhold a player's clearance certificate, unless such a player is under suspension from the Union.
- 3.5 No club may charge any fee for the issue of a clearance certificate.
- 3.6 Any matter against a player with regards to outstanding debt is regarded as a civil matter outside the Union.
- 3.7 No member having once played for a club later than 21 days before the commencement of the Unions competitions in any season, shall be allowed during the same season to play for any other club except that in the event of the residence and/or place of employment of a player being so changed that he cannot reasonably continue to play for the club he may have played for during the season subject to approval of the Union.
- 3.8 If a player plays for another club (1st club) without resigning from his current club, and plays for another club (2nd club) after the cut-off date **(10 March 2017)** without being registered and wants to transfer to another club (3rd club) he will have to remain at his registered club.
- 3.9 Clubs that field unregistered players that has played after the cut-off date will be charged by the Union in terms of the disciplinary code.
- 3.10 The in-season cut-off date for new registration is **30 June 2017**.
- 3.11 All players participating in friendly matches as from 01 March 2017 must be registered and have a players card.
- 3.12 The cut-off date for player movement before the season start is 21 days prior to the commencement of the season on **01 April 2017**. All players participating in friendly matches for their new club as from **11 March 2017** MUST be registered with that club.
- 3.13 Clubs cannot claim players if they are not registered with the club at the Union.

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- 3.14 Clubs shall not allow players to join their activities unless they can produce a clearance certificate from their previous club.
- 3.15 The registration process is only viewed completed once you are in possession of the registered player's player card.
- 3.16 Clubs are responsible for the collection of Player's cards.

4. Replacements and Substitute

- 4.1 A team may not make more than 7 substitutions. Only a player who bleeds can be replaced temporary. There is a fifteen (15) minute running-time limit on the player's absence from the match. Players who have been substituted may not re-enter the match even to replace an injured player except in the case of a player having a bleeding wound or for an injured front row player, if no other suitable trained replacement is available.

5. Jerseys

- 5.1 Teams must endeavour to play in the jerseys of the club registered at the Union which must be numbered, as far as possible, in the normal way. Should there be a clash of colours the **AWAY** team shall change jerseys. All official jerseys of clubs **MUST** be registered with the Union.

6. Players

- 6.1 No Player may be in the starting line-up of a team if he has already represented his club in a competition match on the same day.

7. Results

- 7.1 All results must be captured onto ScrumIT during the match and verified by the referee after each match. Signed result forms must be kept by both clubs.
- 7.2 Complete reversion forms before the commencement of matches, have it signed by the referee and keep it on file after the match.

8. First-Aid

- 8.1 Whilst the home club is responsible for the first aid it is advisable that both clubs have the required first-aid and trained personnel available at all matches. If the match is called off due to the lack of first-aid full points will be awarded to the visiting team.
- 8.2 Medical personnel will be captured on ScrumIT for accreditation.

9. Postponements of Club Rugby Matches

- 9.1 No match shall be postponed or cancelled except by order of Council or by the Executive Committee or Management Committee in the case of an emergency.
- 9.2 Any match postponed for whatever reason must be replayed within 14 days after the original date or within such further period as approved by the Chief Executive Officer.
- 9.3 If two clubs wish to change original fixture dates the change of fixture form needs to be completed and returned to the Unions office for approval **by the 10 March 2017**. Only once the clubs have received confirmation from the Unions office can the fixture be accepted as changed.

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9.4 Any team who takes a unilateral decision not to take the field for whatever reason, will not be allowed a replay and the match points awarded to the opponents. The referee is the sole judge on whether a field is playable or not.

10. Match Protocol

10.1 Clubs must provide the visiting team with 25 tickets per team (inclusive of players and managers) to enter the ground free of charge. (Clubs are requested to distribute tickets at first General Council Meeting)

10.2 Clubs are responsible for the behaviour of their own spectators.

10.3 Clubs must communicate with one another in the week prior to the game to verify logistical arrangements.

10.4 It's important for club officials to meet on a social basis after the game.

10.5 Referees should be admitted free of charge provided they produce their membership card or their appointment form

10.6 Clubs should ensure that they introduce themselves to the referee and make him/her feel welcome.

10.7 No clubs are allowed to charge entry fees to visiting players for official league games.

11. Match Commissioner

11.1 Match Commissioner will be responsible for the management and control of all matches taking place at the field.

11.2 Match Commissioner must be clearly visible and located next to the field of play at all times.

11.3 Ensure that all the minimum requirements to host a club rugby match are in place.

11.4 Ensure that all match protocols are followed by both teams.

11.5 Ensure that security or crowd control is in place.

11.6 The Match Commissioner must work together with the ScrumIT requirements.

11.7 The Match Commissioner must confirm that ScrumIT officials of both teams are located at the admin table with their laptops.

11.8 The Match Commissioner must confirm that teams have uploaded their team sheets before the commencement of the match. (Failure to upload, report to the Union)

11.9 It's the responsibility of the Match Commissioner to manage both technical zones.

11.10 Check accreditation of medics and coaches.

11.11 Ensure that results are captured by the ScrumIT official from the home team.

11.12 Ensure that the referee can use the laptop to verify score and complete incident report if necessary.

12. Competition Structure and Teams

As per the results of all league competitions in 2016, clubs of WP Rugby Football Union will be grouped in the following league divisions.

- **Super League A (15 Clubs)**
- **Super League B (15 Clubs)**
- **Super League C (15 Clubs)**
- **City League (12 Clubs)**
- **Northern League (11 Clubs)**
- **Southern League (11 Clubs)**

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- Paarl Region (11 Clubs)
- Simonsberg Region (11 Clubs)
- Sunday League (10 Clubs)

Together with these leagues there will also be league competitions in the u/20, Reserve, Women and Golden Oldies divisions.

All clubs in the Super League A, Super League B & Super League C divisions **must** enter a u/20 team in their respective divisions.

12.1 Clubs & Leagues

12.1.1 Super League Clubs

Super League A	Super League B	Super League C
Victorians	Franschhoek United	Goodwood
NNK	St. Georges	Strand United
Brackenfell	Villager	Elsies River United
SK Walmers	Sir Lowrians	Scottsdene Central
Tygerberg	Paarl	All Saints
Union Milnerton	Collegians	Vineyards
Durbanville-Bellville	Hands & Heart	Lagunya
UCT	Kuilsrivier	Macassar
UWC	Hamlets	Raithby Universals
Pniel Villagers	Helderberg	Kylemore
Belhar	Young Peoples	Hamediehs
False Bay	Bellville	Busy Bees
Hamiltons	Rangers	Strand
Primrose	Kraaifontein	Young Stars
Stellenbosch	Violets	Langa

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12.1.2 Regions

City League	Northern League	Southern League
Progress	Eersterivier	Northerns
Caledonian Roses	Khayelitsha	Young Brothers
Young Ideas	Whistling Wheels	Bishop Lavis
Western Zebras	Strand Pioneers	Peninsula
Manenberg Rangers	Delft	Rocklands
CPUT Gardens	Blue Jets	Young Wesleys
Police	Van Der Stel	Titans
Masiphumelele	Blakes	Thistles
Temperance-Cities	Blue Stars United	Atlantis
Perseverance	Imiqhayi	Silverleaf
Silvertree	Stellenbosch/Coronations	Retreat
Watsonia		
Paarl Region	Simonsberg Region	Sunday League
Albions	Phizantekraal	Cape Stars
Young Standards	Faure	Dolphins
Simondium	Morning Star	Khaya Rose
Paarl Rangers	Excelsior	Home Boys
Lower Paarl	Devon Valley United	United Brothers
Riverstones	Llwandle	Tyume Stars
Violets (Paarl)	Wesbank Pumas	Young Attackers
Perel United	Evergreens	Witsand United
Allandale	Constantia	Star of Cape
Young Gardens	Lanquedoc	
Windmeul United	Wanderes	

All clubs participating in the Northern, Southern and City League must have a 1st, 2nd & 3rd team.

All clubs participating in the Simonsberg Region must have a 1st and 2nd team.

Required Registered Members	
Super A, Super B & Super C	90 Players
City, Northern & Southern	75 Players
Simonsberg Region	45 Players

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13. Final Logs

In the event of teams ending on equal log points after the competitions, log positions will be determined in the following order for the purpose of promotion and relegation:

13.1 Best nett points difference (points for minus points against), and if equal,

13.2 The team who scored the most tries, and if equal,

13.3 The team who scored the most points in away matches, and if equal,

13.4 The team with the least number of red cards, and if equal,

13.5 The team with the least number of yellow cards during the competition, and if equal the winner shall be decided by the toss of a coin by WPRFU.

14. At the end of the competitions for 2017

14.1 Super League Competition

At the completion of the single round competition in 2017 all teams finishing in position 1 in their respective leagues will be declared the LEAGUE WINNER.

The teams ending in position 1-6 of the Super Leagues will qualify for the championship play-offs which will be contested under the name "**President's Cup**". The teams ending in position 1 and 2 will automatically gain advantage and proceed to the Semi-Finals of the **Presidents Cup** competition. Both clubs will be granted home semi-finals.

Teams in position 3, 4, 5 and 6 will compete in the Quarter-Finals to determine who will play against Team 1 and 2 in the Semi-Finals. The highest-ranked teams will host home quarterfinals. The winner of the FINAL which will be played at a neutral venue will be declared the CHAMPIONSHIP WINNER.

(The 1st, 2nd and u20 teams will compete in the Presidents Cup and this competition does not have any bearing on Promotion or Relegation)

The teams finishing in position 1 and 2 in the Super League B and Super League C shall automatically be promoted to the next higher league.

Teams in position 14 & 15 in Super League A and Super league B will automatically be relegated to the next lower division. Teams in position 13, 14 and 15 in Super League C will automatically be relegated to the Regions. (Northern, Southern and City League).

14.1.1 Playoffs

At the completion of the single round competition in 2017 teams in position 3 in the Super League B and Super League C shall play-off against teams in position 13 in the next higher division. The winner will be promoted to the next higher division. The play-off match will be played at a venue to be decided by the Executive.

14.1.2 Top 8 Competition

At the end of the Super League competition teams ending in position 7-14 will compete in a Top 8 competition. Matches will take place at the highest-ranked team. The finals of each league will take place at a neutral venue.

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14.2 Regions Competition

14.2.1 City, Northern & Southern Leagues

At the completion of the single round competition in 2017 all teams finishing in position 1 in their respective leagues (Southern, Northern and City) will be declared the LEAGUE WINNER.

At the completion of the single round competition the teams in position 1, 2 and 3 in the Southern, Northern and City League will be combined to participate in a Promotion League Competition. The teams in position 04-11 or 04-12 in the Southern, Northern and City League will compete in a new competition in their respective leagues. A draw will be done to determine the home and away fixtures for both competitions.

At the completion of the Promotion League Competition in 2017 the clubs in position 1, 2 and 3 shall automatically be promoted to the Super League C division.

At the end of the competition in 2016 all remaining clubs who have not gained promotion will revert back to their original leagues. Based on the log position of the first round competition within the Regions (Northern, Southern and City), clubs that ended in position 1 to 8 will automatically remain in that league. The clubs who ended in position **9-11 or 9-12** and the teams relegated from Super League C will be reshuffled into the 3 regional leagues (Northern, Southern and City)

For all the competitions in the Regions (Northern, Southern, City and the Promotion League) all 3 teams of each club MUST participate.

In the Paarl Region, Simonsberg Region and Sunday League there will be no promotion or relegation. The competition format and rules including knockout and second round format is subject to approval by the Union.

Teams in all competition leagues of the Union shall compete for a league winner's trophy which will be shared in the event of equal log points.

14.2.2 Paarl Region

At the completion of the single round competition in 2017 all teams finishing in position 1 in their respective leagues will be declared the LEAGUE WINNER.

At the completion of the single round competition in 2017, clubs in position 1-6 will participate in a Top 6 Competition. Clubs in position 7-11 will participate in a Bottom 6 competition including the club in position 1 from the Simonsberg Region.

At the completion of the Top 6 and Bottom 6 competition, all clubs in position 1-5 and clubs in position 1-3 in the Bottom 6 competition will compete in a Knock-out Competition. Clubs in position 4-6 will play in knockout competition with the Simonsberg and Sunday League.

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14.2.3 Simonsberg Region

At the completion of the single round competition in 2017 all teams finishing in position 1 in their respective leagues will be declared the LEAGUE WINNER.

At the completion of the single round competition in 2017, club in position 1 will participate in the Bottom 6 Competition with the Paarl Region.

At the completion of the Top 6 and Bottom 6 competition, clubs in position 1-3 clubs will compete in a knockout competition with the Paarl and Sunday league.

14.2.4 Sunday League

At the completion of the single round competition in 2017 the team finishing in position 1 will be declared the LEAGUE WINNER.

At the completion of the single round competition in 2017, clubs in position 1-3 will participate in a knockout competition with the Paarl bottom 3 and Simonsberg bottom 3 clubs.

14.2.5 Women's League

At the completion of the double round competition in 2017 the team finishing in position 1 will be declared the LEAGUE WINNER.

14.3 Pre-Match Requirements (ScrumIT)

14.3.1 It is compulsory that all clubs upload their team sheets on ScrumIT at least 36 hours before any match. Violation of this requirements may lead to the game not taking place.

15. Times

15.1 Duration of Matches (*minutes per half*)

Group or League	1 st Team	2 nd Team	3 rd Team
Super League A, B & C	40	35	30
Regions	40	35	30
U20 team	35		
Women	35		
Golden Oldies	30		
Reserve	30		

15.2 Kick-off times

Teams	Kick-off Time	Latest Kick-Off Time
First	16:00/21:00	16:00/21:00
Second/Womens	14:40/19:40	15:10/20:10
Third	13:30/18:30	13:50/18:50
U20	13:25/18:25	13:45/18:45

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15.2.1 Halftime for all club matches **shall not** exceed 5 minutes. The minimum time allowed per half for a game to be official is twenty (20) minutes with a maximum of five (5) minutes being allowed for half time.

15.3 Points System

Win	=	4 points
Draw	=	2 points
Lose	=	0 points
Lose with 7 points or less	=	1 point
Four or more tries	=	1 point

The maximum points in a match is thus 5 points. In the event of a default or where the opponents for whatever reason cannot fulfil the fixture the non-offending team will receive the maximum points with a score of 20-0.

15.4 Late Arrival of Teams

15.4.1 All matches should start as near to the scheduled time as possible but a first team match should not start later than the scheduled time e.g. 16:00

15.4.2 Where more than one match is down to be played on the same ground, an earlier match must not continue longer than the starting time of the next match. For example: If the 3rd team match starts late, it should end before **14:35** in order for the 2nd team match to start at **14:40**. The earlier match must end 5 minutes before the next match.

15.4.3 Where the teams arrive late, the referee should play 2 halves of equal time which will permit the next game to start on time.

15.4.4 If it's not possible to play at least 20mins per half (45 mins a game), the game must officially be called off by the referee. The referee must report the matter to the Union stating why the match was called off and naming the team responsible for the match not taking place.

15.4.5 No friendly matches will be allowed.

16. Subject Clause

These competition structure and rules are subject to the following guidelines as captured in:

- WPRFU Constitution
- WPRFU Bye-Laws

Signed as confirmation of acceptance for and on behalf of: (Club)

Club Representative Name:

Date:

Signed:

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