



## **HEINEKEN CLUB 10s RULES**

### **GAME REGULATIONS**

1. All games will be 10 minutes per half with a 1-minute break.
2. No extra time to determine a winner will be played in pool games
3. A drawn match in the play off games will be decided by "sudden death". The first team to score points will be declared the winner.
4. Each side shall comprise 10 players selected before the start of play, there is no limit of players in a squad (if more than 15 can be raised it may be appropriate to form another squad)
5. Players will not be allowed to play in any of the finals, unless they have previously played at least one game (equivalent combined time of 1 full game) with the team they want to play in during that final
6. Scrum (subject to agreement before the game commences and availability of suitably trained players) the side throwing in the ball may elect to form the scrummage with three or five players
7. Any player who has left the field (other than blood bin), and has been replaced may not play again in the same game. It is recommended that unlimited substitutions be made during a game though a limit may be imposed locally
8. All kicks will be drop-kicks:
  - a. Following a score, the scoring side will restart with a drop kick from the halfway line
  - b. Kick-off is always a drop kick taken from the centre of the halfway line
  - c. All penalty (and if played conversion) kicks at goal must be drop kicks (and not place kicks)
  - d. After a try has been scored, no place kick at goal will be taken (all kicks at goal if conversions are played must be drop kicks)
  - e. All restarts "22's and kick-offs" not reaching the opposing 10 metre line or going out, the receiving team will be given a free kick at the centre of halfway or 22
  - f. Kicking in open play is allowed
9. The sin bin will be used. A player can be sent to the sin bin for exactly five minutes. The sin binned player shall stand behind the dead ball line of the opposition's In-Goal area.

### **COMPETITION FORMAT**

1. All decisions shall be sole responsibility of the Club Tournament Organiser.
2. Play will commence with teams playing against each other in their respective pool (1 up and 1 down/ 1 up /2 down) - subject to local organisation).
3. Pool Matches: Four points for a win, two points for a draw (match points). A bonus point will be earned by a team scoring four or more tries and by a team losing by seven or less points.
4. All teams will qualify for a play off game and will be decided by the following criteria:

5. The highest number of match points earned in each Pool. Teams will be ranked in terms of the number of points earned.
6. If Clubs are equal on points then qualification/ranking will be based upon:
  - a. the matches played between the Clubs concerned:
    - i. the Club which has earned the most number of match points from the two
    - ii. Matches (four points for a win, two points for a draw and bonus points).
    - iii. The Club which has scored the most tries in the two matches.
    - iv. The Club with the best aggregate points difference from the two matches.
  - b. Clubs from different Pools (if still unresolved) if the teams have not played each other previously in the Pool stage, qualification / ranking will be based on:
    - i. The number of tries scored in all Pool matches.
    - ii. Aggregate points difference from all Pool matches.
    - iii. The Club with the fewest number of players sent off and / or suspended in all Pool matches.
    - iv. Toss of a coin.

