

## **Appendix One**

### **GENERAL COMPETITION RULES 2020**

#### **1. INTROCUPTION**

- 1.1. All capitalised terms used in these Rules shall bear the meaning assigned to them in Annexure 1 below.
- 1.2. Unless otherwise stipulated, these rules will apply to all provincial competitions under SARU's jurisdiction.

#### **2. PLAYER 22/23/ROLLING REPLACEMENT FORMAT**

- 2.1. Prior to the start of a competition SARU, in consultation with relevant stakeholders, will determine the replacement format applicable to that competition.

#### **3. EQUAL POINTS:**

##### **GROUP STAGE MATCHES (U20 and above)**

Should more than 1 (one) Team have the same number of accumulated log points after the completion of the group stage Matches then the following criteria shall apply in the sequence provided to determine which Team progresses to the next round of the Competition:

- 3.1. the Team which has the best points difference between the number of points scored for versus the number of points scored against that Team during the group stage Matches shall progress to the next round; or
- 3.2. the Team which has the best between the number of tries scored for versus the number of tries scored against that Team during the group stage Matches; or
- 3.3. the Team which has the better points difference between the number of points scored for versus the number of points scored against that Team when each

of the respective Teams competed against one another during the group stage Matches; or

- 3.4. the Team which has scored the greatest number of points in all its group stage Matches; or
- 3.5. the Team which has scored the greatest number of tries in all its group stage Matches; or
- 3.6. by way of a coin toss.

#### GROUP STAGE MATCHES (U19 SA RUGBY COMPETITION)

- 3.7 Should more than one (1) Team have the same number of accumulated log points after the completion of the pool stage matches, the following criteria shall apply in the sequence provided to determine which Team progresses to The Final:
  - 3.7.1 the winner of the match between those teams; or
  - 3.7.2 the Team which has the better points difference between the number of points scored for versus the number of points scored against that Team when each of the respective Teams competed against one another during the pool stage Matches; or
  - 3.7.3. the Team which has scored the greatest number of tries in all its pool stage matches; or
  - 3.7.4. the Team with the least Red cards; or
  - 3.7.5. the Team with the least Yellow cards; or
  - 3.7.6 Should there still be a tie, the winner will be determine as follows:
    - 3.7.6.1 a drop out on the 22m officiated by the match referee (taken anywhere on the 22m) with the best out of 5;
    - 3.7.6.2 if still equal, sudden death. Only players on the field when the game ended may participate.

#### **4. TO DETERMINE A WINNER IN A KNOCK-OUT STAGE MATCH, QUARTER-FINAL MATCH, SEMI-FINAL MATCH AND/OR THE FINAL MATCH**

##### QUARTER-FINAL MATCH AND SEMI-FINAL MATCH

- 4.1. If the scores are level after the completion of the Playing Time then the Team to proceed to the semi-final round and/or final round (as the case may be) of the Competition shall be determined as follows:

- 4.1.1. the Team to have scored the greatest number of points after the completion of Extra Time, and if the scores are still equal after Extra Time;
- 4.1.2. the Team to have scored the greatest number of tries after Playing Time and Extra time, and if still level after Extra time;
- 4.1.3. the Team to have achieved the higher log position after the completion of the group stage Matches.

#### FINAL MATCH

- 4.2. If scores are level after the Playing Time, the winning Team will be determined as follows:
  - 4.2.1. the Team to have scored the greatest number of points after Extra Time; and if the score is still level;
  - 4.2.2. the Team to have achieved the higher log position after the completion of the group stage Matches.

#### TEAMS DO NOT PLAY AGAINST ALL THE OPPONENTS DURING THE POOL MATCHES

- 4.3. If scores are level after the scheduled time, the winner will be determined as follows:
  - 4.3.1 the Team to have scored the greatest number of points after Extra Time; and if the score is still level
  - 4.2.3. after Playing Time and Extra time, and if still level after Extra time; and if still level
  - 4.2.4. the teams will continue to play in in intervals of 10 (ten) minutes with a minute break in-between. The first team to score points will be declared the winner (sudden death)

#### KNOCK-OUT STAGE MATCH (U19 SA Rugby Championship)

- 4.4. Should a match draw during the knock-out stages, the winner of that match will be determined as follows:

- 4.4.1 the team that scored the most tries in the match; and if still level;
- 4.4.2 a drop out on the 22m officiated by the match referee (taken anywhere on the 22m) with the best out of 5;
- 4.4.3 if still equal, sudden death. Only players on the field when the game ended may participate

## **5. RATING OF SOUTH AFRICAN TEAMS**

The rating of South African Rugby Teams (Men and Women) will be as follows:

### MEN

- 1. National Seniors
- 2. SA A
- 3. Super Rugby/PRO14
- 4. National Sevens
- 5. National /20
- 6. Currie Cup
- 7. National /19
- 8. SuperSport Rugby Challenge
- 9. Gold Cup
- 10. SA Universities
- 11. Provincial /21
- 12. Provincial /20
- 13. Provincial /19
- 14. Academy Sevens
- 15. Provincial Sevens

### WOMEN

- 1. National Senior
- 2. National Sevens
- 3. National Under 23
- 4. National Under 20
- 5. Provincial Seniors
- 6. Provincial Sevens
- 7. Youth Training Centre Under 20 Women

## **6. KICK-OFF BEING DELAYED AND/OR MATCH UNABLE TO START DUE TO A FORCE MAJEURE EVENT**

- 6.1 Should circumstances, due to a Force Majeure event, warrant a delay in the commencement of a Match then referee, in his sole discretion, shall determine

whether:

- 6.1.1. the Match may continue as scheduled, albeit delayed, as soon as reasonably and practically possible after the Force Majeure event has subsided; or
  - 6.1.2. the venue and pitch have not been rendered unplayable as a consequence of the Force Majeure.
- 6.2. Should the Force Majeure warrant a rescheduling of a Match by no later than 3 (three) days prior to date upon which the Match is scheduled to be played, the CEO of SARU in his sole discretion and after consultation with all relevant stakeholders, shall determine whether the circumstances warrant that the Match be rescheduled to a different date and/or venue.
- 6.3. Should the Match be cancelled as a result of the Force Majeure event then:
- 6.3.1. the host Province, after consultation with relevant stakeholders, shall determine a venue of their choice;
  - 6.3.2. should it be necessary to reschedule the Match to another date and time, it shall be done in consultation with the host Province, the visiting Province and SARU. If no agreement can be reached, the CEO of SARU, in his sole discretion, shall determine the date, time and venue of the Match;
  - 6.3.3. should a Match in the group stages for whatever reason not be able to be rescheduled then Match will be declared a draw;
  - 6.3.4. should a quarter-final or semi-final Match (as the case may be) for whatever reason not be able to be rescheduled, the Team with the higher log position upon the completion of the group stage Matches shall proceed to the semi-final or final Match (as the case may be).
  - 6.3.5. Should the final Match for whatever reason not be able to be rescheduled, the team with the higher log position after the group stage Matches shall be declared the winner of the competition.

**7. ABANDONMENT OF A MATCH AFTER COMMENCEMENT AS RESULT OF A FORCE MAJEURE EVENT**

- 7.1. Should the referee elect to abandon the Match prior to the expiry of the first half of Playing Time then the Match shall be rescheduled in accordance with clause 6.3 above.
- 7.2. Should the referee elect to abandon the Match at half time or during the second half of Playing Time then the winning Team shall be determined based on the score at the time of the abandonment of the Match. Should the scores be level at the time of abandonment of the Match the winning Team shall be determined in accordance with clause 44.2 above.

**8. MEMBERS OF THE PARTICIPATING TEAM OR A MEMBER(S) AFFILIATED TO A CLUB OR PROVINCE OF THE PARTICIPATING TEAM RESPONSIBLE FOR THE DELAY OF THE START OF THE MATCH / MATCH UNABLE TO START OR ABANDONMENT OF THE MATCH**

- 8.1. A member(s) of a Team or member(s) affiliated to a Province of such Team shall not
- 8.1.1. delay the kick-off time of a scheduled Match by more than 5 (five) minutes; or
  - 8.1.2. cause a scheduled Match not to take place at all; or
  - 8.1.3. abandon a scheduled Match already in progress for whatever reason.
- 8.2. Any action referred to above shall be regarded as a breach of the Code of Conduct of SARU and dealt with in terms of the SARU Disciplinary and Judicial Regulations.
- 8.3. If the abandonment occurs prior to the commencement of the Match, the sanctions to be imposed against a Province of a Team or a member(s) of a Team shall be:
- 8.3.1. group stage Matches – a fine of R10,000.00 (ten thousand rand) payable to SARU; and

- 8.3.2. quarter-final, semi-final and final Match – a fine of R50,000.00 (fifty thousand rand) payable to SARU.
- 8.4. If the abandonment occurs during the Match, the sanctions to be imposed against a Province of a Team or a member(s) of a Team shall be:
- 8.4.1. Group stage Matches – a fine of R50,000.00 (fifty thousand rand) payable to SARU and the non-transgressing team shall be awarded 4 (four) match points in respect of that Match. Bonus points shall not be awarded. The transgressing team will receive no points whatsoever;
- 8.4.2. Quarter-final and semi-final Matches - a fine of R75,000.00 (seventy five thousand rand) payable to SARU. The non-transgressing team shall be declared the winner and will progress to the semi-final Match or final Match (as the case may be).
- 8.4.3. Finals Match – a fine of R100,000.00 (one hundred thousand rand) payable to SARU. The non-transgressing team shall be declared the winner of the Competition and awarded the trophy.
- 8.4.4. In all of the above instances, the transgressing Provinces shall be suspended from further participation in future Competitions until such time the fines have been settled in full.

## **9. DETERMINING HOME GROUND ADVANTAGE**

### QUARTER-FINAL MATCH / SEMI-FINAL MATCH / FINAL MATCH

The Teams with the highest number of log points after the group stage Matches will have home ground advantage, and if equal, clause 3 shall apply.

## **10. LOG POINT FORMAT**

The following log point format will apply to the Competition:

- 10.1. Win: 4 (four) points;
- 10.2. Draw: 2 (two) points;
- 10.3. Loss: 1 (one) point where the loss difference between the Teams is (7) seven points or less;

- 10.4. Loss: 0 (zero) points where the loss difference between the Teams is greater than 7 (seven) points;
- 10.5. Try bonus: one (1) point for a Team that has scored 4 (four) or more tries in a Match.

## **11. FIXTURES AND CHANGING FIXTURES**

- 11.1. SARU, in consultation with the broadcaster, shall determine:
  - 11.1.1. which Matches shall be broadcast; and
  - 11.1.2. the commencement time for the Matches; and
  - 11.1.3. the venue of the Matches.
- 11.2. All matches not being broadcast shall be scheduled for Saturdays subject to clause 11.4.
- 11.3. Should a host province wish to change either the venue, date or commencement time of a Match which is scheduled to be televised and the opposing Province and the broadcaster consent thereto, the requesting Team shall apply in writing to the CEO of SARU, supported by the following documentation, by no later than 30 (thirty) days prior to the scheduled date of the Match:
  - 11.3.1. written application by the Province requesting the change; and
  - 11.3.2. written consent of the opposing Province; and
  - 11.3.3. written consent of the broadcaster.

The CEO of SARU shall consider the application and inform each of the Provinces, in writing.

- 11.4. Should a Province wish to change the venue, date or kick-off time of a Match not scheduled to be televised and the opposing Province consents thereto it shall apply in writing to the CEO of SARU, supported by the following documentation at least 14 (fourteen) days prior to the scheduled date of the Match:
  - 11.4.1. written application of the Province requesting the change; and



11.4.2. written consent of the opposing Province.

The CEO of SARU shall consider the application and inform each of the Provinces, in writing.

11.5. Should a host Province wish to change the venue, date and commencement time of the Match (scheduled to be televised or not) and the opposing 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 apply in writing to the CEO of SARU by no later than 14 (fourteen) days prior to the scheduled date of the Match. The CEO shall consider the application after consultation with the stakeholders. After consideration, the CEO of SARU shall decide on the matter and his decision shall be final and binding.

## **12. CURTAIN RAISERS**

SARU, in its sole discretion, shall have the exclusive right to determine whether a curtain raiser match in a SARU competition.

## **13. CLASH IN THE COLOURS OF THE PLAYING STRIP**

13.1. On or before 15 February of each year, the Provinces shall forward to the CEO of SARU a sample of their actual and alternative playing kit or an electronic CAD displaying all the marks on the jersey which will be used for the Competition.

13.2. SARU will:

13.2.1. carry out an audit to determine any possible clash of colours amongst the playing kit of participating teams and the jersey of the referee, and

13.2.2. determine whether the Provinces have complied with the applicable provisions of the World Rugby Regulations.

13.3. In the event of a possible colour clash, the visiting Team shall wear their alternative playing kit.

13.4. Any changes to the playing kit subsequent to the audit in 13.2.1 and 13.2.2 above shall only be made with the written approval of the CEO of SARU.

## **14. MATCH BALLS**

- 14.1. SARU shall procure that each Province is provided with the official balls during the Competition. The official ball must be used in all Matches (and no balls, other than the official ball, may be used in Matches). The Teams may not sell (or otherwise commercially exploit) their respective official balls.
- 14.2. A total of three (3) official match balls be made available prior to kick-off.

## **15. MOVEMENT OF PLAYERS ON LOAN BETWEEN PROVINCES**

- 15.1 The Player Status, Player Contracts and Player Movement Regulations ([www.sarugby.co.za](http://www.sarugby.co.za)) should be read in conjunction with clause 13.
- 15.2 The movement of players in accordance with SARU's Players Status, Player's Contracts and Player's Movement Regulations and SARU's Competition Format and General Rules are subject to the Rules and the Regulations of Provinces pertaining to the eligibility of Professional and Amateur Players of clubs within its jurisdiction.
- 15.3. 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
- 15.4 A player who is registered with province A without having been part of the match day squad of province A in a competition and loaned to and be part of the match day squad for province B may not be further loaned by province A to another province participating in the same competitions. The player may return to province A and participate in the same competition but may not be loaned again to province B or to another province(s) participating in the same competition.
- 15.5 There is no restriction on the movement of players on loan between province A and province B participating in two different competitions during the same period, subject thereto that such player may not be loaned further to another

province participating in the same or different competitions and subject further to regulation 15.3 and 15.4.

15.6 The Currie Cup Premier Division and the Currie Cup First Division are regarded as two different competitions.

## **16. TRANSFER OF PLAYERS FROM ONE PROVINCES TO ANOTHER PROVINCE**

16.1 The Player Status, Player Contracts and Player Movement Regulations ([www.sarugby.co.za](http://www.sarugby.co.za)) should be read in conjunction with clause 16.

16.2 A player may not be transferred more than once during a specific competition.

## **17. QUALIFICATION FOR PROMOTION/RELEGATION, SEMI- AND FINAL MATCHES**

17.1 The Player Status, Player Contracts and Player Movement Regulations ([www.sarugby.co.za](http://www.sarugby.co.za)) should be read in conjunction with clause 17.

17.2 A player who was part of the match day squad for a semi-final- or final match of a competition, shall be permitted to participate in the semi-final- or final match of a lower or higher graded SARU competition during that period within the same province, either as part of the starting line-up or as a substitute player.

17.3 A player transferred or loaned to a new province that participates in a double round competition has to be available for selection for the new province for at least the last five (5) 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.

17.4 A player transferred or loaned to a new province that participates in a single round competition has to be available for selection for the new province at least the last two (2) 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.

- 17.5 A player may not represent more than one province in a semi-final-, final-, or promotion/relegation match during the same period, whether in the same competition or different competitions.

In the absence of an agreement between the province where the player is registered and the loan province, the province where the player is registered has preference to a player to participate in a semi-final-, final-, or promotion/relegation match.

- 17.6 A player registered with a province prior to the start of a competition, and who remained registered with the province is available for selection for that province for the semi-final-, final-or promotion/relegation match

**18. QUALIFICATION FOR PROMOTION / RELEGATION, QUARTER-FINAL MATCHES, SEMI-FINAL MATCHES AND FINAL MATCHES FOR OVERSEAS REGISTERED PLAYERS**

- 18.1. An overseas registered player transferred or loaned to a Province that participates in a double round competition has to be available for selection for that specific Province for a minimum of no less than 5 (five) group stage Matches immediately prior to a quarter final Match or promotion/relegation Match (as the case may be) in order to be eligible to participate in a semi-final Match or promotion / relegation Match for that Province.
- 18.2. An overseas registered player transferred or loaned to a Province that participates in a single round competition has to be available for selection for that specific Province for a minimum of no less than 2 (two) group stage Matches immediately prior to a quarter-final Match or promotion/relegation Match (as the case may be) in order to be eligible to participate in a semi-final Match or promotion/relegation Match for that Province.

## **19. SAFETY AT SPORT AND RECREATIONAL EVENTS ACT**

Each Province, rugby body or club is under the obligation to ensure that all stadiums and venues hosting Matches comply with the Safety at Sport and Recreational Events Act, 2010.

## **20. WARM-UP AREAS AND TIMES – DOMESTIC COMPETITIONS**

Where the Teams require warm-up sessions immediately prior to their 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 main field immediately after the curtain raiser and prior to the start of the next match.

## **21. BREACH OF COMPETITION RULES**

A breach of these Rules shall be dealt with in accordance with the Judicial and Disciplinary Regulations of SARU.

## **22. LOGOS ON JERSEYS**

22.1. In accordance with the SARU Rules and Regulations, 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:

- 22.1.1. the Province's logo shall appear on the left chest of the jersey;
- 22.1.2. the manufacture's mark shall appear on the right chest of the jersey;
- 22.1.3. the Competition Logo shall conform with the size and placement as per the agreement between SARU and the sponsor;
- 22.1.4. the design shall not detract from the essential character and integrity of the provincial playing kit;
- 22.1.5. the design and actual marks shall not be offensive or defamatory;
- 22.1.6. the playing kit shall conform with statutory regulations of South Africa; and
- 22.1.7. SARU has to approve the final design of the Provinces playing kit and alternative kit (where applicable), in writing, prior to

manufacturing thereof so to ensure that the playing kit complies with SARU's Regulations. For the avoidance of doubt, SARU's decision shall be final and binding.

## **23. MATCH MANAGER**

23.1. The host Province will appoint a Match manager ("**Match Manager**") at each venue where a Match is scheduled to be played.

23.2. Duties and Responsibilities of a Match Manager (*Some of these tasks can be delegated to the match day officials; however, the Match Manager is ultimately responsible for ensuring all tasks are completed*). The Match Manager must:

23.2.1. have a copy of the updated SARU Competition Format and these Rules at hand;

23.2.2. check with the Match Official that the playing area is safe to play a Match on;

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

23.2.4. check the medical facilities and that all the medical staff are present before the commencement of the Match;

23.2.5. check with the match official to ensure that the field markings are correct according to the World Rugby Laws of the Game;

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

23.2.7. monitor the 30 (thirty) minute warm-up 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;

23.2.8. attend the coin tossing;

23.2.9. management of the technical area and sideline pertaining to for instance the Teams, match officials, broadcasters, media and photographers;

23.2.10. check the bibs of the water carriers and medical staff;

- 23.2.11. manage the operational issues as they arise on the day; and
- 23.2.12. obtain a final copy of the signed team lists from the officiating referee at least 1 (one) hour before the commencement of the Match.

## 24. MINIMUM MEDICAL REQUIREMENTS

### 24.1. Minimum Medical Requirements at Match Venues:

For guidelines regarding the minimum medical requirements at a Match venue; refer to the “Safety in the Playing Environment” document which can be found on the BokSmart website:

<http://boksmart.sarugby.co.za/content/playing-environment-safety>

Please note the requirements indicated in the document are the minimum requirements for each level of play that should be in place for a Match to take place. One should however, where possible continuously strive to improve on the medical support available at these Matches to ensure player safety at all times.

### 24.2. The Duties of the Match doctor

This is applicable to those levels of play referred to in the “Safety in the Playing Environment” document that require a Match doctor. At venues where a Match doctor is not appointed the host venue doctor will assume these responsibilities.

The Match Day Doctor (“**MDD**”) must have, as a minimum, a medical degree.

The MDD must also have completed the World Rugby online Match Day Medical Staff and applicable Concussion Modules.

The duties of the MDD are:

- 24.2.1. to ensure that an applicable and relevant Emergency Action Plan is in place for the Match;
- 24.2.2. to ensure that the prescribed medical requirements at the Match venue are satisfied;

- 24.2.3. to meet the Team doctors 45 (forty-five) minutes prior to the commencement of the Match to confirm:
  - 24.2.3.1. where the match doctor is seated during the Match;
  - 24.2.3.2. the location of other medical staff during the Match;
  - 24.2.3.3. the signals for calling for medical help;
  - 24.2.3.4. who is in charge of player evacuation;
  - 24.2.3.5. confirmation of suturing procedure (Team doctor / Match day medical staff);
  - 24.2.3.6. if applicable, the location where all Head Injury Assessment (“**HIA**”) reviews will take place;
  - 24.2.3.7. confirm that all necessary equipment for HIA is in place including:
    - 24.2.3.7.1. paper work;
    - 24.2.3.7.2. pens;
    - 24.2.3.7.3. stop watch;
    - 24.2.3.7.4. chair for player; and
    - 24.2.3.7.5. CSX System.
- 24.2.4. to manage the HIA as per the stipulated HIA protocol and applicable Laws of the game.
- 24.2.5. to facilitate, with the official team doctors, prompt field-side management, referral to hospital (if necessary) and the replacement of injured players during the Match;
- 24.2.6. to enforce the regulations and guidelines pertaining to concussion and bleeding control, whilst ensuring that:
  - 24.2.6.1. management of concussion and suspected concussion is as per the SARU Concussion Regulations;



24.2.6.2. in the event of a “blood bin” and the referee signalling as such, the player immediately thereafter reports to the Match doctor within the playing enclosure who shall confirm such injury;

24.2.6.3. The Match doctor shall further enforce the guidelines pertaining to bleeding control by ensuring that:

24.2.6.3.1. any suturing is done in the designated medical room and not at the field side; and

24.2.6.3.2. all bloodstained apparel and dressings are replaced before allowing the player back onto the field,

24.2.6.4. should the injured player not re-enter within 15 (fifteen) minutes actual time after leaving the field, the temporary replacement becomes a permanent replacement. In determining the 15 (fifteen) minute period, half time is regarded as actual time;

24.2.6.5. The MDD’s decision as to whether an injury is classed as a “Blood Injury” shall be final;

24.2.6.6. to support the team doctor in ensuring the removal from the field of players suffering concussion or suspected concussion or other injury; and

24.2.6.7. be aware of and utilize their power as MDD to unilaterally remove an injured player from further Match participation if necessary.

24.2.7. For any queries regarding the minimum medical requirements or the duties of an MDD please contact SARU’s medical manager, Clint Readhead: [clintr@sarugby.co.za](mailto:clintr@sarugby.co.za) or 071 6044 641 (cell) or 021 9287102 (w).

24.3. Registration and minimum health and safety requirements of all Team medical staff (medical doctor, physiotherapist and biokineticist)

- 24.3.1. All Team medical staff must register their details on the SARU Footprint database.
- 24.3.2. All Team medical staff must complete the following World Rugby On-Line modules (The modules can be found at the following links: <http://www.playerwelfare.com/> and <http://keeprugbyclean.worldrugby.org/>)
- 24.3.2.1. Concussion Modules;
  - 24.3.2.2. Match Day Medical Staff;
  - 24.3.2.3. First Aid in Rugby (FAIR);
  - 24.3.2.4. Immediate Care in Rugby;
  - 24.3.2.5. Anti-Doping Module; and
  - 24.3.2.6. all certificates, indicating success in completing the module, must be loaded onto your profile on the SARU Footprint database.
- 24.3.3. All Team medical staff must load a copy of their degree and all other relevant qualifications onto their profile on the SARU Footprint database.
- 24.3.4. All Team medical staff must load a copy of their Health Professional Council registration card onto their profile on the SARU Footprint database.
- 24.3.5. All team medical staff must carry on their person at all times a copy of their SARU Approved Side-line Doctor & SARU Approved Side-line Physio accreditation.

## **25. MATCH REPORT AND STATISTICS**

- 25.1. Team managers must ensure that they are registered on Footprint, SARU's online Competition Management System. New users must contact SARU on [footprint@sarugby.co.za](mailto:footprint@sarugby.co.za) to ensure their registration is successful and their accounts are active.

- 25.2. Team managers must submit their Competition squads 14 (fourteen) days prior to the start of the Competition's commencement at [www.footprintapp.net](http://www.footprintapp.net).
- 25.3. Team managers must submit their Official Team Sheet online on Footprint no less than 48 (forty-eight) hours prior to the commencement of their respective Matches.
- 25.4. Team managers shall also be required to download their Official Team Sheet once submitted to Footprint and to hand in a signed copy to the officiating referee or sideline management officials no later than 1 (one) hour prior to the start of their Match.
- 25.5. Team managers shall be required to sign off on the Official Match Report (statistics and player movement form) at the technical table with the official Match statistician.
- 25.6. The SARU Referees Department shall appoint the referee officials for a Match. The Province whose home Venue the Match is played at shall be required to appoint a referee official to capture the Match statistics, including applicable side-line personnel stipulated in the Side Line Management – Fifteens document.
- 25.7. The referee official entrusted with the match statistics shall email the completed Match Statistics form to [footprint@sarugby.co.za](mailto:footprint@sarugby.co.za) and Eddie Grieb, [eddieg@sarugby.co.za](mailto:eddieg@sarugby.co.za), (SARU's statistician) immediately after the completion of the Match.
- 25.8. Team managers are requested to check their Team's Match statistics for correctness on SARU's website: [www.sarugby.co.za](http://www.sarugby.co.za) on the Monday following their match and to contact [footprint@sarugby.co.za](mailto:footprint@sarugby.co.za) and Eddie Grieb, [eddieg@sarugby.co.za](mailto:eddieg@sarugby.co.za) should there be any errors.
- 25.9. A breach of this obligation by a Province will entitle SARU to impose a fixed penalty on the Province of up to R500.00 (five hundred) on each occasion, pursuant to the Disciplinary Rules.

## **26. FIRST CLASS FIXTURES AND APPEARANCES**

To assist the statisticians when awarding the number of official Match “caps” played by a player for a Province, it was decided that the following criteria would be used to determine a first class Match:

- 26.1. to qualify as a first class fixture, a Match must firstly be played strictly according to the Laws of the Game, as stipulated by World Rugby (i.e. only the number of substitutes as determined by World Rugby is allowed). For instance, Matches where more than World Rugby’s approved number of substitutes is used will be regarded as trial matches and NOT as a first class Match.
- 26.2. the following categories of Matches qualify for first class status if the above is fulfilled:
  - 26.2.1. all Matches featuring the senior or next senior national representative team of South Africa;
  - 26.2.2. all Matches involving senior teams as part of the official SARU competitions fixture as sanctioned by SARU, i.e. Superugby and Currie Cup;
  - 26.2.3. all Matches against touring international teams approved by World Rugby;
  - 26.2.4. All Matches between senior provincial teams and touring teams of the same or higher status;
  - 26.2.5. All Matches involving senior provincial teams/Superugby franchise teams outside of official SARU competitions fixtures where the strongest possible Teams are fielded (i.e. pre-season or friendly matches);
  - 26.2.6. all Matches played by teams carrying the name of a South African National team (namely South Africa A, Emerging Springboks, SA Under 23’s, SA Universities, SA);
  - 26.2.7. students, SA Defence Force, SA Agricultural Colleges, SA Police Services, Junior Springboks and SA Under 20’s);

26.2.8. all Matches played by composite teams in World Rugby approved competitions;

26.2.9. Any player taking part in one of the above matches will be deemed to have made a first class appearance if he either:

26.2.9.1. is part of the starting line-up; or

26.2.9.2. appears as a permanent replacement at any time in the Match; or

26.2.9.3. as a temporary replacement (e.g. blood bin) at any time in the match.

## **27. FOREIGN PLAYERS NOT ELIGIBLE TO PLAY FOR THE SPRINGBOKS**

Provinces are allowed to register no more than 2 (two) foreign players who are not eligible to play for the South African National Team (i.e. the Springboks), subject to the Province and/or the players complying with the applicable statutory requirements of the South African government.

## **28. SIDE LINE MANAGEMENT AND TECHNICAL ZONE AREA**

28.1. The SARU rules and regulations relating to side line management, replacement bench and the technical zone area, as well as the Replacement Protocol set out in the Side Line Management – Fifteens document, shall govern and apply to the technical zone areas and replacement of Players during a Match in the Competition.

28.2. The Side Line Management – Fifteens document are available at the following link: <https://www.sareferees.com/resources/downloads/>

## **29. SA RUGBY INJURY AND ILLNESS SURVEILLANCE AND PREVENTION PROJECT (SARIISPP)**

29.1. SARU is committed to collecting and assessing prospective injury data sustained by all players that participate the Competitions under the auspices of SARU via the SARU Injury and Illness Surveillance and Prevention Project (SARIISPP)

- 29.2. The aim of the SARISSPP is to monitor match and training injury trends and patterns prospectively, regarding rugby players participating in various competitions under the auspices of SARU.
- 29.3. The SARISSPP will be conducted in the primary interest of the safety, health and well-being of all players participating in the Competition.
- 29.4. The data capturing procedures used in the SARISSPP 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.
- 29.5. Players need to provide written informed consent to participate in the SARISSPP and written acknowledgement of the fact that the information provided will remain anonymous and will be used for research purposes only. This written consent must be kept on record in the player's medical file. A copy of the written consent must be sent to the SARU Medical Manager. At no time will a player be personally identified during the SARISSPP or when the data is represented in any presentation, nor will the player be able to be identified by any inference.
- 29.6. Teams are required to maintain full compliance with the SARISSPP 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.
- 29.7. The Provincial Union and any of its affiliates are to co-operate fully with SARU and ensure its Team members and medical staff contributes fully thereto.

### **30. SA RUGBY ANTI-DOPING RULES**

- 30.1. The SARU Anti-Doping Rules shall be applicable to all Players playing in the Competition.
- 30.2. The SA Rugby Anti-Doping Rules are available at the following link:  
<https://www.springboks.rugby/en/pages/BokSmart-Legislation>

### **31. SA RUGBY CONCUSSION REGULATIONS, RULES AND GUIDELINES**

31.1. The SA Rugby Concussion Regulations, Rules and Guidelines are applicable to all persons participating in rugby played under the auspices of SARU and any affiliates to SARU and/or any of its Provincial Unions.

31.2. The SA Rugby Concussion Regulations, Rules and Guidelines can be found at the following links:

**SA Rugby Concussion Regulations:**

<https://www.springboks.rugby/pages/BokSmart-Legislation>

**SA Rugby Concussion Rules and Guidelines:**

<https://www.springboks.rugby/pages/BokSmart-Medical-Protocol-Concussion>

### **32. Strategic Transformation Development Plan 2030 (STDP2030)**

The memorandum of agreement entered into between SA Rugby, Provincial Unions and the Commercial Companies in relation to the STDP2030 and the Provincial Transformation Performance Agreement relating to self – determined targets will apply for all SARU competitions.

## DEFINITIONS

1. **“Competition”** means the 2018 Currie Cup competition;
2. **“Extra Time”** means an additional 20 (twenty) minutes, divided into 2 (two) halves of 10 (ten) minutes each with a 1 (one) minute break in between each half, to be played after Playing Time;
3. **“Footprint”** means SARU’s electronic Competition Management System and database;
4. **“Force Majeure”** means any circumstance not foreseeable and not within the reasonable control of the Province and/or Team in question, including but not limited to any strike, lock-out or other industrial action, any destruction (temporary or permanent), breakdown, malfunction or damage of or to any premises, plant, equipment (including computer systems) or materials; any civil commotion or disorder, riot, invasion, war or terrorist activity or threat of war or terrorist activity; any action taken by a governmental or public authority of any kind (including not granting a consent, exemption, approval or clearance); and any fire, explosion, storm, flood, earthquake, subsidence, epidemic or other natural physical disaster;
5. **“Match”** means any World Rugby approved competitive match played as a part of the Competition;
6. **“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;
7. **“Rules”** means these general competition rules applicable to the Competition;
8. **“SARU”** means South African Rugby Union;
9. **“Team”** means the team representing the Province in which it is domiciled and, consequently, participating in the Competition; and
10. **“World Rugby”** means World Rugby, formally known as the IRB.