

Rugby Club Octopus

TOURNAMENT RULES

15 A-SIDE HANS VERSTEGEN INTERNATIONAL TOURNAMENT



- ❑ Upon arrival at Rugbyclub Octopus the team representative should register his team at the secretary. The Tournament Organisers will, in case necessary, liaise via this person only.
- ❑ The team and it's supporters enter this tournament at their own risk. Accidents, injuries and damages which occur via rugby or simply being present during the day will be for your own account. The Tournament Organisers or Rugbyclub Octopus cannot be liable for any costs. We will have qualified first aid present for sports injuries and qualified referee's running the games.

Competition Format

The Tournament will be played under the Laws of the Game of Rugby Football as framed by the International Rugby Board and adopted by the R.F.U.

- ❑ All decisions regarding seedings of teams shall be sole responsibility of the Tournament Organisers
- ❑ Play will commence with teams in each pool playing against each other in their respective pool.
- ❑ All games except finals will be 12 minutes per half with a 1-minute break. A drawn match at any final will be decided by "sudden death" with a maximum of 2x 10 minutes each way. The first team to score points will be declared the winner. If there is no score after this, a decision will be made based on games played during the day. No extra time to determine a winner will be played in pool games.
- ❑ In each pool game 2 points will be awarded for a win, 1 point per team in the event of a draw and 0 points for a loss. If a team does not turn up or is later than 10 minutes from kick off or is forfeiting the game the opponent will win the game with a score of 30-0. If both teams do not turn up the score will be 0-0 and no points will be awarded.
- ❑ After a try has been scored a place or drop kick at goal will be taken.
- ❑ In deciding the most successful team in each pool at the end of pool games, if two or more teams in any pool have the same number of points, the winner shall be decided as follows:
 - a) the team with the most tries scored in their pool games shall be the winner. If after (a) the teams are still tied then
 - b) the team, with most tries scored and converted in their pool games, shall be the winner. If after (b) the teams are tied then;
 - c) the winner of the game contested between the two teams shall be the winner. If after (c) the teams are still tied then;
 - d) the winner shall be decided by a toss of a coin.
- ❑ A maximum of 15 players can play at one game but in mutual agreement also with referee it is allowed to play with less. A team, which can only field 15 or less than 15 players because of injuries, may borrow players or reserves. Every team can substitute a maximum 5 players. In accordance with the referee more is allowed.
- ❑ The sin bin will be used throughout the Tournament. A player can be sent to the sin bin for exactly five minutes. The sin binned player shall stand behind the dead ball line of the opposition's In-Goal area. Sin bin minutes continue to count in the next game. All players sent off during tournament will not be allowed to play again in the Tournament.
- ❑ Each team is responsible for its own equipment such as practise balls and kicking tee's and so on. These items are however for sale during the day.

All decisions other than those mentioned above, shall be sole responsibility of the Tournament Organisers