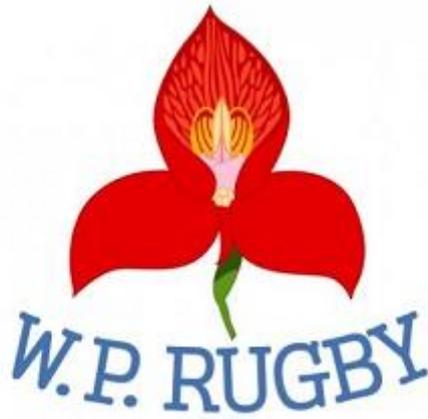


WP CLUB RUGBY



**COMPETITION FORMAT
& RULES**

2018

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 which must include a front row. No match can start with uncontested scrums.
- 1.1.3 It is compulsory to have trained medical personnel on the side of the field accredited by WP Rugby.
- 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 and remains the express responsibility of the home team. **(See attachment)**
- 1.1.13 Ensuring a playable field for league fixtures remain the responsibility of the home team. Any possible uncertainty of playing fields prior to the fixture, **must be reported to the Club Rugby Department at least 5 days prior to the next fixture, so that the field may be inspected and cleared and/or solutions provided to the home club.**
- 1.1.14 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.*
- 1.1.15 All clubs must conform to the regulations of the Safety at Sports and Recreation Events Act.

1.1 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. No match will start without this in place.
- 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.

WP CLUB RUGBY

- 1.2.10 The technical zones starts 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-five (25) 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 10 reserves will amount to 14 people (only 8 reserves to be used during a match and the Rules of Substitution as stipulated by World Rugby will apply in all cases) in the technical zone - Coaches are not allowed to run the line.
- 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 Regional League Competitions

The deduction of 1 (one) log point from the 1st team of a club which fails to fulfil its 2nd team fixtures for any reasons whatsoever, including but not limited to such club withdrawing its 2nd 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.

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.

13.1.2 Super League A, B & C Competitions

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 2nd and/or the u/20 team.

WP CLUB RUGBY

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.

- 1.3.2 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.
- 1.3.3 It's the clubs responsibility to notify the Union within 7 days after the match to contest the non-fulfilment.
- 1.3.4 The guilty club must provide the Union with a report as to why the match did not take place.

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.
- 2.1.10 Referees must permanently remove players suspected or having confirmed of having sustained concussion in a match.

2.2 Non-Arrival of a Referee

- 2.2.1 All referees are appointed by the Union.
- 2.2.2 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.
- 2.2.3 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.

WP CLUB RUGBY

- 2.2.4 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.
- 2.2.5 All clubs must provide a qualified and BOKSMART accredited referee for standby at all home games. (COMPULSORY).
- 2.2.6 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 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.
- 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

WP CLUB RUGBY

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 of 12 May 2018** 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 registrations for the 2018 season only is **31 July 2018**.
- 3.11 All players participating in friendly matches as from **12 May 2018** 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 June 2018**. All players participating in friendly matches for their new club as from **Saturday 12 May 2018** **MUST** be registered with that club.
- 3.13 Clubs cannot claim players if they are not registered with the club at the Union.
- 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 **8 (eight)** 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

WP CLUB RUGBY

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 GM Amateur Rugby.

9.3 If two clubs wish to change the original fixture dates the change of fixture form needs to be completed and returned to the Unions office for approval **by no later than 25 May 2018**. Only once the clubs have received confirmation from the Unions office can the fixture be accepted as changed.

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 **30 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.

WP CLUB RUGBY

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 2017, clubs will be grouped into 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 (12 Clubs)**
- **Southern League (12 Clubs)**
- **Paarl Region (10 Clubs)**
- **Simonsberg Region (TBC)**
- **Sunday League (TBC)**

There will also be league competitions in the u/20B, Reserve, Women and Golden Oldies divisions. The amount of teams to be confirmed.

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
Belhar	Kraaifontein	Kylemore
Hamiltons	Paarl	Langa
Brackenfell	Hamlets	Sir Lowrians
St Georges	Young Peoples	Strand United
Victorians	Franschhoek	Manenberg Rangers
Tygerberg	Primrose	Goodwood
False Bay	Bellville	Macassar
SK Walmers	Hands & Heart	Scottsdene Central
UWC	Pniel Villagers	Young Stars
Villager	Collegians	Strand
Union Milnerton	All Saints	Young Wesleys
Stellenbosch	Vineyards	Violets
Durbanville-Bellville	Rangers	Busy Bees
NTK	Helderberg	Elsies River United
UCT	Kuilsriver	Blue Jets

WP CLUB RUGBY

12.1.2 Regions

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

All clubs participating in the Northern, Southern, City and Paarl Leagues must have a 1st and 2nd team.

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

Required Registered Members for 2018 season ONLY!	
Super A, Super B & Super C	90 Players
City, Northern, Southern & Paarl	60 Players
Simonsberg Region	45 Players

WP CLUB RUGBY

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. Club Rugby Competition Format 2018 - 2021

14.1 Super League Competition

The Super League competition format as applied in 2017 will remain similar for the period 2018 to 2021 whereby 15 clubs will compete in a single round competition. At the end of the single round competition, clubs ending in position 1 and 2 will automatically gain advantage and proceed to the Semi-Finals of the Champions League.

Clubs ending in position 3, 4, 5 and 6 will compete in the Quarter-Finals to determine who will play against club in Position 1 and 2 in the Semi-Finals.

The Super League A, B and C champion will be determined by the Winner in the knock-out finals. The 2 clubs in the knock-out final will automatically be promoted to the next higher division. (Super B and C)

The losers in Semi-Final (match C and D) in the Super B and Super C competition will play out to determine the club that will qualify to play against the club that ended in position 13 in the Super A, B competition which will determine the promotion and relegation match.

The Quarter-Finals will be played at the venue of the highest-ranked team (3 & 4) and Semi-Finals and Finals will be played at a neutral venue.

Week 1 (Quarter finals)

Team in Position 3 vs Team in Position 6 Match A

Team in Position 4 vs Team in Position 5 Match B

Week 2 (Semi Finals)

Team in Position 1 vs Lowest Ranked Team Winner (A or B) Match C

Team in Position 2 vs Highest Ranked Team Winner (A or B) Match D

Week 3 (Final)

Winner vs Winner Match E

WP CLUB RUGBY

Only the first teams will participate in the knockout phase of the competition. The winner for the 2nd and u20 teams will be determined after the single round competition.

Clubs ending in position 7-15 of all Super Leagues will not compete further in 2018.

All clubs will compete in the Super League Competition play offs with their 1st teams only. The winner for 2nd and u20 teams will be determined after the single round competition.

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).

14.2 Regional League Competition

All clubs will play a single round competition in their respective regional leagues.

At the completion of the first round competition, clubs in position 1, 2 and 3 in the City, Northern and Southern League will be combined to participate in the Promotion League. All 2 teams of each club will participate in this competition. (1st and 2nd)

At the end of the Promotion League Competition all clubs will be seeded according to their log position after all their league matches.

Clubs in position 1, 2 in the Promotion League shall be automatically promoted to the Super League C division. Clubs in position 3 & 4 in the Promotion League will play-off to determine the club that will be promoted to Super C. This match will be played at a neutral venue.

14.3 Paarl Region

At the completion of the single round competition in 2018, all teams finishing in position 1 in the league will be declared the LEAGUE WINNER.

At the completion of the single round competition in 2018, clubs in position 1-6 will participate in a Top 6 Competition. Clubs in position 7-10 will participate in a Bottom 6 Competition along with 2 clubs from the Simonsberg Region.

14.4 Simonsberg Region

At the completion of the single round competition in 2018, all teams finishing in position 1 in the league will be declared the LEAGUE WINNER.

At the completion of the single round competition in 2018, clubs ending in position 1 & 2 will participate in the Bottom 6 Competition in the Paarl Region.

14.5 Sunday League

At the completion of the single round competition in 2018, the team finishing in position 1 will be declared the LEAGUE WINNER.

WP CLUB RUGBY

14.6 Women's League

At the completion of the double round competition in 2018 the team finishing in position 1 will be declared the LEAGUE WINNER.

15. Pre-Match Requirements (ScrumIT)

15.1 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	
Regions	40	35	
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

- 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

WP CLUB RUGBY

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:

WP CLUB RUGBY

