

BONDI TENS 2010 - TOURNAMENT RULES

Tournament Rules & Laws

Draw Format

On Day 1 there will be 28 teams in seven_pools of four teams. Each team will play the other teams in their pool.

In each pool game, two points will be awarded for a win and one point per team in the event of a drawn game. No extra time to determine a winner will be played in pool games.

Pool positions will be ranked on i) Game points won ii) Tries scored and iii) Net Points scored.

On Day 2 there will be three Championship knockout competitions, three Challenge knockout competitions, a Biggest Loser competition and an over-35's competition.

Bondi Tens Cup

The top team in each Pool will go forward into the quarter-finals of the Bondi Tens Cup. Teams below 1st in each pool will be ranked from 8th to 28th based on i) Game points won ii) Tries scored and iii) Net Points scored. Team 8th will go forward to the quarter-finals of the Bondi Tens Cup.

Plate Championship

Teams ranked 9th to 16th will go forward into the quarter-finals of the Bondi Tens Plate.

Bowl Championship

Teams ranked 17th to 24th will go forward into the quarter-finals of the Bondi Tens Bowl

Biggest Loser

Teams ranked 25th to 28th will play a knockout competition to determine the underperforming team at Bondi Tens 2010.

Challenge Cup, Plate and Bowl

Losers of Round 1 knockout games on Day 2 will compete in Challenge competitions that are a mirror image of the Championship Cup, Plate and Bowl.

Over 35's Competition

On Day 2, over-35's teams will compete in a Round Robin competition. Teams finishing 1st and 2nd will compete for the over-35's Championship. Rules will be the same as those for the open competition.

On Day 1, the team listed first in the programme will kick off, defending the Bondi Beach end.

On Day 2, the team captains will toss a coin with the referee during half-time of the preceding game.

Composition of the Teams

1. On both days of competition, each team can have 20 players registered. For each game, 15 players are eligible to play. Each side at any time shall comprise 10 players selected from the 15 eligible players. On Day 2, up to 5 new players may be registered as replacements in the original 20, but for each game no more than 15 players will be eligible to play.
2. Within the constraints of the 20 registered players, a team may change its playing side from game to game to have 15 eligible players; eligible players may be replaced on an unlimited rolling substitution basis. No replacement shall take place without the express permission of the referee. The replacing player shall first report to the Touch Judge who will bring the replacement to the attention of the referee.
3. A team that has less than 15 players because of injuries may borrow reserve players. They can borrow only players that have been registered prior to the event, from teams that have already been eliminated from the Tournament, such teams being either in the same or lower level of the tournament (i.e. Cup, Plate or Bowl Championship). A reserve player may only be used as a replacement in a match and only after all members of the team originally registered have been deemed unfit to play, and must be retained in that team for the remainder of the Tournament unless he is injured.
4. No persons shall enter the playing area during a match except medically trained persons who may enter at any time to tend to an injured player. Team members acting as water-boys may enter the playing area during a stoppage in play but only with the permission of the referee. They should wear some form of distinctive clothing to identify themselves.

Timings of the Games

1. The duration of all pool games on the first day and quarter-finals on the second day will be 7 minutes each way with a two-minute interval.
2. The semi-final games will have 9 minute halves and a three-minute interval.
3. The duration of the finals of the Cup, Plate and Bowl Championships will be 12 minutes each way with a three-minute interval.
4. When there is a tie at full time in any of the Championship and Challenge games on Day 2 extra time will be played. No toss of a coin will take place. Such extra time will be in periods of five minutes. Teams will change ends without an interval. The side that first kicked off will do so in the first period of extra time. Any subsequent kick off's, as required, will then alternate between the sides. The team first scoring points in extra time will be declared the winner and the game will end.

10 A-Side Law Variations

The Tournament will be played under the Laws of the game of Rugby Football as framed by the International Rugby Board, with the following amendments:

1. Rules for the tournament shall follow the spirit of the Laws for Seven-A-Side, i.e.
 - a. The team that scores shall restart;
 - b. All kicks at goal and at the kick-off shall be drop kicks; and
 - c. All "infringements" by a team taking a kick-off/restart, shall result in a free kick to the opposition.
2. Law 9. B. 1 (c) shall be amended to read "After a try has been scored, the scoring team has the right to take a drop kick at goal, on a line through the place where the try was scored.
3. Law 9. B. 1 (e) shall be amended to read "The kicker must take the kick within 40 seconds of the try being scored."
4. Law 9. B. 3 (a) shall be amended to read "The opposing team must immediately assemble close to their own 10 metre line".
5. Law 13. 3 (c) shall be amended to read "after a score the scoring team kicks off with a drop kick which must be taken at or behind the centre of the half-way line"
6. Laws 13. 4 and 13. 8 to 10 shall be amended to read to the effect that all infringements by the kicker or his team at a kick off will result in a free kick awarded to the opposing team at the centre of the halfway line, viz.
 - a. Law 13. 4 Player in front of the ball at kick off;
 - b. Law 13. 8 Kick off under 10 metres and not played by an opponent;
 - c. Law 13. 9 Ball goes directly into touch;
 - d. Law 13. 10 Ball goes into in-goal where it goes dead or is immediately made dead.
7. Law 20. 1 (f) shall be amended to read "The scrum must have five players from each team at all times" and the exception (to allow less than the normal number) is deleted.
8. Law 21. 3 (a) Penalty Kick shall be amended, so that if a team elects to take a penalty kick at goal, a drop kick must be used (i.e. no place kicks). The kick must be taken within 40 seconds of the nomination to kick at goal.

Recent Rule Variations will be explained at the Team Captains' meeting.

Sending Off and Sin Bin

1. A player sent off by a referee, under Law 10, will not play again in the Tournament. The referee will send a written report to the Constituent Body of Rugby Union to which the player's team and the player belong.
 2. Temporary Suspension (Sin Bin): The Sin Bin shall be used throughout the Tournament by referees. A player who is sent to the Sin Bin will be suspended from play for a period of 3 minutes of actual playing time. The player shall return to his team bench and await permission to rejoin the game after the three minutes of playing time has expired.
- The rules of the tournament, including their interpretation and any additional rules, are at the sole discretion of the tournament organisers of Woollahra Colleagues Rugby Football Club, whose decisions shall be final.