

RUGBY

Divisions and Rules 2018

DIVISION	# TEAMS IN DIVISION	PLAYING LEVEL GUIDELINE & AGE RESTRICTION	DIVISION DESCRIPTION
Mainly Here for the Beer	16	Very social rugby. 18 years and older.	Mostly players who do not play regular rugby and are not playing with a physical intent. No one who is currently playing professional, 1 st XV club or any varsity representative teams.
Social Leagues	48	Social/competitive . 18 years and older.	A mixture of social non-regular players and a few regular players. No one who is currently playing professional, 1 st XV club or any varsity representative teams.
Premier	16	Competitive rugby. 18 years and older.	A mixture of good social players and top regular players, including semi-professional, 1 st XV club and varsity representative sides.
Vets	12	Social rugby Strictly 35 years and older.	More competitive style of “golden oldies” rugby.
Masters	6	Very social rugby. Strictly 40 years and older.	Typical “golden oldies” rugby. Not physical at all.

ENTRY FEE INCLUDES

- Festival weekend entry
- Rugby tournament entry
- Custom designed, fully sublimated rugby jersey, rugby shorts and rugby socks
- 5 guaranteed games
- 10s event vest/merchandise
- Live entertainment
- Discount drink vouchers
- Massage & strapping services

SQUADS & REPLACEMENTS

- All squad sizes are 20 players
- All 10 subs per match are permitted to be used throughout the match
- Substitutions are rolling subs during a stop in play

MATCH LENGTH

- Matches are 9 minutes per half
- 2-minute half-time break
- 3 minutes between matches

POINTS/SCORING

Match points

- Normal rugby scoring rules
- 5 points for a try
- 2 points for a conversion (must be a drop-kick)
- 3 points for a penalty drop-kick
- 3 points for a drop-kick in open play

Pool points

- 4 points for a win
- 1 point for a draw
- 0 points for a loss
- No bonus points for winning by 3 tries or more
- No losing bonus points for losing by less than 7 points

Knockout rules

- If two teams finish the pool on the same amount of points, the positioning will be decided in the order of:
 - Who won the pool match
 - Who has the best “points difference”
 - Who has the best “points for”
- If there is a draw in any match during the knockout stage (except a Cup final) then the winner is decided by the below in order:
 - Who finished higher in their respective pools
 - Who had more tournament points in their pool
 - Who had the best “points difference”
 - Who had the best “points for”

RUGBY RULES

- Standard rugby rules apply
 - Line-outs
 - Scrums
 - Forward passes
 - Offside
 - Ruck infringements
- All scrums (except Vets and Masters) are contested by default, UNLESS:
 - Both teams agree in advance of a match that scrums should not be contested (with the referee's agreement). It is standard practise for Veteran captains to agree to uncontested scrums
 - A team is unable to field a suitable front-row and requests uncontested scrums. In this case, the team requesting uncontested scrums will forfeit a player for the whole/remainder of the match.
 - For any safety reasons the referee deems that scrums should not be contested
- Vets and Masters will have uncontested scrums by default
- Only the scrumhalf can pick the ball up at the back of the scrum (i.e. locks can't touch it)
- Locks must bind between hooker and props as in the 15-man game
- Kicking allowed only inside your own 22m or if attempting a drop-kick
- The tournament follows the spirit of the laws for 7's
 - Team that scores restarts
 - All kicks at goal shall be drop kicks
 - Any kick off infringement results in a free kick

FORMAT

Mainly Here for Beer, Social Leagues and Premier League

- 16 teams
- 4 pools of 4 teams
- Round robin format in the pool stage
- Top 2 teams from each pool play in the Cup quarter finals
- Losers of the Cup quarter final compete for the Plate
- Bottom 2 placed teams in the pool compete for the Bowl quarterfinals
- Losers in the Bowl quarter finals compete for the Shield

Vets League

- 12 teams
- 3 pools of 4

- Top 2 teams from each pool as well as the 2 best 3rd placed teams compete in the Cup quarterfinal
- Losers in the Cup quarter final compete for the Plate
- The bottom teams as well as the 2 worst 3rd placed team compete for the Bowl

Masters League

- 6 teams
- 1 pool of 6
- Round robin format
- Top 2 teams compete for the Cup final

RUGBY DISCIPLINE

- Event organisers and referees have the right to intervene if there is disrespectful, unruly or unsafe behaviour and play
- If a team does not arrive in time for the start of their game, the game will be considered a forfeit and a 28-0 winning score will be given to the punctual team - no exceptions, no excuses
- Red and Yellow cards will be distributed by referees at their own discretion as per usual. A player who receives a Red from 2 yellow cards will not receive any match ban. A player who receives a straight Red will have a brief hearing with the match ref and referee to decide on a ban (if necessary) – where necessary, the rugby manager or festival director will be part of the hearing too.
- There will be zero tolerance for any punching, pulling of hair, eye-gouging, biting, stamping (on the head) or any other behaviour on this level as judged by the ref.
- Strict high tackle rules apply.

10s BLUE CARD

- A referee has a BLUE CARD that they may show a player at any stage of the match. A blue card enables the ref to send a player off for being drunk and disorderly on the court. The ref may use this card at their own discretion. This is to protect the safety of all players on the court
- The guilty player will have to leave the court for the remainder of the match
- The team will forfeit a player for the remainder of the half that the guilty player was given the blue card.
- The team may replace the guilty player in the 2nd half if the incident happened in the 1st half