

MACARTHUR 10s RUGBY TOURNAMENT BY-LAWS - 2023

1. The games will be played under the laws of the Rugby Football as framed by the International Rugby Football Board, as amended by these By-Laws. The Tournament is organised and managed under the control of the Tournament committee. A timekeeper, scorer and bench officials will be supplied by Camden Rugby Union Club Inc.

2. No nominations will be accepted from composite, representative or international sides. Camden Rugby Union Club Inc has the rights to invite or decline composite teams to the 2023 event.

2.1 A very strict program will be observed. Each team must registrar no more than 15 members at the Official Table (in the clubhouse) at least 30 minutes prior to their first game. This includes a minimum of 10 players, a maximum of 15 players (that squad of 15 players nominated to be used on the day), a Coach, Manager and Trainer. No more than 10 players may be on the playing field during the play. The 15 nominated players per team can play each game and be within the playing area during their game.

2.2 Registration sheet with players' names, their jumper numbers, coach, trainer and manager's names must be completed and signed by the coach and manager. Any team playing unregistered players will be disqualified from the competition. Players are to sign on at the scorer's tent before their first game and again before the finals. All teams should have at least 1 coach who is Smart rugby compliant. All players and team officials must be registered with the ARU if they are not registered, they must complete the relevant Rugby Australia registration form for Tens Competition.

2.3 The Competition Organisation Committee reserves the right to disqualify any team which is not ready to proceed onto the field 5 minutes prior to the advertised time. There will be an interval of approximately 60 minutes between the Cup semi-finals and the Plate and Cup finals, during which time the finals of the Women's and Men's Country Cups competitions will be played.

2.4 There will be no lining up of teams in the centre of the field. The toss for ends must be taken before entering the field.

2.5 EACH PARTICIPATING TEAM IS REQUIRED TO SUPPLY ONE FOOTBALL PER GAME AND TO SUPPLY ONE TOUCH JUDGE.

2.6 All teams and players shall be registered to play through Rugby Explorer. Failure to adhere to this will result in teams or players excluded from the event.

PLAYING TIMES

3.1 Playing times for the group rounds competition will be 2 halves of 10 minutes each or 1 game of 10 mins. Semi-finals games in the competition will be 2 halves of 12 minutes. The finals will be 2 halves of 15 minutes. **Each half ends and play halts when the ball goes dead after the bell or siren sounds.** Camden Rugby Union Club Inc has the right to reduce playing times. **NOTE THIS WILL CHANGE DEPENDING ON TEAM NUMBERS.**

During the group rounds teams will be allowed a two-minute break at half time. If time expires after a try has been scored the referee allows time for the conversion kick to be taken (see section 3.2).

Drinks should be dispensed at the touchline at any time during a game. One team runner, excluding the coach or manager, will be permitted to assist with dispensing drinks to players on the field, but only during prolonged stoppages of play.

3.2 ALL restart kicks and kicks at goal or penalty goal **MUST** be taken by a Drop kick and completed within 30 seconds of being awarded. Penalty goal attempts are to be taken and completed within 30 seconds of the timekeeper determining that the goal kicking side is in possession or ought to reasonably be in possession of the ball. If the time is exceeded the kick is disallowed, a scrum is ordered at the place of the mark and the opponents throw in the ball.

3.3 In all cases the timekeeper shall be the sole judge of time.

3 4 The scoring team takes the kick-off to restart play.

PLAYERS

4. All players must be registered on Macarthur 10's Team Registration sheet. This will include the players name and a verified source of identity. The identity source must contain a photograph of the player such as a driver's licence, passport or other legitimate form of photo ID. The sheet must be completed and signed by the coach and manager. Players are to sign on at the scorer's table before their first game and again before the finals.

4.1 Any team playing unregistered players will be disqualified from the competition.

4.2 Players may be inter-changed with reserves during the game. The number of inter-changes is unlimited, and a player previously replaced may return to the game. But

only 15 players per team can play each game. All reserves from both teams must be within the interchange area located adjoining the official scorer's table.

4.3 Inter-changes are to occur at the sideline within the interchange area. The replacing player may not take the field until the replaced player has entered the interchange area and the replacing player may only enter the field in an on-side position.

4.4 Should a squad be reduced to less than 10 players due to players being injured and unable to participate in subsequent matches, substitute players may be obtained from any of the teams of comparable ability or below previously eliminated, provided the substitution is sanctioned by the Competition Organisation Committee after advice from the Competition Medical Officer.

4.4 The minimum number of players which a team must have to commence a game is 10.

INJURIES

5.1 There will be no time off allowed for injuries. (see 5.2)

5.2 Injury. The referee may stop play for not more than one minute so that an injured player can be treated, or for any other permitted delay.

The referee may allow play to continue while a medically trained person treats an injured player in the playing area, or the player may go to the touchline for treatment.

If a player is seriously injured and needs to be removed from the field of play, the referee has the discretion to allow the necessary time to have the injured player removed from the field of-play.

5.3 The referee has the power to end the match at any time if he believes that play should not continue because it would be dangerous.

SUBSTITUTIONS

6.1 Players may be substituted with reserves during the game. 5 substitutions are allowed per game. If a player is substituted, that player **must not return** and play in that match even to replace an injured player. Exception: A substituted player may replace a player with a bleeding or open wound.

6.2 15 players per team can play each game. All reserves from both teams must be within the substitution area located adjoining the official scorer's tent.

6.3 Substitution are to occur at the sideline within the substitution area. The replacing player may not take the field until the replaced player has entered the substitution area and the replacing player may only enter the field in an on-side position and only after

the team manager has notified the scorekeepers via substitution cards (substitution cards will be supplied).

6.4 The minimum number of players which a team must have to commence a game is 10 (Ten) Borrowing players from another team is not allowed.

FOUL PLAY

7.1. If a player is temporarily suspended (Yellow Card) it will be for 2 minutes duration and must be reported to the Competition Manager. If a player is suspended (Yellow Card) a 2nd time in the same match, he will be sent from the field (Red Card) it will be for the remainder of the tournament. Yellow Cards are cumulative, 3 Yellow cards in the tournament, the player will be sent from the field (Red Card) it will be for the remainder of the tournament and will be reported to the players Home Union. The suspended player must sit at the scorer's bench.

If a player is sent from the field (Red Card) it will be for the remainder of the tournament. The infringement will be reported to and dealt with by the player's Home Competition Judiciary Committee. There will be no judiciary conducted by the Competition Organisation Committee on the day of the tournament. Red Cards require a Send Off Report which will be lodged with the players Home Union.

7.2 Match Abandonment If a team wilfully refuses to play, or wilfully abandons a match in progress or by their actions they flout or disadvantage their opponents, then subject to confirmation by the Tournament committee, that team will be subject to any or all penalties noted below.

Breach of any competition rule may include any or all of the following.

- Warning
- Loss of points scored in that game
- Loss of players for the remainder of the Tournament
- Loss of competition points
- Monetary fine
- Expulsion from the competition

7.3 Tournament (game) protests/disputes

- Protests or disputes to be lodged in writing with Game Day Manager within 15 minutes of completed game in question.

- Macarthur Tens Game Day Manager, Macarthur Tens Secretary and Macarthur Tens Tournament Director will adjudicate. The panel's decision is final.

SCRUM and LINEOUT

8.1 As per International Laws NOTE: - the laws require a minimum of 5 players in a scrum; 3 players in a line-out.

GAMES FORMAT

9.1 The teams have been divided into 4 divisions: - Premier Men's, Country Men's and Women's. Within each divisions teams are balloted into pools of either 4, 5 or 6 teams each, depending on the number of teams entered. This could change due to team numbers.

POOL GAMES

10.1. Each team in a Pool plays each other team in that Pool. Competition Points are awarded in Pool games, 2 for a win and 1 each for a draw.

10.2a The winner of each Pool is the team with the most competition points and proceeds to finals series of their competition. If at the end of pool games, the two teams have an equal competition point, the leading team is the team that won their corresponding match. If that match was drawn it is decided on best averages of scores for and against, and if averages are also equal a coin is tossed to determine which team proceeds.

10.2b The best placed 2nd position will be determined on best competition points. If it is still tied; i) The best averages of scores for and against, if still tied; ii) The toss of a coin attended by the Coach or his/her nominee of each team.

10.3 Men's Premier competition consists of 2, 4, or 6 Pools. The Pool winners and the second-best teams (If Required due to numbers) will play off in the semis for the Macarthur Tens Cup. The winning 2 teams play for the Macarthur Ten's Cup.

10.4 Women's Cup and Men's Country Cup competitions consists of 2, 4 or 6 Pools. The Pool winners will play off for their respective Trophies.

10.5 For drawn games in the semi-finals, the team that scores the most tries are the winner; if tries are equal, first try scorer; if no tries, first points scorer; if no points a coin is tossed to determine the right to proceed.

10.6 EXTRA TIME - THE WINNER. If scores are equal at full time of the Macarthur Ten's Cup final an additional 3 minutes each way will be played. In extra time, the team that scores points first is immediately declared the winner, without any further play. If the scores are still drawn at the end of extra time, the team that scores the most

tries are the winner; if tries are equal, first try scorer; if no tries, first points scorer; if no points the teams are declared joint winners and the prize money will be shared.

10.7 The Premier Men's, Women and Men's Country competitions are run on the same rules as the Cup competition.

9. The Competition Organisation Committee will adjudicate all disputes and the Committee's decision is final. If teams withdraw prior to the competition or fail to attend within the time specified on the day of the competition, the Committee reserves the right to make substitutions at its sole discretion.

WE TRY TO ENSURE THAT TEAMS HAVE AT LEAST 3 GAMES.

NOTES

* Trophies and prize money will be presented immediately after each of the finals.

* Medical personnel will be provided by Camden Rugby Union Club Inc.

Tournament Director Richard Old 0412 439 715

Game Day Manager Wayne Cusack

Game Day Manager Gavin Holder