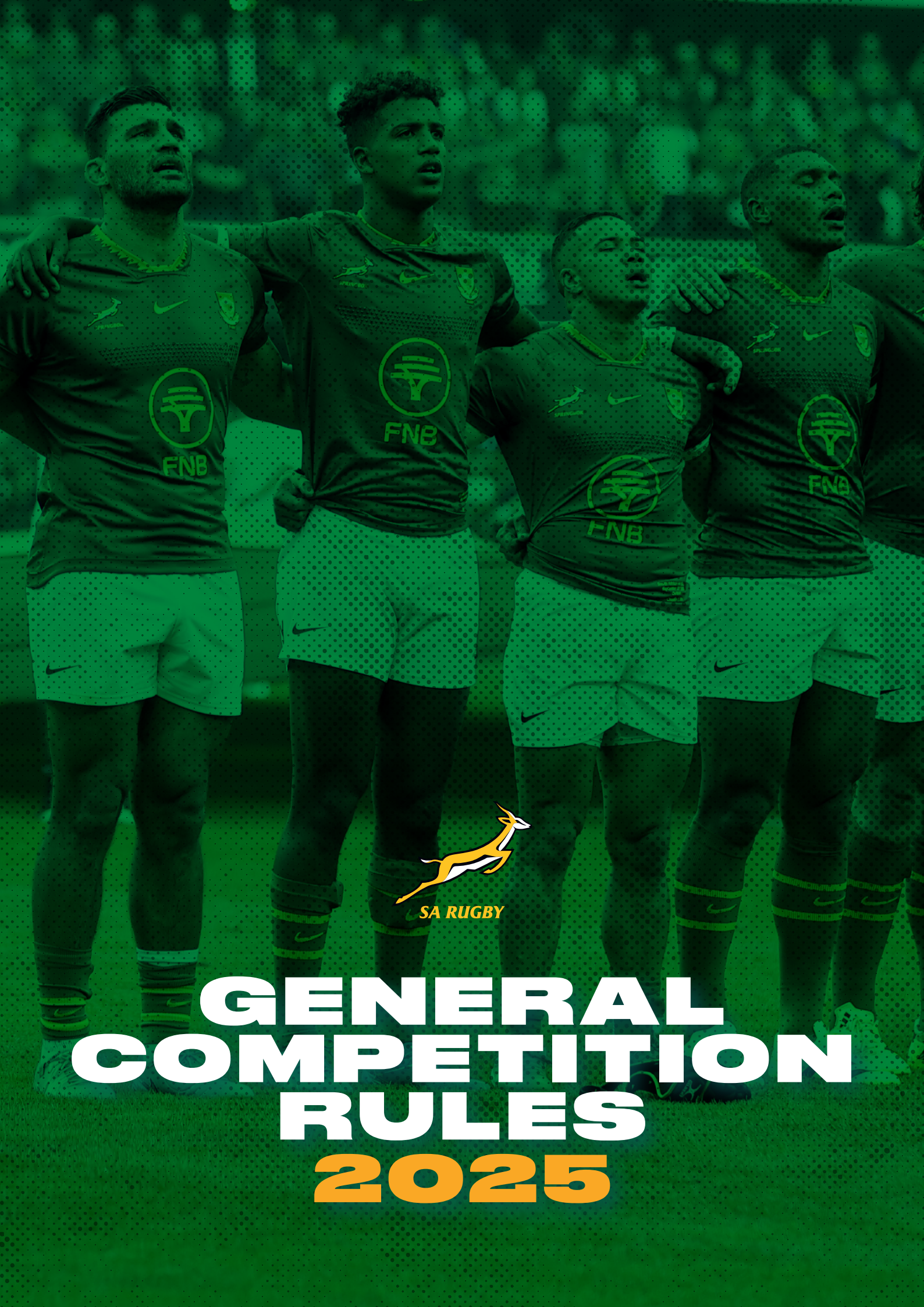




GENERAL COMPETITION RULES 2025



SECTION A

GENERAL

1. INTRODUCTION

- 1.1 These Competition Rules will apply to all competitions played within SARU's jurisdiction and under its auspices, unless directed otherwise by SARU.
- 1.2 These Competition Rules will regulate the format and playing aspects of all domestic SARU competitions.
- 1.3 No person, player or province and/or any invitee may participate in any SARU competition unless it/he/she has accepted these Competition Rules (and in the case of a province or invitee on its own behalf and on behalf of each of its players and persons) and has agreed to be bound by it. Participation in any SARU competition by any province and/or person and/or player and/or invitee shall be deemed to be confirmation of its acceptance hereof.

2. DEFINITIONS

(The below definitions apply to the singular and plural forms of each term defined.) In these General Competition Rules, unless the context otherwise indicates -

- 2.1 **"borrowing province"** means the province to which a player is loaned to.
- 2.2 **"broadcaster"** means SuperSport International (Pty) Ltd, a private company registered in accordance with the Laws of the Republic of South Africa with its registered place of business at MultiChoice City, 144 Bram Fischer Drive, Ferndale, Randburg, Gauteng, 2194 being the party responsible for rugby union content aggregation of digital and satellite programming and the commercial broadcast thereof.
- 2.3 **"bye-laws"** means the bye-laws for the time being adopted by World Rugby and in force.
- 2.4 **"clearance"** means the written consent (in the standard form) authorising a player to participate in the game in a new province at the request of such new province and –
 - (a) signed by the Chief Executive Officer of the player's current province;
 - (b) signed by the Chief Executive Officer of the player's new province;
 - (c) uploaded and fully processed on Footprint.
- 2.5 **"competition(s)"** means any provincial rugby union competition in which the teams of the provinces participate, sanctioned by SARU and hosted within its jurisdiction and under its auspices, including, without limitation:
 - 2.5.1 Currie Cup Premier Division;
 - 2.5.2 Currie Cup First Division;
 - 2.5.3 SA Cup Competition;
 - 2.5.4 SA Rugby Women's Professional League
 - 2.5.5 Women's Premier Division;
 - 2.5.6 Women's First Division;

- 2.5.7** SA Rugby U21 Cup;
- 2.5.8** SA Rugby U21 Shield;
- 2.5.9** SA Rugby U20 Cup;
- 2.5.10** SA Rugby U20 Women;
- 2.5.11** SA Rugby U20 Shield;
- 2.5.12** SA Rugby U19 Cup;
- 2.5.13** SA Rugby Gold Cup;
- 2.5.14** SA Rugby Women's Club Competition;
- 2.5.15** Youth Weeks;

and **"tournament"** shall have a similar meaning, except that a tournament is usually hosted over a shorter period of time.

- 2.6** **"commercial company"** bears the meaning assigned to it in terms of the SARU Constitution.
- 2.7** **"constitution"** means the constitution of SARU.
- 2.8** **"club"** means a rugby body responsible for amateur rugby activities of a province or union, within the jurisdiction of a province or union.
- 2.9** **"Currie Cup competitions"** means the different levels of the domestic rugby competitions played between the provincial teams of South Africa, including –
 - 2.9.1** Currie Cup Premier Division being the first-tier competition of the Currie Cup; and
 - 2.9.2** Currie Cup First Division being the second-tier competition of the Currie Cup.
- 2.10** **"Disciplinary and Judicial Matters Regulations"** means the SARU Disciplinary and Judicial Matters Regulations.
- 2.11** **"event of force majeure"** means any unforeseen event or circumstance arising from or attributable to acts, events, omissions or accidents which are beyond the reasonable control of a person, player, province or rugby body including any abnormally inclement weather, flood, lightning, storm, fire, explosion, earthquake, subsidence, structural damage, or other natural physical disaster, epidemic or threat of epidemic, pandemic or threat of pandemic (including any disruption caused by the outbreak of coronavirus (COVID-19)) or other public health issues, failure or shortage of power supplies war, military operations, riot, crowd disorder, strike, lock-outs or other industrial action, terrorist action or threat of terrorist action, civil commotion and any legislation, regulation, ruling or omissions (including failure to grant any necessary permissions) of any relevant government, court or any competent national or international governmental or quasi-governmental authority (including, without limitation, World Rugby).
- 2.12** **"final series stage"** means the quarterfinals, the semi-finals and the final match of a competition.
- 2.13** **"Footprint"** means the central data base and computer software program utilised by SARU and the provinces to capture players' personal data which can be used to evaluate and measure player performance against specific criteria and which inter alia records the movement of players between clubs, provinces and Rugby Bodies or between SARU and other international unions.
- 2.14** **"foreign player(s)"** means a player who is not a South Africa citizen.
- 2.15** **"game"** means rugby football played in accordance with the Laws of the Game.
- 2.16** **"HIA"** means the head injury assessment.
- 2.17** **"host province"** means the province under whose auspices and within whose jurisdiction a match is played.
- 2.18** **"judicial committee"** has the meaning given to it in the Disciplinary and Judicial Matters Regulations.
- 2.19** **"knock-out stage"** means the Matches played prior to the final Match of a knock-out competition as described in Section E, clause 27 below.



- 2.20 “Laws of the Game”** means the World Rugby laws pertaining to the game of rugby union, applied on the field of play.
- 2.21 “league points”** means the points awarded to a team of a province based on the results of each match played during the league stage of a competition.
- 2.22 “league stage”** means the matches played prior to the final series stage in a league stage competition as described in Section C, clause 25 below.
- 2.23 “lending province”** means a province with which a player is registered and/or contracted to and by which the player is lend to a Borrowing Province.
- 2.24 “match”** means a game in which two teams compete against each other, played as part of a competition sanctioned by SARU and played within its jurisdiction and under its auspices.
- 2.25 “match official”** means a referee and/or a touch judge and shall include, when appointed, a citing commissioner and/or the fourth official.
- 2.26 “national representative team”** means a team selected by SARU to represent SARU.
- 2.27 “new province”** means the province with which a player wishes to become Registered.
- 2.28 “person”** means a player, trainer, referee, touch judge, coach, selector, medical officer, physiotherapist or any other individual who is or has been at any time involved in the game, or in the organisation, administration or promotion of the game.
- 2.29 “pool competition”** means a competition where participants are grouped together in a pool/group which competes against the other competitors in the same group and where after the winners of each pool compete against the winners of the other pools in order to qualify for the Playoff Stage as described in Section D, clause 26 below.
- 2.30 “player”** means a player of the game participating in a competition.
- 2.31 “playing time”** means a total of 80 (eighty) minutes divided into 2 (two) halves of 40 (forty) minutes each with a 10 (ten) minute break in between each half or such revised format as may be applied by SARU from time to time.
- 2.32 “province”** means a member union of SARU and/or its commercial company and/or a rugby body responsible for a team participating in a competition.
- 2.33 “rugby body”** means a union, province, commercial company, club, group of clubs, tournament organiser, or similar organisations, recognised by and/or affiliated directly or indirectly to SARU.
- 2.34 “registered”** means registered with a province, whether directly or indirectly, via registration with a club or other rugby entity affiliated to the province.
- 2.35 “SARU”** means the South African Rugby Union being the national federation responsible for rugby football in South Africa.
- 2.36 “SARU regulations”** means any rule or directive made and maintained by SARU and published on its website from time to time or communicated to players, persons, provinces and/or Rugby Bodies from time to time.
- 2.37 “technical zone”** means a designated area shown in Law 1 of the WR Laws of the game where replacement players, water carriers and coaches must remain until required.
- 2.38 “team”** means the team representing the province in which it is domiciled and consequently, participating in a competition.
- 2.39 “union”** means each of the rugby voluntary association of members of SARU as defined in clause 1.2.19 and clause 10 of the constitution.
- 2.40 “visiting province”** means the province which plays a match away at the home ground of the Host Province or such other venue as identified by the Host Province from time to time.
- 2.41 “World Rugby”** means World Rugby, formally known as the IRB, being the international federation responsible for rugby union.
- 2.42 “World Rugby regulations”** means the World Rugby Regulations Relating to the Game, as amended from time to time.

3. RATING OF SOUTH AFRICAN TEAMS

The rating of South African Rugby Teams will be as follows:

NO.	MEN	WOMEN
1.	Springboks	Springbok Women
2.	SA 'A' team	SA Women 'A' team
3.	European Professional Club Rugby (EPCR) and United Rugby Championship (URC) teams	Springbok Women's Sevens
4.	Springbok Sevens	Junior Springboks Women
5.	Junior Springboks	Women's Super League teams
6.	Currie Cup Premier Division teams	Women's Premier Division teams
7.	SA Cup teams	Women's First Division teams
8.	Currie Cup First Division teams	Provincial U20 women's teams
9.	SA U19 team	SA U18 Schools girls' team
10.	SA U18 Schools team	Provincial Sevens women's teams
11.	SA Universities for men team	SA Universities for women team
12.	Provincial U21 teams	Community Gold Cup Women's team
13.	Provincial U20 teams	
14.	Provincial U19 teams	
15.	Springbok Sevens 'A' team	
16.	Provincial sevens teams	
17.	Community Gold Cup teams	

4. COMPETITION PARTICIPANTS

- 4.1** The competitions are organised and administered by and played under the jurisdiction of SARU or any successor organisation.
- 4.2** The competitions shall be played by the teams of the provinces satisfying each of the following conditions and/or any other conditions which may be imposed by SARU from time to time:
 - 4.2.1** The province has been nominated by SARU and/or qualified in terms of the relevant competition specific rules or in the event of the Currie Cup competitions, its participation has been approved by the General Council in terms of the provisions of the constitution;
 - 4.2.2** The province has delivered to SARU a validly executed copy of the relevant participation agreement pertaining to a specific competition, formally agreeing, on its own behalf and on behalf of each of its players and other persons, to be bound to and to abide by the terms and conditions of participation in the competition; and
 - 4.2.3** The province is in good standing with SARU and is not in breach of any of the SARU Regulations.



5. FIXTURES AND CHANGING FIXTURES

- 5.1** All matches shall be scheduled on dates and at venues to be determined by SARU at its sole discretion.
- 5.2** Notwithstanding any other provision in these General Competition Rules, SARU has the absolute right to alter the date, kick-off time and/or venue of any Match at any time (including after the Match has begun and has been abandoned.)
- 5.3** SARU, in consultation with the Broadcaster, shall determine:
- 5.3.1** which matches shall be broadcasted; and
 - 5.3.2** the date and kick-off time of the matches; and
 - 5.3.3** the venue where the matches shall be played.
- 5.4** Each match must be played on the date and at the time and venue determined by SARU.
- 5.5** Should a host province wish to change either the date, kick-off time and/or venue of a match which is scheduled to be televised and the visiting province and the broadcaster consent thereto, the host province shall submit a written application to the SARU General Manager: Operations requesting the change by no later than 30 (thirty) days prior to the scheduled date of the match, supported by the following documentation:
- 5.5.1** written application by the Host Province requesting the change; and
 - 5.5.2** written consent of the Visiting Province; and
 - 5.5.3** written consent of the Broadcaster.
- The SARU General Manager: Operations shall consider the application and inform each of the participating provinces of SARU's decision, in writing, as soon as possible.
- 5.6** Should a participating province wish to change the date, kick-off time and/or venue of a match not scheduled to be televised and the opposing province consents to such change, it shall submit a written application to the SARU General Manager: Operations requesting the change at least 14 (fourteen) days prior to the scheduled date of the match, supported by the following documentation:
- 5.6.1** written application of the province requesting the change; and
 - 5.6.2** written consent of the opposing province.
- The SARU General Manager: Operations shall consider the application and inform each of the provinces of SARU's decision, in writing, as soon as possible.
- 5.7** Should a host province wish to change the kick-off time, date and/or venue of the match (scheduled to be televised or not) and the visiting province or the broadcaster objects or withholds its consent for a period of 5 (five) days after having been requested to provide its consent, the host province may submit a written application to the SARU General Manager: Operations by no later than 14 (fourteen) days prior to the scheduled date of the match, requesting the change. The SARU General Manager: Operations shall consider the application after consultation with the stakeholders. After consideration, the SARU General Manager: Operations shall decide on the matter and his decision shall be final and binding.

6. CURTAIN RAISERS

SARU, at its sole discretion, shall have the right to determine whether a curtain raiser match can be played before a match scheduled as part of a competition.

7. MATCHES AND MATCH OFFICIALS

- 7.1** Matches will be played in accordance with the WR Laws of the Game as varied or supplemented by SARU from time to time.
- 7.2** SARU has the absolute right to appoint, approve the appointment of, and/or replace match officials at any time.
- 7.3** The technical zone areas shall be designated and managed in terms of the Sideline Management Protocol for Fifteens attached hereto as **Appendix Three**.
- 7.4 Match organisation**
 - 7.4.1** SARU shall have the right to, at its sole discretion, identify a venue where a match must be played.
 - 7.4.2** Subject to the provisions of clause 7.4.1 above, all matches shall ordinarily be played at a venue designated by the host province. However, if a host province wishes to designate a venue other than its normal home venue, it may do so only with the prior written consent of SARU.
 - 7.4.3** In respect of each match played at a venue designated by a host province, the host province must ensure that the venue complies with the Venue Minimum Standards attached hereto as **Appendix Four**. These standards may only be amended or waived with the prior written authorisation of SARU.
 - 7.4.4** The host province shall obtain and maintain in force, at its expense, appropriate insurance with a reputable insurer to cover all liabilities under these General Competition Rules, including with respect to postponed, cancelled, and abandoned matches. This will include, without limitation:
 - 7.4.4.1** Third party liability insurance;
 - 7.4.4.2** Events liability insurance;
 - 7.4.4.3** All-risk insurance.
 - 7.4.5** The host province will be responsible for providing medical personnel and equipment in accordance with the provisions of the prevailing WR and SARU medical, anti-doping and concussion regulations.
- 7.5 Warm-up areas/training pitch and times**
 - 7.5.1** The host province shall use its best endeavours to accommodate the reasonable requirements of the visiting province with respect to the use of a training pitch to be arranged by the host province.
 - 7.5.2** Where the teams require warm-up sessions immediately prior to a match, and subject to no field - other than the playing field - being available for this purpose, a maximum period of 30 (thirty) minutes will be allowed for warm-up sessions on the playing field immediately after the curtain raiser (if applicable), prior to the start of the relevant Match.
 - 7.5.3** The host province and the visiting province shall ensure that its match-day squads arrive at the match venue no later than 75 (seventy-five) minutes prior to the designated kick-off time.

8. PLAYING STRIPS

- 8.1** Subject to the provisions relating to players' dress stipulated in WR Regulation 12 and any other SARU regulation, no restriction is placed on the number and size of logos/ marks on the playing kit of teams participating in the competitions subject to the following provisions:
 - 8.1.1** the province's logo shall appear on the left chest of the jersey;
 - 8.1.2** the manufacture's mark shall appear on the right chest of the jersey;
 - 8.1.3** the competition logo shall conform with the size and placement as per the



agreements between SARU and its sponsors;

8.1.4 the design and actual marks shall not be offensive or defamatory in any way;

8.1.5 the playing kit and logos shall conform with all statutory provisions applicable within the jurisdiction of SARU.

8.2 Clash in the colours of the playing strip

8.2.1 Provinces must forward a sample of its actual and alternative playing kit for its team(s) or an electronic 'CAD' displaying all the marks on the jersey in respect of a specific competition to the SARU General Manager: Operations at least 6 (six) months prior to the start of the competition.

8.2.2 SARU will:

8.2.2.1 conduct an audit to determine any possible clash of colours amongst the playing kit of participating teams as well as the kit of the match officials; and

8.2.2.2 determine whether the provinces have complied with the applicable provisions of WR Regulation 12 pertaining to the Provisions Relating to Players' Dress and/or any other provision referred to in clause 8.1 above.

8.2.3 In the event of a possible colour clash, the visiting team shall wear their alternative playing kit for the relevant match.

8.2.4 Any changes to the playing kit made subsequent to the audit referred to in clauses 8.2.1 and 8.2.2 above, shall only be made with the written approval of the SARU General Manager: Operations.

9. MATCH MANAGER

9.1 The Host Province will appoint a match manager ("**Match Manager**") at each venue where a match is scheduled to be played. The Host Province shall inform the SARU General Manager of the match manager's name no later than 7 (seven) days prior to the match.

9.2 The match manager, or his authorised representative, must:

9.2.1 have a copy of the updated SARU Competition format and these Competition Rules at hand;

9.2.2 check with the match officials that the playing area is suitable and safe to play a match on;

9.2.3 check all dressing rooms and other facilities before the teams arrive at the venue, as per SARU's minimum requirements;

9.2.4 check the medical facilities and that all the medical staff are present before the commencement of the match;

9.2.5 check with the match officials to ensure that the field markings are correct according to the World Rugby Laws of the Game;

9.2.6 check the drug testing room and be present at the draw to determine who will be tested;

9.2.7 monitor the 30 (thirty) minute warm-up period prior to the commencement of the match and ensure that the playing field is clear at the appointed times for the Team warm-up sessions;

9.2.8 attend the coin tossing;

9.2.9 manage the Technical Area and side-line during the Match;

9.2.10 check the bibs of the water carriers and medical staff;

9.2.11 manage the operational issues as they arise on the day;

9.2.12 obtain a final copy of the signed team lists from the officiating referee at least 1 (one) hour before the commencement of the match; and

9.2.13 perform all such functions as may be prescribed by SARU and/or WR from time to time.

10. MATCH REPORT AND STATISTICS

- 10.1** Provinces shall strictly comply with the SARU Sideline Management Protocol for Fifteens attached hereto as **Appendix Three**.
- 10.2** Each province's team manager must ensure that he is registered on Footprint. A new user must contact SARU on **footprint@sarugby.co.za** timeously to ensure that his registration is successful and his account is active.
- 10.3** Each province's team manager must register the province's competition squad on Footprint at least 14 (fourteen) days prior to the start of the competition.
- 10.4** Each province's team manager must upload the province's complete team sheet on Footprint no less than 48 (forty-eight) hours prior to the commencement of their respective matches.
- 10.5** Each province's team manager must submit a signed copy of the province's team sheet to the officiating referee or relevant match official and match manager no later than 1 (one) hour prior to the start of a match.
- 10.6** Each province's team manager shall be required to sign off the official match report (statistics and player movement form) at the technical zone immediately after the match.
- 10.7** The SARU Referees Department shall appoint the match officials for a match.
- 10.8** The match official entrusted with the match statistics shall email the completed match statistics form to the SARU Data Quality Controller at **footprint@sarugby.co.za** and immediately after the completion of the match.
- 10.9** Team managers must inform SARU of any inaccuracies in the match statistics within 48 (forty-eight) hours following the match.

11. FIRST CLASS FIXTURES AND APPEARANCES

To assist the statisticians when awarding the number of official match "caps" played by a player for a province, the following criteria will be used to determine the status of a match:

- 11.1** to qualify as a first-class match, a match must be played strictly in accordance with the World Rugby Laws of the Game. For instance, matches where more than World Rugby's approved number of substitutes are used will be regarded as trial matches and not as a first-class match.
- 11.2** Subject to the provisions of clause 11.1 above, the following matches will ordinarily be regarded as first-class matches:
 - 11.2.1** all matches featuring the senior or next senior national representative team of South Africa;
 - 11.2.2** all matches forming part of the SARU competitions in which the senior provincial teams participate as part of the official SARU competitions fixtures sanctioned by SARU, including (without limitation):
 - 11.2.2.1** United Rugby Championship;
 - 11.2.2.2** European Club Rugby Championship;
 - 11.2.2.3** Currie Cup Premier Division;
 - 11.2.2.4** Currie Cup First Division;
 - 11.2.2.5** SA Cup Competition.
 - 11.2.3** All matches against touring international teams approved by World Rugby;
 - 11.2.4** All matches between senior provincial teams and touring teams of the same or higher status;
 - 11.2.5** All matches played by teams carrying the name of a South African National team (namely SA A-Team, Emerging Springboks, SA Universities);



11.2.6 All matches played by composite teams in World Rugby approved competitions.

11.3 A player will be “capped” if he:

11.3.1 was part of the starting line-up; or

11.3.2 appeared as a permanent replacement at any time during the match; or

11.3.3 appeared as a temporary replacement (e.g., blood bin) at any time during the match.

12. KICK-OFF BEING DELAYED AND/OR MATCH UNABLE TO START DUE TO AN EVENT OF FORCE MAJEURE (INCLUDING ADVERSE WEATHER CONDITIONS)

12.1 A host province must advise the SARU General Manager: Operations and the visiting province of an event of force majeure (including, without limitation, adverse weather conditions) which may threaten the ability to stage a match as scheduled by SARU, as soon as it becomes aware of such an event of force majeure.

12.2 Subject to SARU’s absolute rights under clauses 5.1 and 5.2 above, and to any local law that confers responsibility for the matter on a third party, should circumstances arising from an event of force majeure, warrant a delay in the commencement of a match, then, from one hour before the scheduled kick-off time of the match, the match referee, at his sole discretion, shall determine whether the match may continue as scheduled, albeit delayed, as soon as reasonably and practically possible after the event of force majeure has subsided or whether the match must be cancelled and rescheduled, if possible. If the match referee is unavailable when the time comes to make such a decision, the SARU General Manager: Operations shall decide whether or not to postpone the match. Where reasonably practicable, such decision shall be made sufficiently in advance of the scheduled time and date of the match to allow unnecessary travelling to be avoided.

12.3 Should a match be cancelled pursuant to the provisions of clause 12.2 above, the following shall apply:

12.3.1 The host province, after consultation with relevant stakeholders, shall identify an alternative venue which venue shall be subject to the approval of SARU;

12.3.2 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 SARU General Manager: Operations, at his sole discretion, shall determine the kick-off time and date of the match;

12.3.3 If a match in the league stage or pool stage of a competition is cancelled and cannot be rescheduled for whatever reason, then the match will be declared a draw;

12.3.4 If a match, other than the final match, in a knock-out competition is cancelled and cannot be rescheduled for whatever reason, then a coin toss shall be done to determine which province’s team shall proceed to the next round of the competition;

12.3.5 If a match in the play-off stage of a league competition or pool competition is cancelled and cannot be rescheduled for whatever reason, the team with the higher log position upon completion of the league stage or pool stage of the competition shall proceed to the semi-final or final match, as the case may be;

12.3.6 If a match, other than the final match, in the play-off stage of a competition, is cancelled and cannot be rescheduled for whatever reason, the teams with the higher log positions after completion of the league stage or pool stage of the competition shall proceed to the next match in the play-off stage of the competition;

12.3.7 If a final match in the play-off stage of a competition is cancelled and cannot be rescheduled for whatever reason, the remaining team with the higher log position after completion of the league stage or pool stage of the competition shall be declared the winner of the competition.

12.4 In the event of lightning, the match referee shall follow the Guidelines for Dealing with Lightning attached hereto as **Appendix Six**.

13. ABANDONMENT AND/OR POSTPONEMENT OF A MATCH AFTER COMMENCEMENT

13.1 Subject to SARU's absolute right to schedule matches contained in clauses 5.1 and 5.2 above, and further subject to the provisions of clause 12.2 above, it will be for the match referee to decide whether to abandon a match once it has begun, including because of an Event of Force Majeure. Before making such a decision the match referee must, where reasonably practicable, consult with one or more representatives of each participating province.

13.2 The match referee must make a final decision whether to abandon a match or recommence with a match following an interruption caused by an Event of Force Majeure within 120 (one hundred and twenty minutes) from the beginning of the interruption.

13.3 In the event that a match has begun but is then abandoned after completion of the first half of the match:

- (a)** the match will be deemed to have been completed, and the result at the time of the abandonment will stand as the match result; and
- (b)** the procedure regarding any citing commissioner warning, temporary suspensions and red cards received in respect of the match and/or any incidents in the match that are the subject of citing or misconduct complaints will be the same as if the match had been completed.

13.4 In the event that a match has begun but is then abandoned after 60 (sixty minutes or more have been played (i.e. at least 20 minutes into the second half) in the case of adult rugby or in the case of U/19 rugby before conclusion of the first half of the match, SARU shall decide, in its absolute discretion, whether:

- (a)** the match will be replayed in full, in which case:
 - (i)** SARU shall determine a kick-off time, date and venue for the replayed match;
 - (ii)** the procedure regarding any citing commissioner warnings, temporary suspensions and red cards received in respect of the match and/or any incidents in the match that are the subject of citing or misconduct complaints will be the same as if the match had been completed.

13.5 In the event of lightning, the match referee shall follow the Guidelines for Dealing with Lightning attached hereto as **Appendix Six**.

14. LIMITATION OF COSTS

14.1 In the event that a match is postponed, cancelled or abandoned pursuant to clauses 12 and 13 above, or has a kick-off time, date or venue altered by SARU, each province will be responsible to limit its own costs and losses resulting from such postponement, cancellation or abandonment and any additional costs required to fulfil and participate in any rearranged match.

14.2 SARU shall not be liable to either province for any direct, indirect, special, incidental or consequential losses, costs, damages or expenses that may arise as a result of any match being postponed, cancelled or abandoned.



15. MEMBERS OF THE PARTICIPATING TEAM OR A MEMBER(S) OF OR PROVINCE RESPONSIBLE FOR THE DELAY, ABANDONMENT OR RESCHEDULING OF A MATCH

- 15.1** Each province shall use its best endeavours to ensure that any match for which it is the host province, does not have to be postponed, abandoned or have its kick-off time, date or venue altered by SARU. This shall include, without limitation, taking all appropriate steps to prepare and protect the playing surface at its designated venue (e.g. use of covers and heaters and an adequate drainage system) and acting on any reasonable instructions given by SARU at any time.
- 15.2** A member of a team or a member of a province or any other person affiliated to a province shall not –
- 15.2.1** delay the kick-off time of a match; or
 - 15.2.2** cause a scheduled match not to take place; or
 - 15.2.3** abandon a match already in progress for whatever reason.
- 15.3** If a match cannot be played in the league stage or pool stage of a competition due to the fault or negligence of a member of a team or a member of a province or any other person affiliated to a province, no log points will be awarded to the defaulting team or province whilst 5 (five) log points will be awarded to the non-transgressing team or province. Bonus points will not be awarded.
- 15.4** If a match in a knock-out competition or play-off stage of a competition cannot be played due to the fault or negligence of a member of a team or a member of a province or any other person affiliated to a province, the non-transgressing team or province, will be declared the winner of the match.
- 15.5** Any omission or action referred to in clauses 15.1 and 15.2 above, shall be regarded as a breach of the SARU Code of Conduct and shall be dealt with in terms of the SARU Disciplinary and Judicial Matters Regulations.

16. MATCH BALLS

- 16.1** SARU shall ensure that each province is provided with the official Rhino match balls during the competition. The official Rhino match balls must be used in all matches (and no balls, other than the official Rhino match ball, may be used in matches). The teams may not sell (or otherwise commercially exploit) the official Rhino match balls.
- 16.2** A total of three (3) official Rhino match balls shall be made available to the Host Province prior to kick-off of each match.

17. PLAYER ELIGIBILITY

- 17.1** This clause 17 must be read with the SARU Player Status Player Contracts and Player Movement Regulations as published on the SARU website from time to time and any additional eligibility criteria as may be determined by SARU from time to time.
- 17.2** The Currie Cup Premier Division competition and the Currie Cup First Division competition shall be regarded as two different competitions for purposes of this clause.
- 17.3** In order for a player to participate in a match as part of a competition, the player must be registered with a province.
- 17.4 Foreign Players**
- 17.4.1** Provinces may not register more than 5 (five) foreign players at any time.
 - 17.4.2** Provinces may not have more than 3 (three) foreign players in its match-day squad at any time.
 - 17.4.3** foreign players must comply with all statutory requirements, including, without

limitation, any requirements stipulated in the Immigration Act 13 of 2002.

17.5 Disciplinary Suspensions

Notwithstanding any other provision contained herein, no player (or person) may participate in a competition whilst serving a disciplinary suspension imposed by WR, SARU or his province, club, union, rugby body or any other competent body, whether such suspension has been imposed pursuant to these General Competition Rules, the rules of the province or the rules of WR.

17.6 Movement of Players on loan between Provinces

17.6.1 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.

17.6.2 A player who is registered with province A, but who has not been part of the match day squad of province A in a competition and who was loaned to and was part of the match day squad for province B may not be further loaned by province A to another province participating in the same competition. 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 participating in the same competition.

17.6.3 Save for the limitations imposed by the provisions of clauses 17.6.1 and 17.6.2, there is no restriction on the movement of a player 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.

17.7 Transfer of a Player between different Provinces

17.7.1 A player may not be transferred between provinces more than once during a specific competition.

17.7.2 The transfer process set out in the SARU Player Status Player Contracts and Player Movement Regulations must be complied with and a valid clearance obtained, failing which a player shall not be eligible to participate in a competition.

17.8 Qualification for a promotion/relegation and/or semi-final or final Match

17.8.1 A player who represented a province as part of its match day squad in a semi-final- or final match of a competition, shall be permitted to represent the same province as part of its match day squad in the semi-final- or final match of a lower or higher graded SARU competition during the same period, either as part of the starting line-up or as a substitute player.

17.8.2 A player transferred or loaned to a new province that participates in a double round competition must have been available for selection for the new province for at least the last 5 (five) group stage 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.

17.8.3 A player transferred or loaned to a new province that participates in a single and a half round competition must have been available for selection for the new province for at least 4 (four) group stage 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.

17.8.4 A player transferred or loaned to a new province that participates in a single



round competition must have been available for selection for the new province at least the last 3 (three) group stage 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.

- 17.9** A loan player may not represent a borrowing province as part of its match-day squad, unless the lending province, the borrowing province and the player has entered into a written loan agreement. The loan agreement must provide for the player's participation in a semi-final, final or promotion/relegation match.

17.10 Qualification of overseas registered Players for promotion/relegation, quarter-final-, semi-final- and final Matches

- 17.10.1** An overseas registered player transferred or loaned to a province that participates in a double round competition must have been available for selection for that specific province for at least 5 (five) group stage matches of the competition immediately prior to the semi-final-, or final match or promotion/relegation match (as the case may be) of the competition in order to be eligible to participate in the semi-final-, or final match or promotion/relegation match of the competition for that province.
- 17.10.2** An overseas registered player transferred or loaned to a province that participates in a single and a half round competition must have been available for selection for that specific province for at least 4 (four) group stage matches of the competition immediately prior to the semi-final-, or final match or promotion/relegation match (as the case may be) of the competition in order to be eligible to participate in a semi-final-, or final match or promotion/relegation match of the competition for that province.
- 17.10.3** An overseas registered player transferred or loaned to a province that participates in a single round competition must have been available for selection for that specific province for at least 3 (three) group stage matches of the competition immediately prior to a semi-final-, final-, or promotion/relegation match (as the case may be) of the competition in order to be eligible to participate in a semi-final-, final-, or promotion/relegation Match of the competition for that province.

18. STATUTORY OBLIGATIONS

- 18.1** All provinces, unions, rugby bodies, clubs and persons must comply with all statutes, bye-laws and regulations at all times, including, without limitation:
- 18.1** National Sport and Recreation Act, 110 of 1998 (as amended);
 - 18.2** The Safety at Sport and Recreational Events Act, 2 of 2010 (as amended);
 - 18.3** Disaster Management Act, 57 of 2002 (as amended);
 - 18.3** South African Institute for Drug Free Sport Act, 14 of 1997 (as amended).
- 18.2** Provinces, unions, rugby bodies and clubs hosting matches must ensure that the venues where matches are hosted, comply with the provisions of the Safety at Sport and Recreational Events Act, 2 of 2010 (as amended).

19. SARU STRATEGIC TRANSFORMATION DEVELOPMENT PLAN 2030 (STDP2030)

The provisions of the Memorandum of Agreement entered into between SARU, the provinces and the Commercial Companies in relation to the Strategic Transformation Development Plan 2030 and the Provincial Transformation Performance Agreements in respect of self-determined targets set by each province, will be applicable to all SARU competitions.

20. BREACH OF COMPETITION RULES

Any breach of the provisions of these competition rules by a province, union, club, rugby body, player or person shall be dealt with in terms of the provisions of the SARU Disciplinary and Judicial Matters Regulations.





SECTION B

MEDICAL

RULES AND

REGULATIONS

APPLICABLE

TO ALL

COMPETITIONS

20. MINIMUM MEDICAL REQUIREMENTS FOR ALL COMPETITIONS

All Match venues must comply with the SARU Safety in the Playing Environment Guidelines attached hereto as **Appendix Five**.

The requirements set out in **Appendix Five** are the minimum requirements for each level of play that should be in place for a match to take place. Provinces should however strive to improve on the medical support available at these matches to ensure player safety at all times.

The link to the Safety in the Playing Environment Guidelines is: **BokSmart**

21. SA RUGBY INJURY AND ILLNESS SURVEILLANCE AND PREVENTION PROJECT (SARIISPP)

- 21.1** SARU is committed to collecting and assessing prospective injury data of all injuries sustained by players that participate in the competitions under the auspices of SARU via the SARU Injury and Illness Surveillance and Prevention Project (SARIISPP).
- 21.2** The aim of the SARIISPP is to monitor match and training injury trends and patterns prospectively.
- 21.3** The SARIISPP will be conducted in the primary interest of the safety, health and well-being of all players participating in the competitions.
- 21.4** SARU must ensure that data capturing procedures used in the SARIISPP are fully compliant with the international consensus statement on the definitions and procedures for epidemiological studies of injuries. The reporting process is simple and requires the team medical staff to enter all data timeously and accurately on all rugby-related injuries sustained by a player.
- 21.5** Players need to provide written informed consent to participate in the SARIISPP. Information provided and data collected will remain anonymous and will be used for research purposes only.



- 21.6** Teams are required to maintain full compliance with the SARIISPP requirements for recording injuries and reporting team match and training exposures throughout the competition. This is to ensure that high quality data is collected for accurate assessment of the injury profile and injury risk of the Competition. It will further assist SARU in making informed and scientific evidence-based decisions on player management and injury prevention strategies, which will potentially increase the longevity of players' careers.
- 21.7** The provinces must co-operate fully with SARU and ensure its team members and medical staff contributes fully thereto.

22. SA RUGBY ANTI-DOPING RULES

The WR Anti-Doping Regulations and SARU Anti-Doping Regulations shall be applicable to all Players participating in SARU Competitions.

The SARU Anti-Doping Regulations can be found at the following link:

<https://www.springboks.rugby/media/3xga5fgf/saru-anti-doping-regulations-approved-december-2015.pdf>

23. SA RUGBY CONCUSSION REGULATIONS, RULES, AND GUIDELINES

- 23.1** The SA Rugby Concussion Regulations, Rules and Guidelines shall be applicable to all provinces, clubs, unions, Rugby Bodies, players, persons and/or any other person or entity affiliated directly or indirectly to SARU and/or any of its provinces participating in rugby played under the auspices of SARU.

The Concussion Regulations, Rules and Guidelines can be found at the following link:

<https://www.springboks.rugby/media/bpuh4c4b/sa-rugby-concussion-regulations-2025-update.pdf>



SECTION C

LEAGUE

COMPETITION

RULES

25. LEAGUE COMPETITION RULES

If a competition is classified as a league competition, the following rules shall apply:

25.1 The League Stage

- 25.1.1** SARU, at its sole discretion, shall determine the number of rounds to be played in a competition.
- 25.1.2** In the event of a single round competition, each team shall meet every other team once during the league stage of the competition on a home or away basis (such basis to be determined by SARU at its sole discretion).
- 25.1.3** In the event of a double round competition, each team shall play one match at home and one match away against every other team during the league stage of the competition (such basis to be determined by SARU at its sole discretion).
- 25.1.4** Results from all the matches in the league stage shall be entered into a single log table.
- 25.1.5** The following points shall be awarded based on the results of each match (these points shall be referred to as “League Points” as opposed to points awarded on the field of play):
 - 25.1.5.1** The team that wins the match shall be awarded 4 (four) league points and if it scores 4 (four) tries or more during the match, it shall be awarded 1 (one) extra league point i.e. a maximum of 5 (five) league points combined;
 - 25.1.5.2** The team that loses the match shall be awarded no league points but if it scores four tries or more in the process or loses by a margin of seven points or fewer, 1 (one) league point or if it scores four tries or more in the process and loses by a margin of seven points or fewer, 2 (two) league points;
 - 25.1.5.3** Teams that draw a match shall each be awarded 2 (two) league points and any of them that scores four tries or more in the process shall be awarded a further one league point.
- 25.1.6** The positions of the teams in the league stage of the competition will be entered into the log table and will be based on the following, in order:
 - 25.1.6.1** The number of league points awarded to the team;
 - 25.1.6.2** If unresolved, the number of matches won by each team in the league stage;
 - 25.1.6.3** If unresolved, the difference between the total points scored and the total points conceded (points difference) on the field of play for each team in all matches in the league stage;

- 25.1.6.4** If unresolved, the number of tries scored by each team in all matches in the league stage;
- 25.1.6.5** If unresolved, the number of points scored on the field of play by each team in all the matches in the league stage;
- 25.1.6.6** If unresolved, the difference between the number of tries scored and the number of tries conceded by each team in all matches in the league stage;
- 25.1.6.7** If unresolved, the number of yellow cards and/or red cards received by players for each team in all matches in the league stage (i.e. the team with the fewer will be positioned higher); and
- 25.1.6.8** If unresolved, the toss of a coin or as otherwise determined by SARU in its absolute discretion.

25.2 The Playoff Stage

- 25.2.1** The play-off stage may be divided into quarterfinals, semi-finals and a final match or semi-finals and a final match only.
- 25.2.2** If the format of the competition provides for a quarter-final stage, then the eight teams that are in the positions first place to eighth place on the log table at the conclusion of the league stage will qualify for the quarter-final playoffs.
- 25.2.3** If applicable, then the quarter-finals will be knock-out, each played over one match and organised as follows:
 - 25.2.3.1** Quarter-final 1 (QF1) - The team ranked first in the league log will play at home against the team ranked eighth in the league log.
 - 25.2.3.2** Quarter-final 2 (QF2) - The team ranked second in the league log will play at home against the team ranked seventh in the league log.
 - 25.2.3.3** Quarter-final 3 (QF3) - The team ranked third in the league log will play at home against the team ranked sixth in the league log.
 - 25.2.3.4** Quarter-final 4 (QF4) - The team ranked fourth in the league log will play at home against the team ranked fifth in the league log.
- 25.2.4** If applicable (i.e. if quarter-final matches were played), then the winners of the quarter-final matches will proceed to the semi-finals. If no quarter-final matches were played, then the semi-final knock-out stage shall immediately follow the league stage. The semi-finals will be knock-out, each played over one match and organised as follows:
 - 25.2.4.1** The four teams that are in the positions first place to fourth place on the log table at the conclusion of the league stage will qualify for the semi-final knock-out stage.
 - 25.2.4.2** The semi-finals will be knock-out, each played over one match and organised as follows:
 - 25.2.4.2.1** Semi-final 1 (SF1) - the team ranked first on the log table will play at home against the team ranked fourth on the log table.
 - 25.2.4.2.2** Semi-final 2 (SF2) - the team ranked second on the log table will play at home against the team ranked third on the log table.
- 25.2.5** The winners of the semi-final matches will proceed to the final match. The final match will be knock-out, played over one match. The highest ranked team on the final log table will play at home unless SARU determines otherwise.

25.3 Single round league Competition comprising less than six Teams

- 25.3.1** If there are less than six teams participating in a single round competition, the team ending first on the log table following the league stage of the competition, will proceed to the final match and shall be hosting the final match.
- 25.3.2** The teams which are second and third on the log table following the league stage of the competition, will play in a play-off match to be hosted by the team



which is second on the log table to determine the opponent for the team which ended first on the log table.

25.3.3 The winner of the match between the second team and the third team on the log table following the league stage of the competition (as envisaged in clause 25.3.2 above) will play in the final Match against the first team on the log table to determine the winner of the competition.

25.4 Tie at full-time of Play-off Stage Match

25.4.1 Adult rugby

25.4.1.1 In the event of a tie at full-time of a play-off stage match (excluding the final match), the winner of that match shall be determined by reference to the following rules:

25.4.1.1.1 Extra time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.

25.4.1.1.2 If the scores are tied after extra time, then the team ranked highest on the log table shall be deemed the winner of that match.

25.4.1.2 In the event of a tie at full-time of a final match, the winner of that match shall be determined by reference to the following rules:

25.4.1.1.1 Extra-time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.

25.4.1.1.2 If the scores are tied after extra-time, then the team that has scored the most tries in that match (including extra time) shall be deemed the winner of that match.

25.4.1.1.3 If the scores are tied after extra-time and the teams that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

25.4.2 U/19 Competitions

25.4.2.1 In the event of a tie at full-time of a play-off stage match (excluding a final match), the winner of that match shall be determined by reference to the following rules:

25.4.2.1.1 The team ranked highest on the log table shall be deemed the winner of that match.

25.4.2.2 In the event of a tie at full-time of a final match, the winner of that match shall be determined by reference to the following rules:

25.4.2.2.1 The team that has scored the most tries in that match shall be deemed the winner of that match.

25.4.2.2.2 If the scores are tied after extra time and the teams that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

SECTION D

POOL COMPETITION RULES

26. POOL COMPETITION RULES

26.1 SARU may divide the provinces and participating teams into 'League Pools', depending on the number of participants in a competition.

26.2 Pool stages

26.2.1 Teams will be drawn and/or allocated into different pools by SARU.

26.2.2 Each team will play one match at home or one match away against each of the other teams or participating teams within its pool.

26.2.3 In addition to the matches played pursuant to clause 26.2.2 above, each team will play one match on a home or away basis (such basis to be determined by SARU at its sole discretion) against each/some of the teams that are not in its pool.

26.2.4 In the event of league pools, each league pool will have a separate pool log table which will be consolidated into a single log table as envisaged in clauses 26.2.5 and 26.2.6 below.

26.2.5 Results from all the matches in the pool stage shall be entered into a single log table.

26.2.6 The following points shall be awarded based on the results of each match (these points shall be referred to as "Pool Points" as opposed to points awarded on the field of play):

26.2.6.1 The team that wins the match shall be awarded 4 (four) pool points or if it wins and scores 4 (four) tries or more during the match, it shall be awarded 5 (five) pool points;

26.2.6.2 The team that loses the match shall be awarded no pool points or if it loses and scores 4 (four) tries or more in the process or loses by a margin of 7 (seven) points or fewer, 1 (one) pool point or if it scores 4 (four) tries or more in the process and loses by a margin of 7 (seven) points or fewer, 2 (two) league points;

26.2.6.3 Teams that draw a match shall each be awarded 2 (two) pool points and any of them that scores 4 (four) tries or more in the process shall be awarded a further 1 (one) pool point.

26.2.7 If two or more teams are equal on match points, their ranking will be determined as follows:

26.2.7.1 the best aggregate points difference from the pool stage; or

26.2.7.2 the best aggregate points if equal, the number of tries scored in the pool stage; or

26.2.7.3 if equal, the team with the fewest number of players suspended for disciplinary incidents in the pool stage;

26.2.7.4 if equal by virtue of a coin toss.



26.3 Play-off Stage

26.3.1 The highest ranked teams in each pool, will qualify to play in the next round.

26.3.2 All teams will thereafter be ranked in descending order based firstly on their ranking in their pool and subsequently on the number of match points they have accumulated to create an overall ranking.

26.3.3 The pool winners will be ranked from one upwards according to the number of pools in the competition and the second-placed teams will be ranked next in chronological order and thereafter the highest ranked third-placed teams will be ranked in chronological order.

For example, in a competition comprising 16 teams, including invitational teams, the pool winners will be ranked 1 to 3, the second-placed teams will be ranked 4 to 6, the two highest-ranked third-placed teams will be ranked 7 and 8, and so forth.

26.3.4 The first round in the knockout stages of the pool competition will be played over one match as follows (based on the example of 16 participating provinces):

- 1:** Number 1-ranked team v Number 16-ranked team
- 2:** Number 2-ranked team v Number 15-ranked team
- 3:** Number 3-ranked team v Number 14-ranked team
- 4:** Number 4-ranked team v Number 13-ranked team
- 5:** Number 5-ranked team v Number 12-ranked team
- 6:** Number 6-ranked team v Number 11-ranked team
- 7:** Number 7-ranked team v Number 10-ranked team
- 8:** Number 8-ranked team v Number 9-ranked team

26.3.5 The teams ranked number 1 to 8 will have home advantage in the first round in the knockout stages of the pool competition envisaged in clause 26.3.4 above.

26.4 Quarter-finals

26.4.1 The teams with the higher rankings from the pool stage will have home venue advantage in the quarter-final matches as following the first round in the knockout stages (based on the example of 16 participating teams):

- QF1: Winner FR 1 v Winner FR 8
- QF2: Winner FR 2 v Winner FR 7
- QF3: Winner FR 3 v Winner FR 6
- QF4: Winner FR 4 v Winner FR 5

26.5 Semi-finals

26.5.1 The highest-ranked teams from the pool stage will have home advantage.

- SF1: Winner QF1 v Winner QF4
- SF2: Winner QF2 v Winner QF3

26.6 Final

26.6.1 The venue, date and time for the final match shall be determined by SARU at its sole discretion.

26.7 Tie at full-time of Play-off Stage Match

26.7.1 Adult rugby

26.7.1.1 In the event of a tie at full-time of a play-off stage match (excluding the final match), the winner of that match shall be determined by reference to the following rules:

26.7.1.1.1 Extra time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.

26.7.1.1.2 If the scores are tied after extra time, then the team ranked highest on the log table shall be deemed the winner of that match.

- 26.7.1.2** In the event of a tie at full-time of a final match, the winner of that match shall be determined by reference to the following rules:
- 26.7.1.1.1** Extra time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.
 - 26.7.1.1.2** If the scores are tied after extra time, then the team that has scored the most tries in that match (including extra time) shall be deemed the winner of that match.
 - 26.7.1.1.3** If the scores are tied after extra time and the teams that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

26.7.2 U/19 Competitions

- 26.7.2.1** In the event of a tie at full-time of a play-off stage match (excluding a final match), the winner of that match shall be determined by reference to the following rules:
- 26.7.2.1.1** The team ranked highest on the log table shall be deemed the winner of that match.
- 26.7.2.2** In the event of a tie at full-time of a final match, the winner of that match shall be determined by reference to the following rules:
- 26.7.2.2.1** The team that has scored the most tries in that match shall be deemed the winner of that match.
 - 26.7.2.2.2** If the scores are tied after extra time and the teams that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.





SECTION E

KNOCK-OUT COMPETITION RULES

27. KNOCK-OUT COMPETITION RULES

- 27.1** SARU shall, at its sole discretion, determine the teams which shall participate in the competition.
- 27.2** The number of participating teams in the competition shall determine the number of rounds in the competition.
- 27.3** SARU shall, at its sole discretion, determine the location where the matches will be played.
- 27.4** The loser of each match in the first round of the competition is immediately eliminated from the competition.
- 27.5** Each winner will play another in the next round, until there are only two teams left in the competition.
- 27.5.1** If one of the teams in a round is expelled from the competition or barred from further participation in the competition by any judicial authority, the opposing team shall automatically proceed to the next round in the competition.
- 27.5.2** The team which is expelled and/or barred from the competition, shall be awarded 0 (zero) match points, whilst the opposing team shall be awarded 28 (twenty-eight) match points.
- 27.6 Tie at full time of a Match during the knock-out stage of the Competition**
- 27.6.1 Adult Rugby**
- If there is a tie at full time of a match during the knock-out stage of the competition, the winner of the match shall be determined according to the following rules:
- 27.6.1.1** Extra time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.
- 27.6.1.2** If the scores are tied after extra time, then the team that has scored the most tries in that match (including extra time) shall be deemed the winner of that match.
- 27.6.1.3** If the scores are tied after extra time and the team that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.
- 27.6.2 U/19 Competitions**
- If there is a tie at full time of a match during the knock-out stages of the competition, the winner of the match shall be determined according to the following rules:



27.6.2.1 The team that scored the most tries in the match; or if unresolved –

27.6.2.2 The winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

27.7 The team with the best points differential following the last round in the knock-out stages envisaged in clause 27.5 above, will host the final match at home.

27.8 Tie at full-time of the final Match in the Competition

27.8.1 Adult Rugby

In the event of a tie at full-time of a final match, the winner of that match shall be determined by reference to the following rules:

27.8.1.1 Extra time will be played in accordance with the protocol set out in **Appendix One** to these competition rules and the team that scores the most points in the extra time shall be deemed to be the winner of the match.

27.8.1.2 If the scores are tied after extra time, then the team that has scored the most tries in that match (including extra time) shall be deemed the winner of that match.

27.8.1.3 If the scores are tied after extra time and the team that has scored the most tries in that match (including extra time), then the winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

27.8.2 U/19 Competitions

27.8.1.1 The team that has scored the most tries in that match shall be deemed the winner of that match; or if unresolved then -

27.8.1.2 The winner of the match will be determined by a place-kick competition conducted in accordance with **Appendix Two** to these competition rules.

27.9 The winner of the final match envisaged in paragraph 27.8 above, shall be the overall winner of the competition.



APPENDIX ONE

EXTRA TIME

PROTOCOL

1. If the score is tied at the end of a Play-off Stage Match, then extra time will be played, consisting of two periods, each of ten minutes plus any stoppage time in each period.
2. After the final whistle signalling the end of normal time in the Match, there will be a five-minute break.
3. The coaching/management/medical staff of each Team shall be permitted onto the Playing Area during the break referred to in paragraph 2 to bring water, nourishment and treatment to their Players, but they must leave the Playing Area before the end of the break.
4. After the five-minute break, the teams will swap ends and the Team that kicked off the first half of the Match will kick off the first period of extra time. After ten minutes the referee will stop the Match and the Teams will swap ends again while there is a break of one minute.
5. Neither the Teams nor the Match official may leave the playing enclosure during the one minute break referred to in paragraph 4 above, save for exceptional reasons.
6. The coaching/management/medical staff of each Team shall be permitted onto the Playing Area during the one-minute break (paragraph 4) to bring water, nourishment and treatment to their Players, but they must leave the playing area before the end of the break.
7. After the one-minute break, the Team that kicked off the second half of the Match will kick off the second period of extra time. After ten minutes the referee will stop the Match. If at that point there is no winner of the Match according to the criteria set out in the Competition Rules, then the rules set out in rule 25.4.1.1.2 shall apply. If at that point there is still no winner of the Match, the referee will conduct a place-kick competition as set out in **Appendix Two** to determine the winner.

APPENDIX TWO

PLACE-KICK COMPETITION

If at the end of a Play-off Stage Match, after extra time has been played in terms of the provisions of **Appendix One**, the scores remain equal and the number of tries scored in the Match (including extra time) is equal, then the referee will facilitate a place-kick competition to determine the winner of the Match, according to the following rules:

1. All Players and Match officials will remain on the playing area. The referee will call the captains of both Teams and will conduct two-coin tosses.

The first coin toss will determine which Team selects the end at which all place-kicks must be taken.

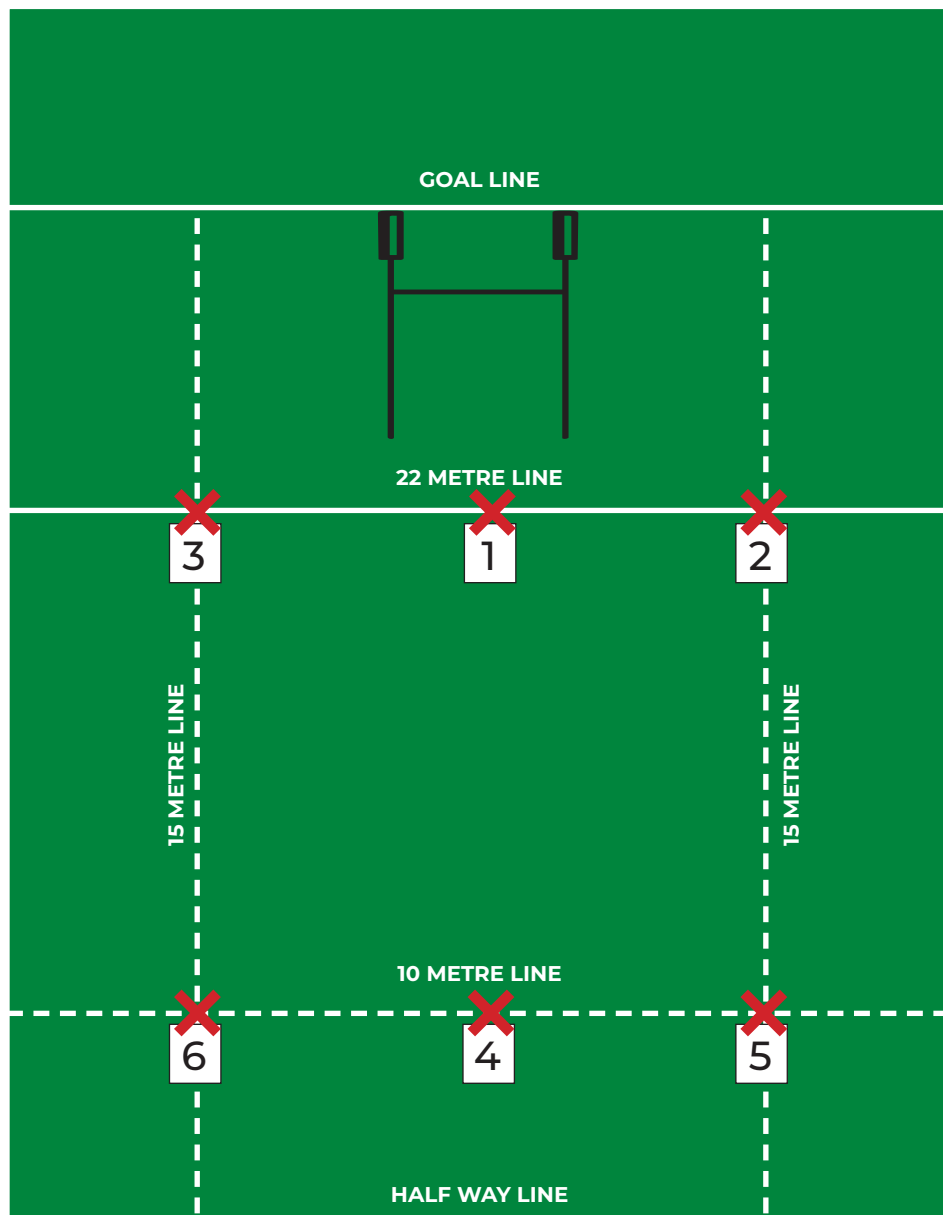
The second coin toss will determine which Team selects whether it wishes to kick first or second in sequence.

For purposes of this Appendix Two and the Competition Rules, the Team selected to kick first will be referred to as “Team A” and the Team that kicks second will be referred to as “Team B”.

2. Each Team must nominate three Players to take part in the place-kick competition. For the purposes of this Appendix Two, each Player will be allocated a number: 1, 2 or 3, and will be referred to throughout the place-kick competition as “Kicker 1”, “Kicker 2” or “Kicker 3”, respectively. Only Players on the playing area at the final whistle of extra time may be nominated. No replaced Players or Players who have been shown a red card may take part at any time. Any Player who has been Temporarily Suspended and who remains in the ‘sin bin’ at the time of the final whistle of extra time may not take part in the place-kick competition. The order in which the nominated Players will kick is determined in accordance with paragraphs 5 to 10 below.
3. The Match officials and the six nominated Players (three from each team) will assemble on the halfway line. Coaching/management/medical staff and Players not nominated must gather and remain in their respective Team’s technical zone. No one other than the Match officials and the participating Players is allowed in the part of the Playing Area being used for the place-kick competition (including around the Playing Area, behind the posts, etc).



4. The three Players from each team will kick in the order and from the positions set out in paragraphs 5 to 10, and the diagram, below.



5. The referee starts the competition by calling Kicker 1 from Team A first to take his kick from position 1 on the image above. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 1.
6. The referee then calls Kicker 2 from Team A to take his kick from position 2. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 2.
7. The referee then calls Kicker 3 from Team A to take his kick from position 3. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 3.

8. The referee then calls Kicker 1 from Team A to take his kick from position 4. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 4.
9. The referee then calls Kicker 2 from Team A to take his kick from position 5. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 5.
10. The referee then calls Kicker 3 from Team A to take his kick from position 6. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 6.
11. After each of the three nominated Players from each team has taken his two kicks, the referee will declare the winning team based on the number of successful kicks. If there is an equal number of successful kicks, the competition continues on a 'sudden death' basis. During the 'sudden death' stage, all kicks will take place from position 4 and will take place in the following order:
 - 11.1 Kicker 1 from Team A and then Kicker 1 from Team B; and
 - 11.2 Kicker 2 from Team A and then Kicker 2 from Team B; and
 - 11.3 Kicker 3 from Team A and then Kicker 3 from Team B.
12. The competition will continue two kicks at a time (one from each team in the order set out at paragraph 11, above) until one Player succeeds with a kick and the Player from the other team taking the corresponding kick misses it. Once that happens, the team of the Player who succeeded with the kick will be declared the winner.
13. Throughout the place-kick competition:
 - 13.1 Once a Player has positioned the ball on the kicking tee, he must take the kick within one minute. Should he take longer, the referee shall declare the kick unsuccessful.
 - 13.2 After each kick, the referee records the number of the Player and whether or not the attempt was successful.
 - 13.3 Whether or not the kick is successful in each case is the sole decision of the referee, who may at his sole discretion rely on the assistance of his assistant referees. The referee's decision shall be final and binding.
 - 13.4 If a Player selected to be a kicker becomes injured, he may be replaced but only by a Player who was on the Playing Area at the final whistle of extra time in accordance with paragraph 2, above (and, for the avoidance of doubt, the replacement kicker must take the number of the kicker he is replacing, so that for example if Kicker 1 becomes injured and is replaced, the replacement becomes Kicker 1).
 - 13.5 Subject to paragraph 13.4, above, the kickers may not change numbers (for example, Kicker 1 cannot swap with Kicker 2).



APPENDIX THREE

SIDE-LINE MANAGEMENT PROTOCOL FOR FIFTEENS

1. SCOPE

- 1.1. Applies to all Members of the South African Rugby Union, including their associated members and commercial entities associated with them, and their respective Referee Societies, including their associated members and commercial entities associated with them, and the South African Schools Rugby Association and their members associated with them, serving as appointed Match Officials/Personnel administrating the Technical Zone in all competitions and tournaments played under SA RUGBY ("SARU") auspices.
- 1.2. For international competitions/tournaments hosted in South Africa, the applicable competition/tournament Technical Zone protocol supersedes this protocol. Should a Technical Zone protocol not exist then this protocol will be applicable.

2. PURPOSE

- 2.1. The purpose of this protocol is to ensure consistency among all side-line personnel in the management and administration of replacements, including the Technical Zone, for fifteens rugby played in South Africa.
- 2.2. It is the duty of the appointed side-line personnel to service both teams and to manage all aspects of replacements, including the enforcement of the Technical Zone protocol, thereby ensuring compliance with the Laws and Regulations of the Game.

3. SIDE-LINE OPERATIONS STRUCTURE

- 3.1. The following side-line structure shall be used:

OFFICIALS	DESCRIPTION	SIDE-LINE PERSONNEL	DESCRIPTION
RC 4/AR 4	Replacement Controller	SLM	Side-line Manager
RC 5/AR 5	Replacement Controller	PMR	Player Movement Recorder
		Stats**	Statistician
		Time	Timekeeper
		AST***	App Support Technician
		WC	Water Carrier

*** only applicable to non-broadcasted fixtures*

**** only applicable to provide technical support in the use of the app*

- 3.2.** The location of the sideline table commences a minimum of five (5) metres from the touchline and is positioned in such a way that it does not interfere with the match operations and access to the tunnel.

4. FIELD MARKINGS

- 4.1.** Field markings to international standard as stipulated in World Rugby Laws of the Game – Law 1 (The Ground).
- 4.2. Additional Markings:**
- 4.2.1. Assistant Referee tramline:** The distance from the touchline to the Assistant Referee tramline should be no less than one (1) metre on both sides of the field.
- 4.2.1.1.** All teams medical trained persons, independent Emergency Medical Service personnel, **roving camera personnel**, and ball retrievers must operate from beyond that tramline.
- 4.2.1.2.** Refer to **ANNEXURE 'B'** for the layout of the assistant referee tramline.
- 4.2.2. The “22”, “10” and “50” numbering:** If the numbering of the 22-metre, 10-metre, and half-way line is preferred then these numbers are painted white on the field of play between the touchline and 5m dash line to indicate the 22-metre, 10-metre, and half-way line.
- 4.2.2.1.** The 22-metre and half-way solid line splits the “22” and “50” numbers, respectively.
- 4.2.2.2.** The 10-metre dash line splits the “10” number.
- 4.2.2.3.** The minimum square metre for all numbers is 1.5m².
- 4.2.3.** Any additional markings in competitions/tournaments administered by an international rugby body are subject to their approval and or requirements.
- 4.2.4.** All advertising hoardings commence a minimum of five (5) metres away from the touch and dead-ball lines.

5. TECHNICAL ZONE PROTOCOL

Applicable to all rugby, including clubs and schools.

5.1. Rights¹

- 5.1.1.** Any person within the playing enclosure, including the replacement bench and those persons entering the playing enclosure for commercial and or entertainment reasons, is there by permission of the referee who has the right to revoke this at any time of the game should their actions affect the game in any form and or for misconduct.
- 5.1.2.** Any South African Rugby Union affiliated person who is required to be BokSmart Certified, as per the SARU Rugby Safety Regulations, who is not BokSmart Certified and or cannot provide proof of Certification may be refused access to the playing enclosure, including but not limited to the replacement (reserve) area placed outside the playing enclosure.
- 5.1.3.** The referee delegates the side-line manager to enforce that right.

5.2. Dimensions of the Technical Zone¹

- 5.2.1.** 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.

¹ Applicable to all rugby, including clubs and schools.



5.2.1.1. These Technical Zones must be marked on the ground.

5.2.1.2. The line nearest to the touchline must be parallel to the touchline.

5.2.2. The Technical Zones commence a minimum of five (5) metres and a maximum of ten (10) metres from the half-way line.

5.2.2.1. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must be set two (2) metres away from the touchline.

5.2.2.2. Refer to **ANNEXURE 'A'** for the recommended dimensions, layout, player, and personnel placements for the Technical Zone area.

5.2.3. No advertising is permitted within the Technical Zone, including but not limited to grass signage.

5.3. Personnel Permitted in the Technical Zone²

5.3.1. No more than two (2) medically trained persons and two (2) water carriers per team are permitted to operate from the Technical Zones.

5.3.1.1. All four of the above-mentioned persons are to be identified by wearing the appropriate branded bibs and if the bibs are not available be identifiable by not wearing the same attire as the replacement bench players or players on the field of play.

5.3.1.2. These vest/bibs must be marked, i.e., **"WATER"** on the front and back of the vest/bibs of the water carriers and **"MEDIC"** on the front and back of the vest/bibs of the medically trained personnel.

5.3.1.3. Any additional medically trained persons or water carriers will be guided by the applicable competition or tournament rules.

5.3.1.4. Non-medical personnel are not permitted to wear a "MEDIC" bib.

5.3.1.4.1. Other medically trained professionals, who are not stipulated below as the 'two (2) medically trained persons', are not permitted to wear the "MEDIC" bib under any circumstances.

5.3.1.5. No other person (or player) is permitted in the Technical Zones.

5.3.1.6. Except for approved medical kits, medical equipment, and or water carrier racks, no equipment and or furniture is allowed in the Technical Zones.

5.3.2. The two (2) MEDICALLY TRAINED PERSONS²:

5.3.2.1. The two medically trained persons may not be the:

5.3.2.1.1. Team head coach.

5.3.2.1.2. Team biokineticist(s).

5.3.2.1.3. Student medical doctor(s) or physiotherapist(s) in training.

5.3.2.1.4. Other medical professionals (e.g., Chiropractors, Dentists, etc.).

5.3.2.1.5. Team conditioning staff; and

5.3.2.1.6. Replacement player(s).

5.3.2.2. The two medically trained persons shall be two (2) of the following or a combination of:

5.3.2.2.1. Team medical doctor - must be one of the medically trained persons, where available; and

5.3.2.2.2. A team physiotherapist(s); or

5.3.2.2.3. Another medical doctor; or

5.3.2.2.4. An assistant Coach who is a qualified and HPCSA registered Medical Doctor or Physiotherapist.

5.3.2.3. The two medically trained personnel listed in **5.3.2.2** must always carry their "Footprint" accreditation.

² Applicable to all rugby, including clubs and schools.

- 5.3.2.4.** Those medically trained personnel listed in **5.3.2.2**, who do not have access to “Footprint,” must always carry a valid copy of their Health Professions Council (HPCSA) registration with them.
- 5.3.2.5.** Only the two medically trained personnel listed in **5.3.2.2** above who are permitted to operate from the Technical Zones as a designated team ‘MEDICS’ can roam the touchlines and may be positioned alongside the playing area – one on the far side and one on the near side on the touchline.
 - 5.3.2.5.1.** The two medically trained personnel may not be together on the same side of the touchline when roaming.
 - 5.3.2.5.2.** The two medically trained personnel may not roam in the demarcated area earmarked for the Assistant Referee.
 - 5.3.2.5.3.** If a Team medical doctor is available, then one of the roaming Medically Trained Personnel, must be the Team Medical Doctor.
- 5.3.2.6.** Where practically possible the medically trained 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.
- 5.3.2.7.** The two medically trained personnel may enter the playing area, when it is safe to do so and at their own risk, under the Laws of the Game, at any time a player is injured.
- 5.3.2.8.** The medically trained personnel entering the playing area to attend to an injured player (s) whilst play is still going on, must:
 - 5.3.2.8.1.** Consider where play is at the time when entering the playing area.
 - 5.3.2.8.2.** Enter the playing area without interfering with the game.
 - 5.3.2.8.3.** Take cognisance of their safety and the safety of the players.
 - 5.3.2.8.4.** Always be aware of where play is moving when attending to an injured player.
- 5.3.2.9.** The match referee shall stop play when it moves closer than ten (10) metres from the player(s) being treated.
 - 5.3.2.9.1.** The assistant referees shall alert the referee if the player being treated is unsighted.
- 5.3.2.10.** The medically trained personnel whilst performing their duties, including roaming, may not obstruct, interfere, intimidate, or aim comments at match officials or side-line personnel.
- 5.3.2.11.** The medically trained personnel are there for player welfare reasons only and may not perform other duties including that of the coaching staff.
- 5.3.2.12.** The medically trained personnel may also enter the playing area in accordance with the Law during water breaks or after a try has been scored.
- 5.3.3. The two (2) WATER CARRIERS:³**
 - 5.3.3.1.** The water carriers that are permitted to operate from the Technical Zones may be two (2) of any of the following or a combination of:
 - 5.3.3.1.1.** Team biokineticist(s).
 - 5.3.3.1.2.** Team conditioning staff.
 - 5.3.3.1.3.** Other medical professionals (e.g., Chiropractors, Dentists, etc.).
 - 5.3.3.1.4.** Replacement player(s); and/or
 - 5.3.3.1.5.** Assistant coach(es).

³ Applicable to all rugby, including clubs and schools.



- 5.3.3.2.** The Head Coach or Director of Rugby may not be a water carrier.
- 5.3.3.3.** The water carriers are confined to the Technical Zones and may enter the playing area in accordance with the Law during water breaks after a try has been scored or during injury stoppages.
- 5.3.3.4.** The water carriers are not permitted in the playing area during any penalty kicks to provide players with water subject to clause 5.3.3.5.
- 5.3.3.5.** Should a water carrier enter the field of play to provide a kicking tee he/she is allowed to provide water to the player attempting the penalty kick.
- 5.3.3.6.** The water carriers are not permitted in the playing area at a penalty try.
- 5.3.3.7.** Players may come to the touchline adjacent to the Technical Zone to receive water.
- 5.3.3.8.** Water bottles may not be thrown onto the playing area.
- 5.3.3.9.** The water carriers are not allowed to roam the touch, touch-in-goal, and dead-ball line.
- 5.3.3.10.** The water carriers may not obstruct, interfere, intimidate, or aim comments at match officials or side-line personnel.

5.3.4. THE INDEPENDENT EMERGENCY MEDICAL SERVICE (EMS) PERSONNEL:⁴

- 5.3.4.1.** The match and/or tournament independent EMS personnel must:
 - 5.3.4.1.1.** Inform the match referee that they are the independent Emergency Medical Service personnel and do not function as a management member to any of the teams participating in the match and/or tournament; and
 - 5.3.4.1.2.** Receive permission from the match referee that they may enter the field of play (at their own risk) to attend to the health and medical needs of an injured player(s). The independent EMS personnel shall adhere to clause **5.3.2.8** on entering the field of play.
- 5.3.4.2.** All match and/or tournament independent EMS personnel are to be stationed strategically within the playing enclosure to maximize their ability to respond quickly and efficiently to an injury that requires on-field medical attention.
- 5.3.4.3.** Where practically possible the independent EMS personnel must stay outside the advertising hoardings and must pay due regard to the needs and rights of players, match officials, spectators, broadcasters, and commercial partners.

5.4. PRIMARY SCHOOLS: Personnel Permitted in the Technical Zone

- 5.4.1.** For South African Primary School Rugby age groups (u10 to u12) the head coach of the team is permitted to operate from the Technical Zone and can roam the touchline with the following restrictions applied:
 - 5.4.1.1.** The head coach as per regulation must be BokSmart certified, and this must be confirmed by the match referee beforehand.
 - 5.4.1.2.** The head coach is only permitted to provide positive and corrective educational coaching instruction to the players.
 - 5.4.1.3.** The head coach while roaming may not impede the match in any way or form and must always endeavour to act respectably and responsibly.
- 5.4.2.** In the instance that the head coach, in the sole discretion of the referee, displays unacceptable behaviour the referee may withdraw any of his/her privileges as the referee may think fit.

⁴ Applicable to all rugby, including clubs and schools.

5.4.2.1. The head coach must then be removed from the playing enclosure.

5.4.3. If any of the assistant coaches or team management displays unacceptable behaviour or brings the game into disrepute, the referee, in his/her sole discretion, may remove them from the playing enclosure.

5.5. Management of the Technical Zone

5.5.1. The side-line manager or in his/her absence, the replacement controllers four and five, or the designee, will manage the Technical Zones.

5.5.2. If there is a transgression of the Technical Zone protocol, the matter will be reported to the match referee and/or the side-line manager.

5.5.3. The match referee and/or the side-line manager may introduce corrective measures, if applicable, and at their sole discretion.

5.6. Personnel outside the Technical Zone

5.6.1. REPLACEMENT BENCH AREA:

5.6.1.1. The replacement bench area must be outside the playing enclosure as defined in the World Rugby Laws of the Game.

5.6.1.2. The replacement bench commences a minimum of six (6) metres from the touchline and must not exceed ten (10) metres in length and two (2) metres in width. Refer to **ANNEXURE 'A'** for the layout of the replacement bench area.

5.6.1.3. The location of the head coach and their technical personnel must, wherever possible, be outside the playing enclosure as defined in the World Rugby Laws of the Game.

5.6.1.4. The following persons are allowed to be seated in the replacement bench area:

5.6.1.4.1. Twenty-Two (22) player squad: Seven (7) Replacements and four (4) Team Management (Head coach not allowed).

5.6.1.4.2. Twenty-Three (23) player squad: Eight (8) Replacements and four (4) Team Management (Head coach not allowed).

5.6.1.4.3. The Team Management comprises of:

5.6.1.4.3.1. Team Manager

5.6.1.4.3.2. Assistant Coach

5.6.1.4.3.3. Strength & Conditioning Coach (Biokineticist(s))

5.6.1.4.3.4. Other Person (for example additional medical personnel or a logistical person fulfilling a role).

5.6.1.5. If replacements require warm-up and there is not an area outside the playing enclosure, they may warm up in **their** in-goal area but **must not** use balls or any other rugby equipment in their warm-up sessions.

5.6.1.5.1. With play moving near to the in-goal all replacements warming up must move beyond the dead-ball line and may not interfere, intimidate, or aim comments at match officials, side-line personnel, teammates, or opponents.

5.6.1.5.2. The team-allocated replacement controller needs to be present to manage the replacements warming up in the in-goal area.

5.6.1.5.3. Should the replacements warm up in a designated warm-up area outside the playing enclosure, the team-allocated replacement controller need not be present during their warm-up session.

5.6.1.5.4. The team strength & conditioning coach (example: biokineticist(s)) may be present with the warmup session at specific points during the match.



- 5.6.1.5.5.** The team strength & conditioning coach may not coach from behind the poles and neither interfere, intimidate, or aim comments at match officials, side-line personnel, teammates, or opponents.
- 5.6.1.6.** Balls and hit shields may be used where there is a designated warm-up area away from the playing enclosure as defined in the World Rugby Laws of the Game. All other equipment (exercise bikes, etc.) for the purpose of warming up must only be used in the changing room or another designated area away from the playing enclosure.
- 5.6.1.7.** Players sent off (red card) may sit at the replacement bench area.
- 5.6.2. MATCH OFFICIALS SOUND TECHNICIANS:**
- 5.6.2.1.** The location of the match official sound technicians should be outside the playing enclosure or near the side-line table. However, they are limited to a max of two (2) sound technicians.
- 5.6.2.2.** The sound technician's equipment will be set up in the Television Match Official (TMO) room or in a dedicated area that is practical to operate from.
- 5.6.3. MATCH DAY DOCTOR (MDD):**
- 5.6.3.1.** The location of the match day doctor should be next to the side-line manager or at their video technical table.
- 5.6.3.2.** The location of the match day doctor video technical table should be outside the playing enclosure as defined in the World Rugby Laws of the Game.
- 5.6.4. OTHER OPERATIONAL PERSONS:**
- 5.6.4.1.** As per SARU's Field and Tunnel Protocol all operational persons must clear the tunnel and the space between the tunnel runoff and the touch line nearest to the main stand, between the two technical zone areas, fifteen (15) minutes before kick-off.
- 5.6.4.2.** Due to their operational role requirements, the following persons, while seated outside the playing enclosure, may be within the playing enclosure as defined in the World Rugby Laws of the Game:
- 5.6.4.2.1.** Match Manager/Commissioner
- 5.6.4.2.2.** Match Day Doctor
- 5.6.4.2.3.** Side-line Manager
- 5.6.4.2.4.** Official broadcaster production floor manager
- 5.6.4.2.5.** Official roaming camera operators and their crew – not seated
- 5.6.4.2.6.** Official pitch side media photographer, who may roam – not seated
- 5.6.4.2.7.** Ball Retriever(s) – not seated
- 5.6.4.3.** Due to their operational role requirements, the following persons must be stationed in the dedicated areas outside the playing enclosure as defined in the World Rugby Laws of the Game.
- 5.6.4.3.1.** Official Master of Ceremony
- 5.6.4.3.2.** Entertainment sound technical equipment
- 5.6.4.3.3.** HIA video technical table (where applicable)
- 5.6.4.3.4.** Independent emergency medical service personnel
- 5.6.4.4.** Due to their operational role requirements, the following persons must be seated in the main stand.
- 5.6.4.4.1.** Local and SARU operational personnel
- 5.6.4.4.2.** Accredited entertainers
- 5.6.4.4.3.** All ground personnel
- 5.6.4.5.** All accredited media photographers must be located outside the playing enclosure behind the dead-ball line.

5.7. Players Temporarily Suspended

- 5.7.1.** When a player has been suspended (yellow carded) he/she is to be situated in the designated sin bin area and must remain there for the duration of the Temporary Suspension except for the two (2) minute warm-up period.
- 5.7.2.** The nominated player who must come off to allow an available front-row player to come on as per Law 3 may be seated in the sin bin or replacement bench area.
- 5.7.3.** The player(s) may be given water and the provision of warm clothing.
- 5.7.4.** If halftime occurs during the sin bin period, the player may go to his/her team's changing room. However, before the second half resumes the player must return directly to the sin bin area for the remaining time of his/her suspension.
- 5.7.5.** A two (2) minute warm-up period is permitted before the suspended player returns to the field of play.
- 5.7.6.** The suspended player is not to interfere, intimidate, or aim comments at match officials, side-line personnel, teammates, or opponents.

6. SIDE-LINE PERSONNEL ROLES

What has become evident was that the responsibilities, diligence, and level of concentration required of these persons became so great, that a need was identified to have roles and responsibilities that are more distinct for the various side-line personnel.

As part of the modern game, it is now expected that all Members of the South African Rugby Union, including their associated members and commercial entities associated with them, and their respective Referee Societies, including their associated members and commercial entities associated with them, and the South African Schools Rugby Association and their member associated with them, appoint SARU-accredited side-line personnel. Side-line Personnel operating within the playing enclosure need:

- to be knowledgeable with the current Laws of the Game and the Technical Zone protocol.
- need to have interpersonal skills to manage the two teams during a match.
- need to deal with the pressure they are exposed to.
- need to be able to deal with conflict.

6.1. Side-Line Manager

Oversees the management of the side-line, technical zones, and replacement bench area and all personnel involved within the playing enclosure. In addition, he/she manages the information from the Replacement Controllers and is the point of contact for the Replacement Controllers and match referee.

Along with the Match Manager/Commissioner ensure that the tunnel is clear of all other personnel.

6.2. Player Movement Recorder

Records the player's movement during the replacement process and assists with the administration of the temporary suspension and ordering off Sin Bin forms.

With the introduction of the Sideline Partner App (which records all player movement, scoring, and timings) the recorder will administrate the app.

6.3. Replacement Controllers

Replacement Controllers manage their applicable Technical Zones, collaborate closely with each team management for efficient operation of replacements, and consult directly with the side-line manager.



The appointment of the Replacement Controllers should primarily be selected from the SARU referee panels or squad. If none are available, the appointment should come from established referees officiating in the top league of the respective referee society.

6.4. Statistician

This role is only required should the match not be broadcasted live through the official broadcaster.

Records all match-scoring events for statistical purposes and record keeping.

6.5. Timekeeper

As per the laws of the game, law 6, the appointed timekeeper is the official timekeeper. Their role may not be supplemented or replaced by a service provider.

Any introduction of timekeeping software and or the Sideline Partner App, the respective timings must be administrated by the official timekeeper.

All service providers, for example, broadcasters, and stadium clock administrator, must align their systems to the timekeeper. It is preferred that the Broadcaster statistician operator sits next to the timekeeper – see **ANNEXURE 'C'**.

Keeps and notes timelines for all events during the match.

Consults with the player movement recorder, statistician, and match referee.

7. SIDE-LINE PERSONNEL RESPONSIBILITIES

All side-line personnel need to arrive One-and-a-half (1½) hours before kick-off.

7.1. Side-Line Manager

7.1.1. Technical Zone and Replacement (Reserves) Area Setup:

- 7.1.1.1.** Ensures that the Technical Zones are situated/marked out correctly.
- 7.1.1.2.** Ensures that the Replacement benches are situated/marked out with the appropriate number of seatings.
- 7.1.1.3.** Ensures that the side-line management is set up with a table and four (4) chairs.
 - 7.1.1.3.1.** Side-Line Manager x1.
 - 7.1.1.3.2.** Player Movement Recorder x1.
 - 7.1.1.3.3.** Sin bin x2.

7.1.2. Team Sheets:

- 7.1.2.1.** Ensures receipt of the official SARU team sheets one (1) hour before the scheduled kick-off time.
- 7.1.2.2.** Verify which front row positions are covered by the replacement props and hookers, including the starting line-up.
- 7.1.2.3.** Verify that all team coaches' and match officials' respective BokSmart numbers are recorded on the team sheets and confirm that these role players are actively BokSmart Certified.
 - 7.1.2.3.1.** If any breaches of the BokSmart regulations are found, these team coaches' and match officials' must be removed and replaced accordingly.
 - 7.1.2.3.2.** If any persons as stipulated in this protocol are not BokSmart Certified and or cannot provide proof of active Certification,

these persons will be denied access to the playing enclosure, including but not limited to the replacement (reserve) area placed outside the playing enclosure.

- 7.1.2.4.** If either team has the services of a touchline team medical doctor/physiotherapist, their MD/PT numbers must be recorded on the team sheets.
 - 7.1.2.4.1.** Should their medical qualification and status be in doubt the match referee and/or the side-line manager must then request a copy of either their "Footprint" accreditation or Health Professions Council of South Africa (HPCSA) registration card.
 - 7.1.2.4.2.** If this is not complied with then that person will not be allowed to roam or be present inside the playing area as a designated 'Medic' and will only be able to function as a 'Water carrier' from within the technical zone, subject to clause 5.3.3.1.
- 7.1.2.5.** Verify that only age-appropriate players are listed in the replacements and the starting line-ups. If needed review and confirm that the necessary clearances, according to World Rugby and/or SARU regulations whichever may be applicable, are in place for any under-aged players.
- 7.1.2.6.** Sign the team sheet as verification of the above. Any doubt or discrepancies noted must be recorded at the back of the team sheet.
- 7.1.3.** Communicate with the Match Day Doctor on the reporting process to be followed concerning Head Injury Assessments (HIA), especially during the half-time interval when such a player is then required to undergo the HIA assessment.
- 7.1.4.** Ensures that no unauthorised team member, official, or other personnel is within the playing enclosure.
 - 7.1.4.1.** Monitor that all accredited media personnel are operating within their dedicated areas.
 - 7.1.4.2.** Monitor that all independent emergency medical service (EMS) personnel are operating within their dedicated areas.
- 7.1.5.** Ensures that all side-line management personnel perform their responsibilities with appropriate authority and efficiency.
- 7.1.6.** Ensures that the replacement protocol is observed.
- 7.1.7.** Player Movement:
 - 7.1.7.1.** ***GOLDEN RULE: Get the player first onto the field, as per the law, and then sort out any administrative challenges.***
 - 7.1.7.2.** If applicable approves all replacement requests submitted via the Sideline Partner App.
 - 7.1.7.3.** Communicates with the match Referee that a player is being replaced and receives an acknowledgment from the Referee that this may occur.
 - 7.1.7.3.1.** Timing replacement calls to the referee is crucial. Before the match, agree with the referee on a timing protocol and wait for a stoppage in play before communicating with the referee.
 - 7.1.7.3.2.** Observe play to stop before calling.
 - 7.1.7.3.3.** Beware of penalty kicks. Replacements may take place at penalty kicks. However, be mindful when the offending team tries to delay the quick take of the penalty kick by requesting replacements.



7.1.7.3.4. Observe the scrum process to call before the team is ready.

7.1.7.3.4.1. Once the scrum engagement process has started no replacements may take place.

7.1.7.3.4.2. Should the scrum be reset, the team may request replacements.

7.1.7.3.5. Observe the lineout process to call before the team is ready.

7.1.7.3.6. Ensure the referee is not dealing with other incidents.

7.1.7.3.7. Ensure the referee is not busy with management issues.

7.1.7.3.8. Advise team colour and number of players to be replaced – example: “Replacement RED 4”.

7.1.7.4. Communicates with the match Referee that a HIA, blood, suspended, or temporarily replaced player is returning to the field of play and waits for the confirmation signal from the Referee.

7.1.8. If for any reason there are more than fifteen players on the field of play during play, the Side-Line Manager will contact the Referee and inform him/her of the situation to remove the extra player(s) from the field of play.

7.1.9. Ensures that warmup areas are managed and kept clear to allow for easy flow of teams to and from the warmup area.

7.1.10. Verifies temporary suspensions, blood, and Head Injury Assessment remaining time with the player movement recorder and or official timekeeper.

7.1.11. Ensures that the referee water carrier provides water at water breaks or stoppages in play.

7.1.12. Reports to the Match Manager any acts of misconduct/behaviour or any breaches of protocol by teams that may bring the game into disrepute.

7.1.13. Management Of Temporary Suspensions:

7.1.13.1. Ensures that the suspended player sits in the assigned Sin Bin Area.

7.1.13.2. Replacement controllers to get the player as quickly as possible to the sin bin area.

7.1.13.3. A player going OFF to allow a carded front-row player to be replaced by another front-row player, where applicable, may also sit in the assigned sin bin or replacement area.

7.1.14. Post-Match:

7.1.14.1. Ensures that the ordering off and temporary suspension forms are completed and signed off by the match referee.

7.1.14.2. Ensures that the respective team managers verify the data and scores captured on the player movement form and match score sheet.

7.1.14.3. If applicable ensures that the Sideline Partner App is closed and synced.

7.1.14.4. Files all records and sends the player movement summary form, ordering off, and temporary suspension forms to the relevant SARU/UNION personnel within two (2) hours from the final whistle.

7.1.14.5. Ensures that the ‘Match Score Sheet’ is sent by the statistician to the relevant SARU/UNION personnel within two (2) hours from the final whistle.

7.2. Player Movement Recorder

7.2.1. If applicable initiates the Sideline Partner App.

7.2.2. Confirms the receipt of the official SARU team sheets copies one (1) hour before the scheduled kick-off time.

7.2.3. Verifies and notes on the player movement form (PMF) which front row positions are covered by the replacement props and hookers, including the starting line-up.

7.2.4. Ensures that the following side-line documentation is in place:

7.2.4.1. A summary of the competition format applicable to the current year.

- 7.2.4.2.** Player Movement Form (2 copies). **
 - 7.2.4.3.** Uncontested scrums summary flow chart (2 copies).
 - 7.2.4.4.** Replacements cards for each team - Fifteen (15) each. Provided to the relevant team manager or the person administering the replacements for a team one (1) hour before kick-off. ***
 - 7.2.4.5.** Temporary Suspension and Ordering Off Forms (10 copies). ***
- ** Irrespective of the app is used the player movement form needs to be administrated in case the app fails for whatever reasons*
- *** Serves as a backup in case the app fails for whatever reasons*

7.2.5. Ensures that the following file is available for easy access to the following Safety in the Playing Environment documents when required:

- 7.2.5.1.** Heat and Force Majeure events guidelines.
- 7.2.5.2.** Safety in the Playing Environment Document; and
- 7.2.5.3.** Field Safety Standard Requirements for Rugby played in SA.

7.2.6. Liaise and communicate with the timekeeper with regards to temporary suspensions, blood, and Head Injury Assessment (only in tournaments where World Rugby has approved this).

7.2.7. Liaise and communicate with the timekeeper by recording the relevant timeline events on the player movement form.

7.2.8. Match End:

- 7.2.8.1.** Assist in ensuring that the team managers have verified the final score.
- 7.2.8.2.** Assist in ensuring that the ordering off and temporary suspension forms are completed and signed off by the match referee.
 - 7.2.8.2.1.** The section on the ordering off and temporary suspension form with respect to the player and event is to be completed by the player movement recorder.
 - 7.2.8.2.2.** The section on the ordering off and temporary suspension form with respect to the incident is to be completed by the appointed match officials.

7.2.9. If applicable ensures that the Sideline Partner App is closed and synced.

7.2.10. Provides the player movement form, ordering off and temporary suspension forms, and replacement cards to the side-line manager.

7.3. Replacement Controllers (AR 4&5)

7.3.1. Establishes positive relationships with the relevant team manager or the person administering the replacements for a team.

7.3.2. The Replacement Controllers sit next to the team allocated to them.

7.3.3. Ensures that the team replacements warm up in their in-goal area and do so without balls or equipment (save for when there are additional warm-up areas away from the playing enclosure, where balls and equipment may be used).

- 7.3.3.1.** The Replacement Controllers move with the replacements when warming up in-goal to monitor and advise the replacements to move out of the in-goal area should play move near to that goal line.
Only applicable in SARU competitions/tournaments.

7.3.3.2. The replacement controller must first enquire if any replacements will be done and conclude the replacement process before moving to the in-goal to monitor the replacements warming up.

7.3.4. Replacement Request:

- 7.3.4.1.** Should the Sideline Partner App be used by the team manager, the replacement controller must verify that the replacement request is correct and or assist should they face any challenges.



- 7.3.4.2.** Should replacements cards be used then the team manager or person administering replacements on behalf of a team, must present a completed signed replacement card to the Replacement Controllers that indicates:
 - 7.3.4.2.1.** The number of the player leaving the field of play and the reason for a player leaving the field of play.
 - 7.3.4.2.2.** The number of the player who will be entering the field of play in that player's place.
- 7.3.4.3.** Resolves issues where a team has indicated a tactical replacement when the player is injured.
 - 7.3.4.3.1.** When in doubt that a replacement card presented, or Sideline Partner App request should be a permanent replacement for injury seek clarification from the Match Day Doctor and/or Team Doctor and/or Team Physiotherapist. If these medical-trained personnel are not available, the attending Paramedic can be asked for his/her opinion on the injury status of the player. Their decision is binding.
 - 7.3.4.3.2.** If their decision indicates that it is an injury, the replacement card or Sideline Partner App must be amended and recorded.
 - 7.3.4.3.3.** For record purposes on issues about a query regarding the injury status of a player, note who was consulted (name and position) and all discussions on the issue behind the card.
- 7.3.4.4.** Consult with the side-line manager to ensure that the replacements are compliant with the law and once verified receive an acknowledgment that this may occur.
 - 7.3.4.4.1.** The Replacement Controllers will escort the player entering the field of play to the touchline at the halfway line and will only let that player enter the field of play when the player being replaced is in the process of leaving the field of play at the touchline, the touch in goal line or the dead-ball line and will be off the field of play without delay.
 - 7.3.4.4.2.** If the player leaving the field of play is injured such that it necessitates the player being escorted from the field of play by medical-trained personnel, the Replacement Controllers will indicate to the replacement player when they are permitted to enter the field of play.
- 7.3.4.5.** It is important that before the resumption of play after the half-time interval, the replacement controllers enquire/determine if any tactical and permanent/temporary replacements were made by the teams and report such to the side-line manager, and player movement recorder.
- 7.3.4.6.** During the halftime interval the replacement controllers must assist the side-line manager to monitor any HIA assessment and blood treatments that were initiated or performed during the interval.
- 7.3.5.** Liaises and communicates with the side-line manager concerning temporary suspensions, blood, and HIA times.
- 7.3.6.** Two (2) minutes before the Blood/HIA full actual (running) time elapses, including its elapsing during the interval period, the replacement controllers must:
 - 7.3.6.1.** **For HIA:** Approach the Match Day Doctor and/or Team Doctor to determine the status of the HIA player.

7.3.6.2. For Blood: Approach the Match Day Doctor and/or Team Doctor and/or Team Physiotherapist to determine the status of the Blood player. If these medical-trained personnel are not available, the attending Paramedic can be asked for his/her opinion on the blood status of the player - Their decision is binding; and

7.3.6.3. Then approach the team management as to whether the Blood/HIA player will be sent back onto the field or not.

7.3.7. If for any reason there are more than fifteen players in the playing area during play, the Replacement Controllers will contact the side-line manager and inform him/her of the situation.

7.3.8. Reports any actions contrary to Law or the Technical Zone protocol to the side-line manager.

7.3.9. Management of Personnel in the Technical Zone:

7.3.9.1. Ensures that the water carriers remain in the technical zone except when they are permitted to provide water in accordance with the protocol.

7.3.9.2. Ensures that medical-trained personnel roam on the permitted sides of the pitch in accordance with the protocol.

7.3.9.3. Assist in ensuring that personnel not permitted in the technical zone do not enter said area.

7.4. Statistician

7.4.1. Ensures receipt of official team sheets copies one (1) hour before the scheduled kick-off time.

7.4.2. Liaises and communicates with the timekeeper by recording the relevant timeline scoring events on official SARU statistical software.

7.4.3. Ensures that the respective team managers verify the scores captured on the match score sheet.

7.4.4. Files all records and sends the "Match Score Sheet" to the relevant SARU/UNION personnel.

7.5. Time Keeping

7.5.1. Keeps time for actual and playing time, including any additional time played and stoppage of play.

7.5.2. Verifies relevant player movement timing events to the player movement recorder.

7.5.3. Verifies relevant scoring timing events to the statistician.

7.5.4. Keeps time regarding temporary suspended players. Additional sent-off timing may be required as stipulated in the competition/tournament rules.

7.5.5. Communicate time with the referee if agreed.

7.5.6. Communicates/verifies time with broadcaster (SuperSport, etc.), if applicable.

7.5.7. All the above is to be administered using timer software or the Sideline Partner App in addition to having a manual Time Control Sheet backup.

7.5.7.1. It is imperative that the stadium clock controller coordinates the stadium clock's remaining time with the timekeeper.

7.5.7.2. The timekeeper has authority over the stadium clock controller and broadcaster.

7.5.8. Files all records and sends the exported and/or manual documents to the relevant SARU/UNION personnel.

7.5.9. The following guideline is provided for indicating Time On/Off:

7.5.9.1. Playing Time:

7.5.9.1.1. On the signal of the referee.

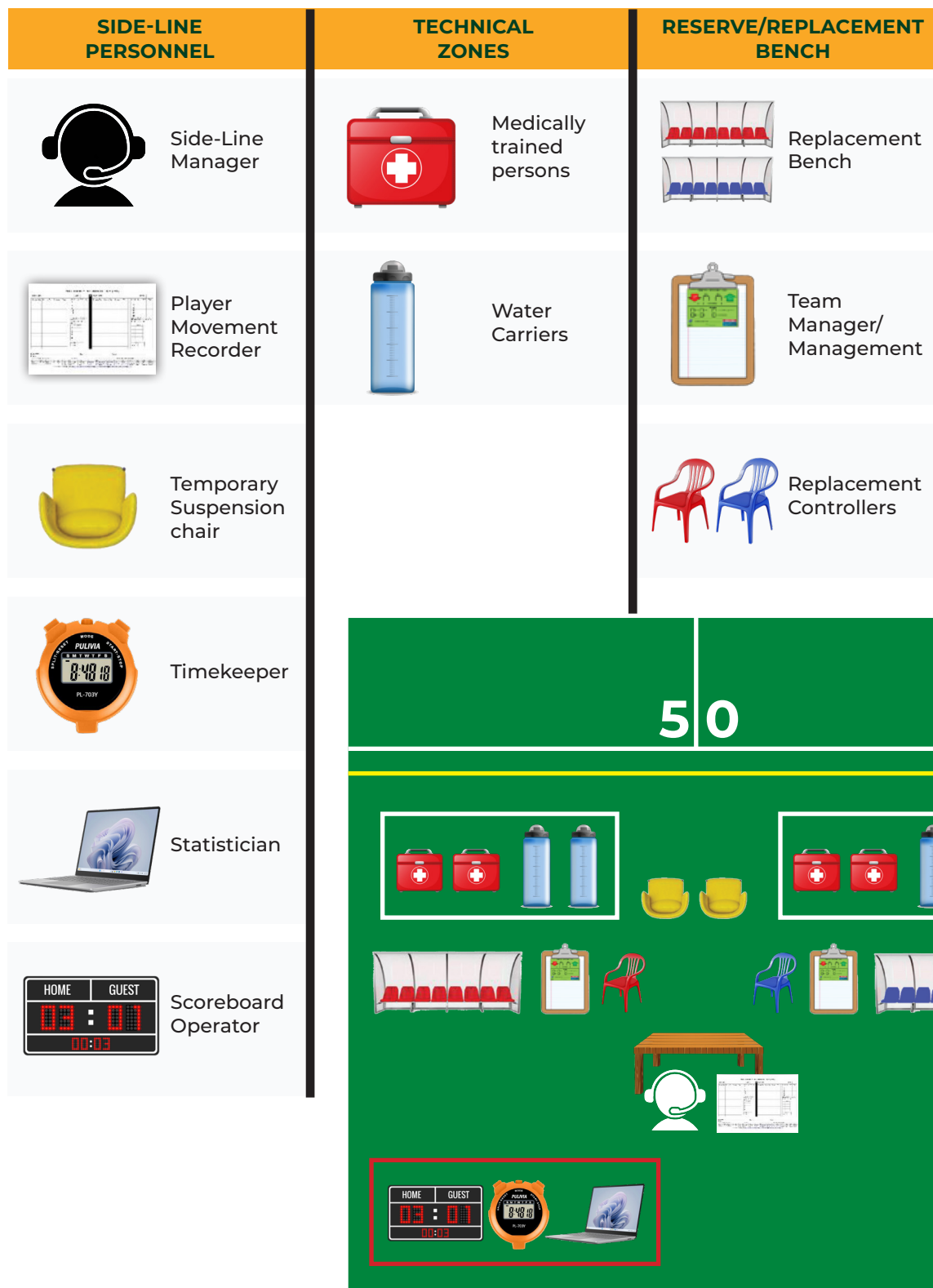


- 7.5.9.1.2.** Should the referee forget to indicate “Time On” after indicating “Time Off”: indicate “Time On” when the referee calls “crouch” at the scrum or when any other facets of play commence.
- 7.5.9.1.3.** Should the referee forget to indicate “Time Off”: indicate “Time Off” on communication “is the time off ...” and ref confirms.
- 7.5.9.2. Yellow Card:**
 - 7.5.9.2.1.** The sin bin time starts on the signal of the referee – “Time On.”
- 7.5.9.3. Match End:**
 - 7.5.9.3.1.** The hooter is pressed after the official playing time has elapsed for that age group or tournament rule (example: adult age group - 40/80 minutes playing time has expired).

8. COMPLIANCE

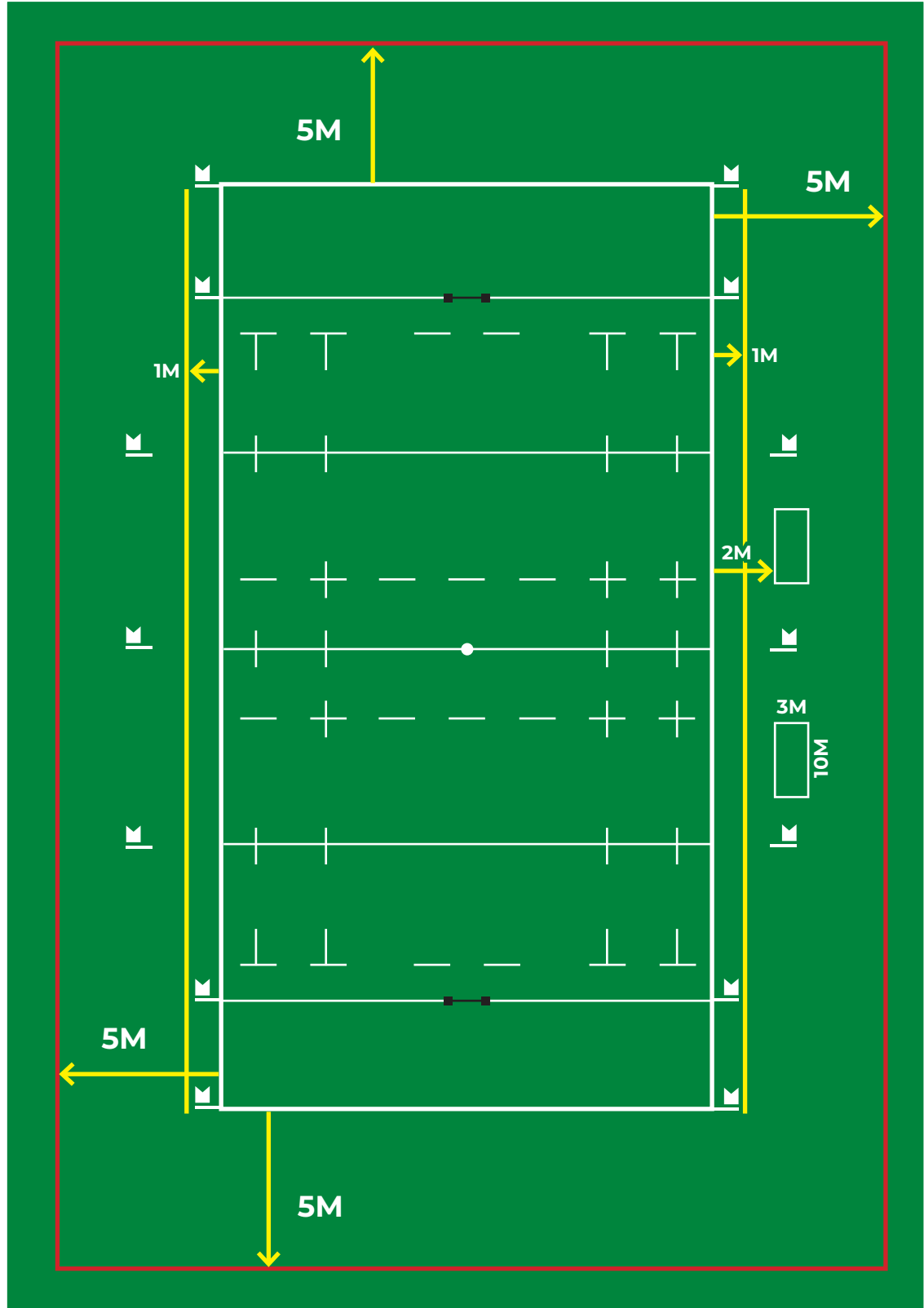
- 8.1.** All Persons, as defined by the Constitution of the South African Rugby Union, are bound by, and must comply with the Side-Line Management Protocol for Fifteens, where applicable.
- 8.2.** The following shall apply should any of the following persons display unacceptable behaviour, breach the Technical Zone protocol, or bring the game into disrepute:
 - 8.2.1. Medically trained personnel:** Lose their side-line roaming privileges and will be restricted to function from within the Technical Zone only.
 - 8.2.1.1.** Should a player require medical attention for an injury sustained in the match, the medical-trained personnel will be allowed to enter the playing area to treat the injured player.
 - 8.2.1.2.** Any misconduct by medical-trained personnel, where applicable, shall be reported to the SARU Referee and Medical Departments.
 - 8.2.2. Water carriers:** Will be removed from the playing enclosure and no further participation will be allowed.
 - 8.2.3. Team Manager and management as referred to in clause 5.6.1.4.3:** Will be removed from the playing enclosure and no further participation will be allowed.
- 8.3.** Any person breaching the Technical Zone protocol as in **8.2** above shall be reported to the Match Manager/Commissioner and Designated Disciplinary Official by the Match Referee and/or side-line manager.
- 8.4.** The Match Manager/Commissioner and/or Designated Disciplinary Official shall investigate any complaints relating to the breach of this protocol.

ANNEXURE 'A'



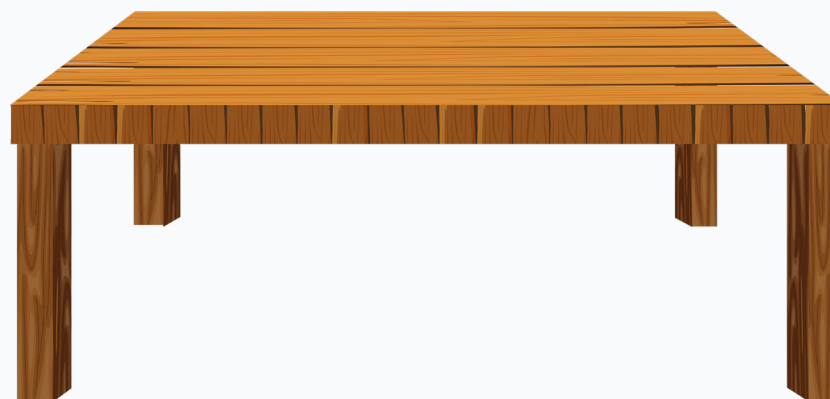


ANNEXURE 'B'



ANNEXURE 'C'

BROADCASTER STATISTICIAN SEATING



- Seated in the main stand with a clear unobstructed view of the field of play.
- The Sideline table aligns the PMF and YC/RC timings with the stadium clock.
- Should this seating not be achievable due to infrastructure challenges, then the timekeeper must enforce clear communication protocols with the broadcaster.



APPENDIX FOUR

VENUE MINIMUM STANDARDS

1. FACILITIES IN CHANGE ROOMS

- 1.1 Seating for minimum 28 persons
- 1.2 Lockers or hanging space for 28 persons
- 1.3 Minimum 8 (eight) shower heads with hot & cold water
- 1.4 Fridge with a capacity to stock 3 cases bottled water
- 1.5 3 point electric source - 220 volt (preferable)
- 1.6 Minimum 2 (two) wheelie bins filled with ice (240 litres) – in shower area - post match use (preferable)
- 1.7 Minimum 4 (four) buckets filled with ice
- 1.8 Security at entrance to change room – strictly controlled – 1 person in front of change room – key always available - TWO KEYS
- 1.9 Minimum 2 (two) toilets and one urinal – as part of change room or next to change room
- 1.10 Minimum one physiotherapist table in the change room

2. COACHES SEATING

- 2.1 Separate coaches' cubicle – preferably between 22m lines and halfway line
- 2.2 Quality seating for a minimum four persons
- 2.3 TV monitor
- 2.4 Security to be available as near as possible to cubicle

3. TEAM MANAGEMENT AND RESERVES SEATING

- 3.1 14 (fourteen) seats for reserves and medical/other personnel on side of playing field
- 3.2 Seats must have back rests

4. CHANGE ROOM – MATCH OFFICIALS

- 4.1 Separate from players
- 4.2 Separate facilities for males and females
- 4.3 Minimum seating – 6 persons
- 4.4 Minimum 2 (two) shower heads with hot and cold water
- 4.5 Minimum one toilet as part of change room or next to change room
- 4.6 Lockers or hanging space for 6 (six) persons
- 4.7 Minimum 1 (one) power point (preferable)
- 4.8 1 (one) bucket of ice
- 4.9 12 bottles water
- 4.10 Physiotherapist table inside change room is desirable

4.11 Similar security as players

4.12 Table for 2-way equipment set-up

5. MEDICAL

Medical Room Facilities

The host province must meet the following match day facility requirements. The medical room facility must be cleaned, and surfaces wiped down with suitable detergent pre-match to minimise the risk of infection.

- Well-lit room accessible by both teams
- 2 examination couches (in good working order) with adequate space surrounding them to appropriately manage all trauma situations
- Chair or stool
- Flooring that is impervious, non-slip and washable
- Contain a lockable cupboard suitable for the storage of medicines and medical records if these are kept on site
- Ice machine in situ or within easy access
- Hand washing facilities within the medical room with hot and cold running water, with anti-bacterial soap and paper towels
- Easily accessible toilet
- Lighting appropriate for suturing
- Sharps box
- Clinical waste facilities
- Adequate access for spinal extrication device and extrication team
- Appropriate hazard warning signs to be displayed outside of the treatment room, for the avoidance of doubt this is to include warning signs in relation to medical gases, AEDs and the presence of electrotherapy equipment in use in relation to cardiac pacemakers
- Landline telephone unless mobile phone reception can be guaranteed within the medical room
- Blankets
- Broadband connection or Wi-Fi
- Clock
- Emergency Action Plan for a potentially catastrophic injury – this action plan must be placed in a visible position in the medical room:
 - **BOKSMART SPINELINE - TOLL FREE NUMBER: 0800-678678**
 - All relevant contact numbers of hospitals
 - Emergency Personnel
 - Emergency Services
 - Referral hospital



Match Day Personnel

- Match doctor with a minimum of World Rugby Level 2 ICIR Certification
- Doctor or a paramedic with an advanced life support (ALS) qualification in charge of medical facility (not the same person as Match Doctor)
- Registered nurse
- Head injury reviewer
- Following emergency personnel and equipment:
 - Four (4) basic life support (BLS) medics per field
 - One (1) advanced life support practitioner (ALS) per field
 - One ambulance equipped to advanced life support level
 - One ambulance (and crew as mentioned above) on stand-by to replace the field-side ambulance if it is required to leave the venue with a patient
 - Emergency medical flight staff on standby
 - All medical personnel to be currently registered with the Health Professions Council of Southern Africa (HPCSA) – Professional Board for Emergency Care Practitioners (PBECP)
 - Ambulance crew identified as driver of the vehicle (normally the BLS) is to be in the possession of a valid public drivers permit (PDP)
- The emergency personnel and equipment must be on site 30 minutes before the event starts (i.e. from when the gates open to the public) and 30 minutes after the event (i.e. up until and including the official closure of the event)

Medical equipment and Medication

To be available at the match venue and must be present and in full working order for use by both teams.

- A spinal extrication device with head immobiliser and appropriate body straps
- An appropriately trained extrication team i.e. those trained by medical staff to adequately and safely, under the direction of medical staff, transfer a player onto the extrication device and remove them from the field of play.
- A full body vacuum mattress (if possible)
- An assortment of semi-rigid cervical spine collars or two adjustable collars
- Orthopaedic immobilisation splints
- Stethoscope and sphygmomanometer
- Equipment for neurological examination e.g. penlight, reflex hammer
- Oropharyngeal airway (assorted sizes) sizes 3/4/5
- Nasopharyngeal airway (assorted sizes) sizes 7/8/9
- Supraglottic airway devices (assorted sizes) 4/5
- Adult Bag valve mask device with functional reservoir bag
- Pre-hospital cricothyroidotomy equipment
- Oxygen with variable flow rate up to 15 litres/minute, bag valve mask, non-re-breath mask and purpose made carrier
- Inhalation analgesia agent with patient self-administration system in purpose made carrier (if available)

- Portable suction (can be handheld or powered) with disposable catheter system
- Suture kits and equipment – must be disposable sets or sterilised to current national standards
- Penlight torch
- IV giving sets with 1l normal saline
- IV cannulae (14G-22G) x3 of each size
- Green/blue/orange needles with sharps box for disposal
- 1ml, 2ml, 5ml, 10ml syringes
- AED cardiac defibrillator, trauma scissors and disposable razor
- Nebuliser mask and tubing
- Crutches and arm sling

All equipment must be in date and familiar to all staff that may be required to use it. An ALS Ambulance is equipped with most of the equipment needed in the medical room. If readily made available for match doctors and team doctors during games, these need not be duplicated. Make sure the medical person in charge for the day checks with the emergency service provider that this is the case.

Emergency medication to be available at the match venue

- Chlorpheniramine 10mg solution ampoules x 1 (anaphylaxis)
- Adrenaline 300mcg x2 or -500mcg x1 1:1000 pre-filled syringes (anaphylaxis)
- Salbutamol 5mg nebulules x 4 (asthma)
- Adrenaline 1mg 1:10,000 pre-filled syringes x 2 (cardiac arrest)
- Amiodarone 300mg pre-filled syringe x 1 (cardiac arrest)
- Amiodarone 150mg pre-filled syringe x 1 (cardiac arrest)

Recommended

- Dextrose 10% 500ml bag x 1 (hypoglycaemia)
- Glucose IV or orally (e.g. Hypo-stop) (hypoglycaemia)
- Water for injection 10ml ampoules x 3 (for antibiotics and flushes)
- Suitable IV or IM anti-emetic x 1 (nausea)
- Salbutamol 100mcg inhaler x 1 plus spacer (asthma)

In addition, a pathway for accessing pain relief for severe pain must always be available. This may be carried by an external provider if licensing laws are preferable as opposed e.g. paramedic ambulance service. Typically, this may include drugs such as intravenous paracetamol, opiates or ketamine. Such drugs should only be used by those trained and frequently using them and the pathway should identify this as well as a documented process for the typical conditions where these should be used such as fractures or dislocations.

A documented schedule must be available when drugs and equipment will be checked to ensure presence and “in date”. This should be in the pre-season and then at least every 3 months during the season.



Medical Referral Facilities

The following specialists and specialist services are required to be on standby:

- A fully equipped and functional trauma unit at an easily accessible hospital (both private and government hospitals must be catered for, as not every player will have medical aid)
- A fully equipped and functional radiology unit and radiologist
- Orthopaedic surgeon
- Physician
- Sports physician (preferable)
- Neurosurgeon
- Neurologist
- Cardiologist
- General surgeon
- Ophthalmologist
- Dentist
- Maxillofacial surgeon
- Plastic and reconstructive surgeon
- ENT surgeon
- Emergency services pharmacist pharmacy

6. DRUG TESTING ROOM

- 6.1 Dedicated drug testing room – (divided into a reception area and processing area)
- 6.2 Minimum seating for 4 players – minimum 4 x 5m (20 sq. m) – (reception area)
- 6.3 Toilet/urinary in or next to testing room LARGE ENOUGH TO VIEW SAMPLES BEING PROVIDED
- 6.4 Fridge to stock with water/soft drinks
- 6.5 Desk and minimum 2 chairs (Processing area)
- 6.6 Strict dedicated security

7. MEDIA FACILITIES

7.1 PRINT & RADIO

- 7.1.1 A minimum of 10 table press positions for all knock-out matches. 20 tabled press positions for all semi-final and final matches.
- 7.1.2 Power point at each position for each media facility.
- 7.1.3 TV monitor for replay purposes if a Big Screen is unavailable.
- 7.1.4 Media manager who is in direct contact with a designated person on side on field to for instance check injuries.
- 7.1.5 Media manager to arrange timeous post-match interviews.
- 7.1.6 Post-match interview venue must be relatively soundproof and free of ambient sound such as fridges, air-conditioning systems and adjacent supporters.
- 7.1.7 Dedicated parking facilities - minimum 10 (Knock-out) or 20 (semi-final and/or final Matches) parking slots to be made available to the media.

7.2 TELEVISION (IF APPLICABLE I.E. IF THE MATCHES ARE BROADCASTED)

7.2.1 Minimum 5 (five), commentary boxes (enclosed if available) – each to accommodate three people

7.2.2 3 chairs/seats

7.2.3 2 x 3 phase electrical power points

7.3 PRESS CONFERENCE AREA

7.3.1 Room large enough to accommodate a table (3 heads), three chairs for coaches and captains

7.3.2 Minimum 10 chairs (knock-out Matches) and 30 chairs (semi-final and final matches) for media

7.4 PHOTOGRAPHERS

7.4.1 Dedicated room to facilitate minimum 6 persons (league stage, pool stage and knock-out matches) and 20 persons (play-off matches)

7.4.2 Two tables and 6 chairs (league stage, pool stage and knock-out matches)

7.4.3 Six tables and 10 chairs (play-off matches)

7.4.4 Ability to have telephone lines installed

7.4.5 Security at door

7.4.6 Parking not too far away if heavy equipment needs carrying

8. FIELD MARKINGS

8.1 Field markings to international standard as per the WR Laws of the Game

8.2 The field of play:

8.2.1 Goal-line to goal-line = not exceeding 100 meters

8.2.2 Goal-line to dead-ball line = minimum 10 meters and not exceeding 22 meters

8.2.3 Perimeter area (the space around the field of play) – not less than 5 meters where practicable

8.2.4 The surface must at all times be safe to play on and in good condition

8.3 Technical zone markings as per SARU's Sideline Management Protocol for Fifteens

9. #4 & #5 REFEREE SEATING

9.1 Adequate seating for minimum seven persons – 3 Match officials, water carrier, 1 doctor, 2 x sin bin

9.2 Seating must have back rest

10. T.M.O. SEATING

10.1 T.M.O. (where applicable) booth to have clear sight of the field of play – preferably centrally located

10.2 TMO must have a monitor and facilities to allow for setting up a communication system with the outside broadcast vehicle

10.3 Booth, big enough to accommodate the TMO and the citing commissioner, to be closed off in order to exclude interference by spectators, coaches and technical staff



11. CITING COMMISSIONER SEATING

- 11.1** In the event of the citing commissioner not attending the match in person, a citing liaison officer may attend the match
- 11.2** The citing commissioner or citing liaison officer shall have access to a TV monitor with a live broadcast feed.
- 11.3** The citing commissioner or citing liaison officer shall be provided with a copy of the Team Sheet prior to the start of the match.

12. WARM-UP FACILITIES – TWO TEAMS

- 12.1** Indoor warm-up, if available, otherwise immediate adjacent alternative warm- up area or otherwise on field from 10-meter line up to dead ball line, to be available 40 minutes prior to kick-off
- 12.2** Kickers on field 40 minutes prior to kick-off (if field is available)
- 12.3** 5 hit shields, 30 flat cones and 4 rugby balls (match ball equivalent)
- 12.4** On-field entertainment not to impose on this area

13. PRACTICE VENUE AND EQUIPMENT

- 13.1** Venue must allow for unhindered closed practice sessions
- 13.2** Equipment to be available at practice venue
- 13.3** 3 match balls
- 13.4** 10 hit shields (preferable)
- 13.5** 6 tackle bags (preferable)
- 13.6** 6 body suits (preferable)
- 13.7** 50 flat cones (preferable)
- 13.8** 1 Scrummaging machine
- 13.9** Secured change rooms
- 13.10** Access to a fully equipped gymnasium with heated swimming pool (at team cost)

14. CAPTAIN'S RUNS

- 14.1** One training session if requested by the visiting province
- 14.2** Use of change room
- 14.3** Kickers on field for one hour's practice
- 14.4** Minimum one physiotherapist table in change room

15. PLAYING FIELD

- 15.1** International standards as per WR Laws of the Game

APPENDIX FIVE

SAFETY IN

THE PLAYING

ENVIRONMENT

Clint Readhead (SARU Senior Manager: Medical)

Dr Wayne Viljoen (SARU Senior Manager: Rugby Safety)

Dr Jason Suter (Sports Doctor)

1. INTRODUCTION

Rugby is a contact sport that requires a fit, trained, and skilled participant to reduce the risk of catastrophic injury. In addition, the playing environment needs to be suitable and hazard-free, with the correct supporting personnel at hand to minimise injury and enhance safety.

Rugby event management, from a medical perspective, is designed to provide on-site medical care and administration to all participants in rugby matches. SARU, an affiliate of World Rugby, has provided guidelines for the minimum emergency medical requirements. This includes safety advice and medical care at the events. The minimum requirements are those necessary to ensure that the likelihood of a catastrophic event is minimised, and if such an injury occurs the player is managed appropriately. These minimum requirements will differ based on the level of competition, socio-economic conditions, and demographics. These minimum requirements are divided into two main categories depending on the type of match being played: “Green” and “Gold”.

This document also aims to give practical guidelines to coaches and referees to allow play to take place in a safe environment.

Green guidelines refer to the minimum requirements for the following designated rugby levels of play:

- Normal School Rugby matches
- Normal Club rugby matches
- Community rugby
- All Sevens format matches in the above-mentioned categories.



Gold guidelines are the minimal safety requirements for elite level events. Gold level events can be subdivided into two sub-categories – **Gold and Gold+**

Gold

- The Carling Currie Cup tournaments (all formats and age-groups, except for the Premiership Competition)
- All other interprovincial level matches, including Amateur Interprovincial matches and tournaments
- Gold Cup
- Varsity Cup and Shield
- SARU Youth Weeks
- Schoolboy and University festivals and tournaments
- Classic Clashes
- All Sevens' matches or tournaments at these levels

Gold+

- The Carling Currie Cup Premiership
- Vodacom United Rugby Championship (URC)
- All International Test Matches
- All International Sevens matches and tournaments

For the **Gold** standard matches, or for **Gold+** standard matches, these minimum safety requirements, in addition to the **Green** standard necessities, are more stringent.

These requirements are the very minimum requirements that should be in place for a rugby match to take place. The minimum requirements for sanctioned competitions, tournaments and rugby festivals are however more stringent. One should however, where possible, continuously strive to improve the medical support available at matches at all levels of play to always ensure player safety.

The home team management is responsible for the design, implementation, and presentation of an emergency action plan. At “Green” level events, this must be presented to the referee before the game. The referee is responsible for confirming that all requirements for a safe environment and emergency plan are in place before allowing a match to start.

To ensure the safety of players in rugby matches, the following must be assessed:

- Environmental conditions
- Personnel
- Equipment
- Medical Facilities
- Accessibility – Units for Advanced care
- Emergency Action Plan – Potential Catastrophic Injury

The assessment and acceptance of these conditions will be determined in professional events and tournaments by the level of competition, and in amateur competitions by the level of competition as well as the socio-economic and demographic circumstances.

2. ENVIRONMENTAL CONDITIONS

Ensuring safe environmental conditions requires assessment of both the weather conditions as well as the playing environment

■ Playing Environment

The Playing Environment includes the field of play as well as the immediate surrounding area. Advertising hoardings, poles, pylons, and barriers must ideally be 5m from the touchline. If one or more of the abovementioned obstacles cannot be removed, they must be suitably covered up to provide maximum protection to the players. If areas of the playing surface comprise an asphalt / tartan track it should be suitably covered as well.

The playing surface should be grass, artificial grass (conforming to World Rugby regulation 22), sand or clay. It must be firm and free of hazards, including stones and glass. In cold environments, the surface must be free from ground ice. If there is surface water sufficient to realistically raise the risk of drowning, the game should not commence. The decision to start a game where ground water is present is at the sole discretion of the referee and common sense should prevail.

■ Weather Conditions

ENVIRONMENTAL CONDITIONS	GREEN	GOLD	GOLD+
Whirling Hygrometer/ WBGT*	✓	✓	✓
Lightning warning system*	✓	✓	✓
Telephone access	✓	✓	✓

** = Telephonic access to this information is also sufficient*

Hot conditions:

Research has not identified a specific temperature and / or humidity when the playing of a rugby game is not advised; however, it has been recommended that conditions are considered unsafe for athletic competition when the ambient temperature is > 30° and the Humidity is greater than 60%. This correlates with a wet bulb globe thermometer (WBGT) reading of greater than 28 degrees. As rugby is a sport where fluids are more readily available and the potential for cooling is greater, these recommendations have not been ratified for rugby union.

The heat index has been found through research to be a better measure of heat stress and relies on readings taken on a whirling hygrometer. This is both practical and reliable and it is ideally recommended that each rugby ground (for Gold and Gold+ events) where possible has access to a Whirling Hygrometer to measure the weather conditions. This Index considers air temperatures at various relative humidities. Prior studies have confirmed that if the Heat Stress Index % is below 150, the risk to players should be minimal. If the heat stress index is above 150 then the risk to competitors is high and the game should not be started unless there is full access to heat reducing measures as listed below.

- Provision of fans in the change-rooms.
- Provision of pitchside shade
- Water and towels placed in ice water must be strategically available alongside the field.
- Water breaks should be held regularly, e.g., a 1 min break at the 20 min point of each half.
- The halftime break should be increased from 10 min to 15 min.



Lightning:

No play should start when lightning is present in the immediate vicinity. If available, a lightning warning system should be used. Telephonic communication with the SA Weather Service can provide information on the prediction of inclement weather.

Please keep revisiting the BokSmart Website on lightning advice, as this section will be updated from time to time!

3. MEDICAL PERSONNEL

The medical personnel required at a rugby game will vary depending on the level of competition. However, the higher the level of training of medical support personnel together with more personnel being available on match day is desirable.

MEDICAL PERSONNEL	GREEN	GOLD	GOLD+
Match Doctor	X	X	✓
Venue Doctor	X	✓	✓
Specialist services on site	X	X	✓
Specialist services on standby	X	✓	✓
Nursing sister	X	X	✓
Medical liaison	X	X	✓
ALS paramedics	X	X	✓
ILS paramedics	X	✓	✓
BAA	X	✓	✓
Trained First Aider	✓	X	X
Ambulance and staff on site	X	✓	✓
Ambulance and staff on standby	✓	X	X
Air staff (on standby)	X	✓	✓

Match Doctor:

This is ideally a Sports Medicine trained doctor or a medical doctor experienced in treating sports injuries. One of these persons is to act as the official Match Doctor where applicable. The match doctors' duties are clearly defined in World Rugby handbook for international matches and in the Participation Agreements for domestic competitions. These will be given to the relevant medical personnel via the host union.

Venue Doctor:

This is ideally a Sports Medicine trained doctor or a medical doctor experienced in treating sports injuries. The Venue Doctor's primary duty is to oversee all primary field side care management, manage the medical room and assist the visiting Team Physicians should their assistance be required. These include prompt management of injuries, referral to hospital and management of "blood injuries". This person should ideally be trauma trained and should manage the medical room.

The following Specialist services, if available, will benefit all players.

Specialist service on-site (“Gold+”)

- Physician
- Orthopaedic surgeon
- ALS paramedic

Specialist service on standby (“Gold”)

- Radiology Unit
- Radiologist
- Orthopaedic Surgeon
- Physician
- Sports Physician
- Neurosurgeon
- Cardiologist
- General Surgeon
- Dentist
- Maxilla Facial Surgeon
- Plastic/reconstructive Surgeon
- Emergency Services
- Pharmacist
- ENT surgeon

“Gold” and “Gold+” Category Events

The following personnel should be present to manage the player from the field to the medical room. At elite events the qualifications and training of the personnel should be as high as possible.

- Minimum of 2 paramedics (Intermediate Life Support). Gold and Gold+
- Two First Aiders or Basic Ambulance Assistant (BAA) as support to the paramedics. Gold and Gold+
- Qualified nursing sister to assist Venue Doctor in the Medical facility. Gold+
- Medical liaison officer to act as intermediate between teams and medical personnel. This is often the venue doctor. Gold+
- Nursing sister to man separate spectator medical facility. Gold+
- Fully equipped ambulance staffed by paramedics. Gold and Gold+
- If problems with traffic are foreseen, then a helicopter should be on standby. Gold and Gold+

“Green” Category Events

The minimum personnel required for a rugby game to take place are:

- One or two persons suitably trained in Emergency Field-Side Care (a Trained First Aider, or Paramedic).

Referees/coaches who have First Aid knowledge add immense value, and all referees and coaches must be BokSmart certified as of 2011. The presence of a Sports Medicine trained doctor, or a doctor experienced in treating sports injuries will also be valuable.



4. EQUIPMENT - SIDELINE

EQUIPMENT	GREEN	GOLD and GOLD+
Spinal Board and harness	✓	✓
Cervical collars and head blocks	✓	✓
BLS equipment	✗	✓
BokSmart Concussion Guide	✓	✓
SCAT tool	✓*	✓
First Aid bag	✓*	✓
ALS Equipment	✗	✓
Golf cart	✗	✓

*** = where indicated, in certain underprivileged or disadvantaged communities, this cannot be seen as a requirement**

The following equipment is recommended as a minimum requirement and is by no means extensive. The amount and type of equipment available should be dependent on the qualifications of the personnel available.

- Spinal board with all attachments, and spider harness
- Cervical collars & head blocks
- BokSmart Concussion Guide
- Sideline concussion assessment tool (SCAT tool)
- Golf cart - Patient transport (from the field of play to medical room) Gold+
- Basic life support (BLS): Gold and Gold+
 - Airway (nasopharyngeal-, oropharyngeal, laryngeal devices/tubes)
 - Breathing (Oxygen, face mask, ambubag)
 - Circulation (AED – automated external defibrillator)
- Advanced life support (ALS): Gold and Gold+
 - Equipment and drugs to manage advanced cardiopulmonary support
 - IV lines and fluids
- First aid bag first aid kit which typically includes: Green*, Gold and Gold
 - scissors (blunt ended)
 - surgical gloves
 - gauze swabs
 - nasal pack
 - towel
 - compression bandages (5cm, 7.5cm, 10cm)
 - sterile gauze bandage
 - adhesive skin closures, (e.g., Band Aid)
 - elastic adhesive bandages (2.5cm, 5cm)
 - petroleum jelly
 - tincture of benzoin
 - irrigation solution (sterile eyewash)
 - antiseptic ointment / spray (e.g., Bethadine, Savlon)
 - melolin
 - triangular bandages
 - skin care pad (e.g., Second Skin)
 - ice pack
 - water bottle

- › adhesive dressings (e.g., Opsite)
- › adhesive tape
- › ice
- › suture material

*** = where indicated, in certain underprivileged or disadvantaged communities, this cannot be seen as a requirement**

All the above items should be located in the technical zone.

5. MEDICAL FACILITIES

MEDICAL ROOM	GREEN	GOLD	GOLD+
Medical tent/station	✓	✗	✗
Emergency treatment room	✗	✓	✓

Emergency treatment room:

A treatment room or station should be available at each ground, and this should be used specifically for this purpose only. It should be easily accessible from the playing field and for advanced care personnel, ambulance for transportation and or helicopter evacuation. If multiple fields are being used the medical station should be centrally situated and accessible to all fields and to emergency transport.

A medical room (Gold and Gold+) must have the following facilities available:

- A medical treatment room or medical station (referred to as 'medical room' from this point on) should be available at each ground and this room should not be used for any other purpose concurrently (i.e., it may not also be a storeroom or change-room at any time)
- The medical room should be easily accessible from the playing field for all participants, medical personnel and equipment, ambulance for transportation and/or helicopter evacuation.
 - › Accessibility needs to be considered for injured players with compromised mobility (for e.g., player on a trauma board or with an injured foot)
- If multiple fields are being used, the medical room at each venue should be easily accessible to all these fields and to emergency transport
- The layout of the medical room must cater for the following:
 - › A patient waiting area
 - › A triage area
 - › A designated blood and suture area
 - › A designated resuscitation area
- Suitable electrical lighting
- Telephone access – a telephone should be available and working. This is imperative to assess environmental conditions prior to game commencement.
- In the Emergency action plan for a potentially catastrophic injury a telephone is required for communication with:
 - › BOKSMART SPINELINE - TOLL FREE NUMBER: **0800 678 678**;
 - › Emergency personnel
 - › Referral hospital
 - ›› Government hospital (for non-medical aid patients)
 - ›› Private hospital (for those with medical aid)
 - › Family or friends as required



- Hot and Cold water– preferably access to running water
- Visible and available PARTICIPANT EMERGENCY ACTION PLAN 1 with contact details
- Multiple examination couches as per tournament volume demand
- A trauma board or any other suitable stretcher.
- Medications necessary to deal with all life-threatening situations.
- Suturing equipment
- Protective clothing and equipment
- Sharps container
- Basic life support equipment:
 - Blood pressure cuff
 - Stethoscope
 - Thermometer
 - Glucometer
 - ENT set
- Advanced life support equipment (including medications and AED)
- Equipment for neurological examination e.g., penlight, reflex hammer
- Equipment for management of blood injuries and lacerations
- Splints
- Blankets/ Space blankets
- Fridge/ Freezer and ample available ice
- Medical equipment, consumables, and suitable medication to treat common musculoskeletal injuries.

6. ACCESSIBILITY – UNITS FOR ADVANCED CARE:

Appropriate emergency transport should be readily available if it is not possible to have an ambulance with advanced care on site. An ambulance at the playing venue is the ideal.

Ideally, the trauma unit and spinal unit identified in the emergency action plan must be accessible to an injured player within 4 hours for a spinal unit and in less than an hour for other trauma requiring advanced care.

ADVANCED CARE	GREEN	GOLD	GOLD+
ALS equipped ambulance on site	✗	✗	✓
ILS equipped ambulance on site	✗	✓	✗
Access to Emergency medical services	✓	✗	✗
Trauma unit (<1hour)	✓	✓	✓
Spinal unit (<4hours)	✓	✓	✓
Air transport (Helicopter) on standby	✗	✓	✓

Rugby organisations, rugby bodies, or groups are expected to abide by the Public Safety Act as legislated by the South African Government

7. EMERGENCY ACTION PLAN – POTENTIAL CATASTROPHIC INJURY:

An emergency action plan must be in place prior to a game commencing. This plan must be accessible, affordable, reproducible, and current. This means that all personnel, equipment, emergency transport and referral partners are available at all games throughout the season. The emergency action plan should be amended prior to every fixture. Changes in personnel and their contact details should be clearly marked and their availability confirmed prior to commencement of the fixture. Where rosters of personnel are in place, ensure all relevant personnel are contacted and their availability confirmed prior to the match.

The following algorithm may be used to manage any potential catastrophic injury. This algorithm may vary from venue to venue depending on the support and facilities available in the immediate area.

However, each Emergency action plan should detail the following:

- Layout of the facility and access to the facility
- Equipment available
- Internal support personnel
- External support personnel
- Communication required
- Follow up required post catastrophic injury

Emergency Action Plan – Potential Catastrophic Injury:

A document should be available that is easily accessible to all emergency personnel and team management involved on match day, and should contain the following:

Facility Details:

This should include the Directions to the match venue – GPS coordinates if known would be beneficial to the emergency personnel – including details regarding access and access control procedures.

Facility layout including access to field and emergency vehicles:

This should also include the position of keys and other security measures that may hinder quick access of emergency personnel.

Emergency Equipment:

A detailed list should be readily available and visible, detailing all equipment and emergency medication available. Its whereabouts should also be clearly defined.

Personnel:

Both host club/union personnel as well as emergency support personnel contracted for the event should have clearly defined roles and responsibilities delineated in the emergency action plan.

Communications:

Clear communication is the key to effective management of an injured player. Communication w.r.t. the role of each member of the medical team as well as communication between the internal; external and emergency unit / BokSmart SpineLine personnel is imperative to ensure not only the optimal care of the player but also to ensure the players management and family are fully informed as to his situation.



Follow up:

A designated person, normally the Medical Doctor for “Gold” and “Gold+”, or the team coach or manager for “Green” categories, should be nominated to ensure all parties are kept informed as to the condition of the injured player until that time he is returned to the safekeeping of his nearest kin or designated team management member, whichever may be applicable at the time.

EMERGENCY ACTION PLAN	DESIGNATED RESPONSIBILITY	NAME	CONTACT INFO.	CONFIRMED ✓/x
Management: (Pitch Protocol)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Management: (Medical room Protocol)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Evacuation Protocol: (Field)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Evacuation Protocol: (Medical room, Spinal unit, General Hospital, Trauma Unit)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Communication: (BokSmart SpineLine, SICM, Ambulance service, Spinal unit/hospital)	Match/Venue Dr/ Highest qualified paramedic/ first aider			

- In some instances, as with the ‘Green’ standard, the officiating medical support staff personnel may need to be assisted by the Manager, Coach, teacher, or parents to fulfill some of these tasks mentioned above, e.g., assist in communication with the involved emergency medical personnel.
- Sometimes, the most qualified support personnel might be a First Aider, who would need to fulfill any or all these roles

Management protocol: (Pitch)

The highest qualified medical staff takes control of coordinating and managing the injury situation on-field, including establishing correct communication signals and channels with the referees, match officials and relevant care givers.

Management protocol: (Medical room)

The highest qualified medical staff takes control of coordinating and managing the injury situation off the field, including establishing correct communication with emergency transport personnel and relevant care givers. This person should have access to all the relevant facility directions and layout information as stipulated.

Evacuation protocol: (Pitch)

The highest qualified medical staff takes control of coordinating and managing the removal of the injured player off the field to the medical room or station with the assistance of the relevant field-side care givers. This usually would be the same person who coordinates the pitch management protocol above.

Evacuation protocol: (Medical room, Spinal unit/general hospital)

The highest qualified medical staff takes control of coordinating the transport of the injured player from the medical room or station to the relevant medical facility (trauma/spinal Unit), including establishing correct communication channels with the team manager, emergency personnel and designated emergency unit care givers. This usually would be the same person who coordinates the medical room management protocol above.

Communication protocol: (BokSmart SpineLine, SICM and Spinal unit/emergency room)

The highest qualified medical staff member takes control in establishing correct communication channels with the team manager, emergency personnel, designated emergency unit care givers, the BokSmart SpineLine and the BokSmart Serious Injury Case Manager (SICM) as per the BokSmart Serious Injury Protocol. This usually would be the same person who coordinates the medical room management protocol above.

For more advice on this matter consult your ***Safety in the Playing Environment and Participant Medical and Safety measures at SARU Tournaments*** documents for the additional safety measures and protocols that are compulsory for these levels of matches and tournaments.

These are available on the BokSmart Website **www.BokSmart.com** or linked Page: **<https://www.springboks.rugby/general/boksmart-medical-protocol-safety-in-the-playing-environment/>**.

The minimum requirements with regards to ***Field Safety standards*** are also available on the BokSmart website at the same link.

Where the ***SAFETY AT SPORTS AND RECREATIONAL EVENTS ACT, 2010 (ACT NO. 2 OF 2010)***² and ***SAFETY AT SPORTS AND RECREATIONAL EVENTS REGULATIONS, 2017***³ applies, this also needs to be addressed according to Law.

8. References:

1. SARU Minimum First Aid Requirements, Dr I Jakoet, July 2007
2. Mass Participation Event Management for the Team Physician: A Consensus Statement, Team Physician Consensus Statement, American College of Sports Medicine, American Academy of Family Physicians, American Academy of Orthopedic Surgeons, American Medical Society for Sports Medicine, American Orthopedic Society for Sports Medicine, American osteopathic Academy of Sports Medicine
3. Sideline Preparedness for the team Physician: A Consensus Statement, American College of Sports Medicine
4. WORLD RUGBY Regulations International handbook

² https://www.saps.gov.za/services/events_atc_gazetted.pdf

³ https://www.gov.za/sites/default/files/gcis_document/201703/40661rg10696gon200.pdf



5. IRB Heat Regulations 2008
6. IRB Rugby ready document 2008: 7-9
7. Australian Rugby Union 2010 – Medical and Safety recommendations
8. IRB Rugby Ready 2008: Developing an emergency action plan
9. BokSmart - Safety in the Playing Environment, Dr P Viviers, 2008
10. BokSmart - Safety in the Playing Environment, Dr J Suter, C Readhead, Dr W Viljoen, 2010

CHECKLIST:

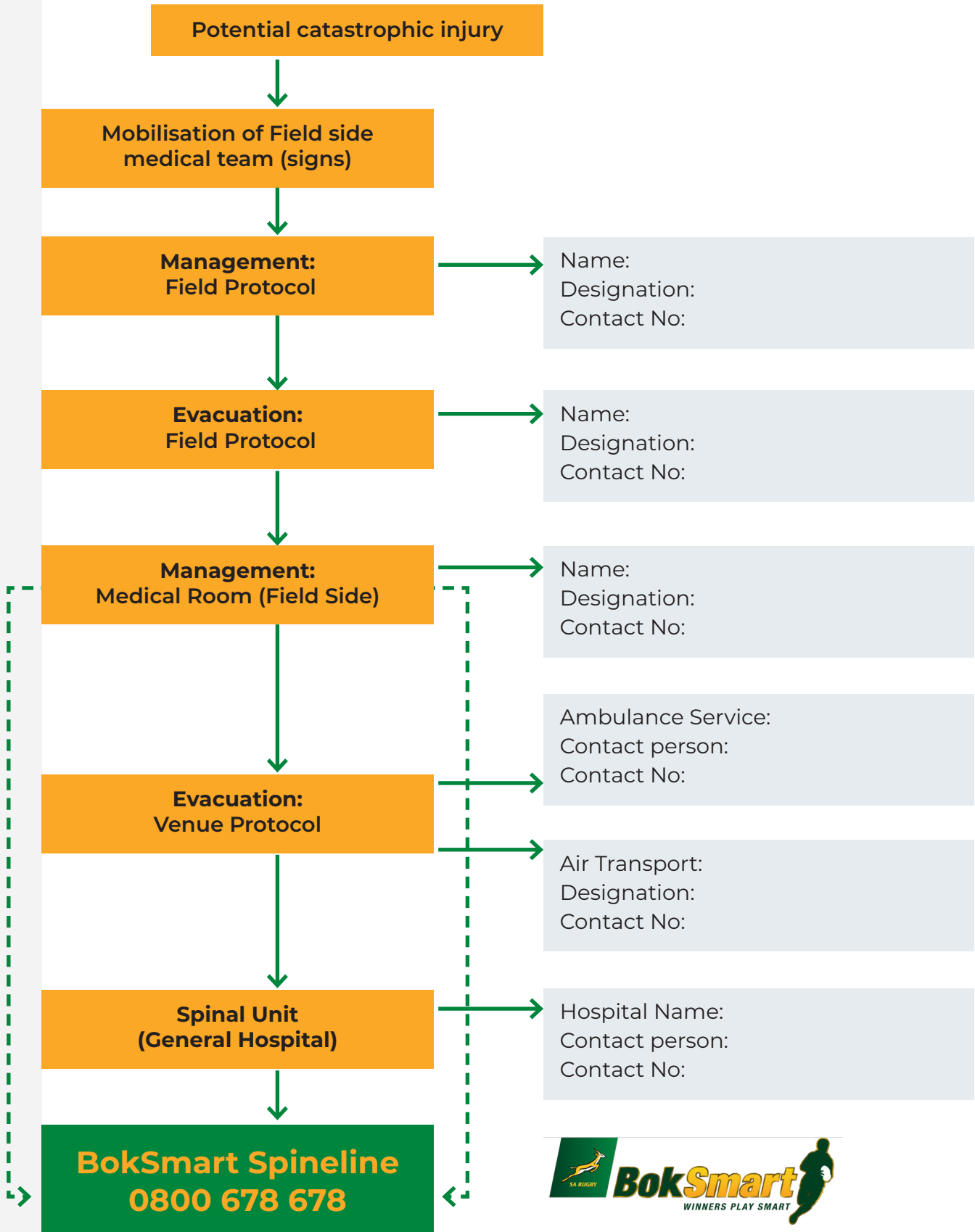
ENVIRONMENTAL CONDITIONS	GREEN	GOLD	GOLD+
Whirling Hygrometer/ WBGT*	✓	✓	✓
Lightning warning system*	✓	✓	✓
Telephone access	✓	✓	✓
MEDICAL PERSONNEL	GREEN	GOLD	GOLD+
Match Doctor	✗	✗	✓
Venue Doctor	✗	✓	✓
Specialist services on site	✗	✗	✓
Specialist services on standby	✗	✓	✓
Nursing sister	✗	✗	✓
Medical liaison	✗	✗	✓
ALS paramedics	✗	✗	✓
ILS paramedics	✗	✓	✓
BAA	✗	✓	✓
Trained First Aider	✓	✗	✗
Ambulance and staff on site	✗	✓	✓
Ambulance and staff on standby	✓	✗	✗
Air staff (on standby)	✗	✓	✓
EQUIPMENT	GREEN	GOLD and GOLD+	
Spinal Board and harness	✓	✓	
Cervical collars and head blocks	✓	✓	
BLS equipment	✗	✓	
BokSmart Concussion Guide	✓	✓	
SCAT tool	✓*	✓	
First Aid bag	✓*	✓	
ALS Equipment	✗	✓	
Golf cart	✗	✓	
MEDICAL ROOM	GREEN	GOLD	GOLD+
Medical tent/station	✓	✗	✗
Emergency treatment room	✗	✓	✓

ADVANCED CARE	GREEN	GOLD	GOLD+
ALS equipped ambulance on site	✗	✗	✓
ILS equipped ambulance on site	✗	✓	✗
Access to Emergency medical services	✓	✗	✗
Trauma unit (<1hour)	✓	✓	✓
Spinal unit (<4hours)	✓	✓	✓
Air transport (Helicopter) on standby	✗	✓	✓

EMERGENCY ACTION PLAN	DESIGNATED RESPONSIBILITY	NAME	CONTACT INFO.	CONFIRMED ✓/✗
Management: (Pitch Protocol)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Management: (Medical room Protocol)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Evacuation Protocol: (Field)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Evacuation Protocol: (Medical room, Spinal unit, General Hospital, Trauma Unit)	Match/Venue Dr/ Highest qualified paramedic/ first aider			
Communication: (BokSmart SpineLine, SICM, Ambulance service, Spinal unit/hospital)	Match/Venue Dr/ Highest qualified paramedic/ first aider			



EMERGENCY ACTION PLAN – RESPONSIBILITY MATRIX



APPENDIX SIX

GUIDELINES FOR DEALING WITH LIGHTNING (ABBREVIATED)

1. GENERAL

These guidelines are designed to take account of best international practices on the subject. At the same time these guidelines are designed to be pragmatic. These guidelines were also written in contemplation of the *Safety at Sports and Recreational Events Act (Act 2 of 2010)*.

The Game is an outdoor activity and as such Players, Persons and spectators are at risk during a lightning storm.

As lightning can strike the ground a large distance from the centre of the storm, and as storms can move very fast, it is critical that everyone involved in the Game, whether during a practice or a Match, as a spectator or on the field, is vigilant, especially in areas where thunderstorm activity is common.

2. GUIDELINES

- 2.1** All venues and/or stadiums where Matches are played must have a fixed lightning detection system in place. Should this not be possible, a portable fully functional, hand-held device, which meets acceptable industry standards, must be utilised.
- 2.2** The lightning detection system must be used during all Matches to ensure the continued safety of all Players and Persons involved in Matches, as well as spectators.
- 2.3** The Province, Union, Club or Rugby Entity hosting a Match must appoint an independent person to function as a 'lightning monitor' for all Matches.
- 2.4** If lightning is detected within 20 km (twenty kilometres) of the venue or stadium where a Match is played, one is considered at risk and one must therefore remain vigilant.
- 2.5** If the storm moves closer, all Players and Persons involved in the Match must seek shelter as soon as possible.
- 2.6** If lightning is detected within 10km (ten kilometres) of the venue or stadium where a Match is played, one is considered at extreme risk. All Players and Persons involved in the Match must seek shelter immediately.
- 2.7** If a lightning warning system is installed at the venue or stadium, one must seek shelter immediately upon hearing the siren.
- 2.8** All Players and Persons involved in the Match must remain in the shelter until the lightning has moved off to a distance of at least 20 km (twenty kilometres) and is



moving away from the venue.

- 2.9** The shelter should be a fully enclosed substantial building. This means a brick building, fully enclosed, with preferably a cement floor, such as a club house, change room, school building or purpose-built lightning safety shelter.
- 2.10** Where no reliable lightning warning system is available at the venue or stadium, the following principles must be observed:
 - 2.10.1** If one counts 30 (thirty) seconds or less between a lightning flash and when one hears thunder, one is at extreme risk and should seek shelter immediately.
 - 2.10.2** As sound travels at about 300m/s, a delay of 30 (thirty) seconds between seeing the flash and hearing the thunder means that the strike was about 10 km (ten kilometres) away. This is extreme risk.
- 2.11** Provinces, Unions, Clubs and/or Rugby Entities hosting Matches, must also have an automated external defibrillator. This is a portable electronic device that automatically diagnoses the life-threatening cardiac arrhythmias or ventricular fibrillation and ventricular tachycardia in a patient struck by lightning and is able to treat them through defibrillation, the application of electrical therapy which stops the arrhythmia, allowing the heart to reestablish an effective rhythm.





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