

KWAZULU-NATAL RUGBY UNION

RULES AND REGULATIONS 2021

1. PLAYER REGISTRATION

- 1.1 Only a Player who is currently registered with the KZNRU shall be entitled to participate in competitions organised, recognised and/or sanctioned by the KZNRU.
- 1.2 A Player may not be registered simultaneously with more than one Club.
- 1.3 A Player shall be deemed, unless the contrary can be proved, to be a member of the last Club in the Province that he was registered with. Provided that if a Player has been absent from the Province or the Player has not played rugby for a Club affiliated with a Sub-Union in the Province during the entire preceding season the Player shall be a free agent and shall be entitled to join a Club of his choice further provided that he has discharged all his financial obligations to the previous Club in the Province to which he belonged. Should the player have a debt with the club it has to be in a written form of an agreement or a contract.
- 1.4 For the purposes of this Regulation a **rugby season** shall commence on the **1st of February each year each year** and terminate on the **date** of the **Currie Cup final**.
- 1.5 All Players playing at Clubs are required to register and complete the Boksmart Player participation agreement as part of the new **Sports Cap** online player registration system. The Website address is www.sportscap.co.za . This needs to be done before a Player may commence playing for a club at all levels of Rugby. **Boksmart Team Sheets** from the **Sports Cap System** are to be printed and presented to the match officials prior to the kick off of a scheduled rugby match. Referees **shall not** commence a fixture until they have been presented with the **Boksmart Team Sheet with photos** of the team that was loaded on to **the Sports Cap system**.
- 1.6 All Players above must complete and sign the requisite **KZNRU Registration Form** which shall be lodged with the KZNRU **before** a Player may commence playing for a Club in any game of rugby.

2. PLAYER MOVEMENT AND TRANSFERS BETWEEN CLUBS

- 2.1 No Player shall be entitled to apply for a transfer from his current Club in which he is registered to another Club after the **31st of January each year** unless a mutual agreement has been reached by both clubs concerned, a player is allowed a maximum of one movement in a season. . This prohibition shall last until the end of the rugby season contemplated in 1.4 above.
- 2.2 All Player transfer application forms and consents shall be lodged with their Sub-Unions on or before the **31st of January each year** unless one of the following circumstances applies:
 - 2.2.1 When a Club withdraws a team or teams from league participation due to inadequate players resulting in the remaining players being deprived of any opportunity of participation in the league through the affected Club;
 - 2.2.2 When a Player deprived of participation in a league team due to his Club having an excess of players who are then not afforded reasonable opportunity of game time in a league team

- 2.2.3 Where a Player returns from overseas provided that the said Player submit proof to the satisfaction of the KZNRU of his being overseas and the date of his return to the Republic of South Africa.
- 2.2.4 A Player from any Lower Division Club may apply for a transfer to any higher Division Club situate in the Sub-Union in which he is domiciled to "try out" for selection to the Higher Division Club's First XV. This transfer shall be subject to such Player obtaining selection to the transferee Club's First XV within 1 (ONE) month of the commencement of the Season. Should such Player fail to gain selection as aforesaid, his membership of the transferee Club shall lapse and he shall immediately apply for a transfer back to the Club he was previously registered with
- 2.2.5 Should a Sub-Union of its own accord or upon a complaint received determine after an enquiry that a Club has fielded a Player who has not been registered and/or who has not received the required clearance from a Club, the Sub-Union shall be entitled to deduct league points from the Club/and or suspend the Player for a reasonable specified time. (Points should also be awarded to the club the player has played against). In the event that the Rugby Competition in which the Player is participating in traverses Sub-Union boundaries, with particular reference to the Premier Division and First Division, and a Club and/or Player has transgressed the aforementioned Rule, the KZNRU shall conduct the Inquiry into the transgression and who shall be entitled to impose the aforementioned sanction
- 2.3 Should a **new** Player who has signed to play for a Club wish to transfer to another Club **before** he has played a league match he may only do so with the written consent of the Club Chairman of the Club he was first registered by way of a signed clearance form. A Club shall only be entitled to refuse to issue a clearance for a Player if:-
- 2.3.1 That Player has not fulfilled any of his contractual obligations to that Club under a written contract which includes the Club Registration form with the Player; and/or
- 2.3.2 That Player is under suspension on disciplinary or misconduct grounds from the previous Season.
- 2.4 Player transfers will only be considered by the Sub-Union having jurisdiction if that Player **has registered** with the KZNRU in accordance with Regulation 1.1 above and upon the receipt of a written application by the Player or his agent accompanied by a written consent in the form of a signed clearance form from the Club Chairman of his existing Club. A Club shall only be entitled to refuse to issue a clearance for a Player if:-
- 2.4.1 That Player has not fulfilled any of his contractual obligations to that Club under a written contract which includes a club Registration with the Player; and/or
- 2.4.2 That Player is under suspension on disciplinary or misconduct grounds from the previous season.
- 2.5 Any Player transferring from a Club under the jurisdiction of the KZNRU to a Club in another Union in South Africa or overseas during the course of a season that Player shall require written clearance from his Club and the KZNRU. The granting of the clearances shall be subject to the provisions of SARU's Player Status, Player Contracts and Player Movement Regulations.
- 2.6 Should a Club refuse to grant consent to the Player transferring to another Club (and which refusal shall be communicated to the Player in writing) the Player or his agent shall be entitled to appeal that refusal by lodging a written appeal to his Sub-Union within five (5) days of the date of receipt of the refusal setting out the full circumstances and reasons for his appeal.

- 2.7 Should a Sub-Union of its own accord or upon a complaint received determine after an enquiry that a Club has fielded a Player who has not been registered and/or who has not received the required clearance from a Club, the Sub-Union shall be entitled to deduct league points from the Club and or suspend the Player for a reasonable specified time. (Points should also be awarded to the club the Player has played against).
- 2.8 Should a Club or Player feel aggrieved by the Sub-Union's determination and /or sanction referred to in Regulation 2.6 above the Club and/or the affected Player shall be entitled to appeal that refusal by lodging a written appeal to the KZNRU within five (5) days of the date of the determination being received, setting out the full circumstances and reasons for the appeal.
- 2.9 The KZNRU shall deal with the appeals referred to in Regulation 2.6 and 2.8 above in terms of the procedure set out in Regulation 13 of the KZNRU Disciplinary and Judicial Matters Regulation.
- 2.10 The Appeal Chairperson and/or Appeal Committee when hearing an appeal under this Regulation may take into consideration that the Player is a senior, junior or high performance player contracted with the Sharks (Pty) Limited.
- 2.11 No Club shall be allowed to refuse a Player a transfer , unless the Player has signed a written contract with a Club. Clubs shall not be allowed to stop a transfer due to non – payment of subs unless that condition is stipulated in a signed written contract with the Player.

3. PROCUREMENT AND RECRUITMENT REGULATION

- 3.1 Club chairman shall be required to distribute to and discuss with their club officials the KZNRU Rules and Regulations governing Club rugby.
- 3.2 Club officials or mandated third parties of a Club may not actively target or approach any registered or contracted Players of another Club within the jurisdiction of the KZNRU for the purposes of recruitment. **Penalties to be imposed, Club guilty of first offence 5 Log points for all teams within the club, second offence during the same season 10 log points for all teams within the club, third offence during the same season suspend all teams within the club for an entire season.**
- 3.3 Club officials or mandated third parties of a Club may:
- 3.3.1 Hold functions or events with the purpose of promoting their Club, where;
- 3.3.1.1 Invitations to such functions or events are open ended and do not target specific Player(s); and
- 3.3.1.2 No specific offers are made to the attending Players affiliated to another Club.
- 3.3.2 Target or approach any Player not affiliated with another Club within the jurisdiction of the KZNRU, for the purpose of recruitment, where the onus lies with the recruiting Club to establish that the targeted Player is not registered with any other Club and if registered, all approaches and communication with the player must cease forthwith.
- 3.4. No Club movement will be allowed for the first year of the Junior Contract.
- 3.5. There shall be a flexibility of allocations allowed. Clubs may engage each other over positional movement, sacrificing their allocations for the next year.

- 3.6. Allocations of Senior Contracted Players (SCP) shall be continued with free movement being allowed subject to the Sharks Coaching Directors approval.
- 3.7. The following transfer fees shall be paid in respect of the transfer within the various division of the KZNRU:
- 3.8.1 . In the case of a transfer of a Non-Contracted Player playing in the Premier Division (who has represented his old club in at least Five (5) 1XV Premier Division matches preceding the year of transfer) to a new club in the Premier Division, the “transferee club” shall pay the Player’s old club a transfer fee of R 4000 per year for a period of two (2) years. The Players old club shall only be permitted to sign the Player’s transfer when the Two year’s transfer fee has been paid into their club’s bank account.
- 3.8.2 In the case of a transfer of a Non-Contracted Player playing in the First Division (who has represented his old club in at least Five (5) 1st XV League Matches preceding the year of transfer) to a new club in the First Division, the “the transferee club” shall pay the Player’s old club a once off transfer fee of R2000. In the case of a transfer of a Premier division Reserves player (who has represented the Club in at least 5 league games preceding the year of transfer), the “transferee club” shall pay the old club a once off transfer fee of R2000.00. In both instance mentioned above the Player’s old club shall only be permitted to sign the Player’s transfer when the transfer fee has been paid into their club’s bank account .
- 3.8.3 In the case of a Non-Contracted Player playing in the Premier Division (who has represented his old club in at least Five (5) Premier League matches preceding the year of transfer) to a new First Division (“the transferee club”), the “transferee club” shall pay the Player’s old club a once off transfer fee of R2000. The Player’s old club shall only be permitted to sign the Player’s transfer when the transfer fee has been paid into their club’s bank account.
- 3.8.4 In a case of a Junior contracted Player playing in the U20A division (who has represented his old club in at least Five 1st XV League matches preceding the year of transfer) to a new club in the U20A Division “the transferee club” shall pay the Player’s old club a transfer fee of R 4000 per year for a period of two (2) years. The Players old club shall only be permitted to sign the Player’s transfer when the Two year’s transfer fee has been paid into their club’s bank account.
- 3.9. a transfer motivated by **Tertiary and Third Party Bursaries** offered by a “transferee club” either directly or indirectly through either any of its members, sponsors, players or officials will incur a once off R4000 transfer fee or 25% of the value of the Bursary whichever is the greater provided that the transfer fee shall not exceed R10 000. The Player’s old club shall only be permitted to sign the transfer request once the payment is received in their club's bank account. The old Club shall bear the onus on a balance of probabilities that the Player was enticed by a bursary, for the Tertiary Bursary Transfer fee to be applicable.
- 3.10. Club Coaches transfers are to be regulated by the KZNRU Coaching Association.
- 3.11. Club Coaches may not engage players by enticing them to join a Club that they are themselves joining.
- 3.12. Penalties for the breach of these Regulations are contained in **APPENDIX 2-PART B** of the KZNRU Disciplinary and Judicial Matters Regulation.

- 3.13. Any Shark's Contracted Player that is being released from their contract and where an institution awards them a bursary to remain in the Province, the "transferee club" shall be exempt from paying a transfer fee.

4. PREMIER AND UNDER 20 A DIVISION RULING FOR MRSU, ZRSU and SKZN

- 4.1 Special dispensation has been granted to the Midlands, Zululand and Southern Kwa-Zulu Natal Rugby Sub-Unions with regard to the sanctioning of player movement between Clubs within their Sub-Union – the aim of which is to compete as effectively as possible in the Premier and Under 20 A and B leagues. In terms of this player movement it is to be controlled by the respective Sub-Union. **These rules only apply for the Premier League side and Frank Norris under 20s A sides from their Sub Union.**

5. RULES FOR THE "TWINNING" OF CLUBS

- 5.1 **MEANING OF THE TERM:** In rugby terms, the term twinning of clubs shall mean that an arrangement exists whereby players can freely move *between the Clubs within the same Sub-Union during the same season* without hindrance or penalty.
- 5.2 **OBJECTIVE OF THE ARRANGEMENT:** The objective of the arrangement is to give promising players an opportunity to play in better company by playing in a higher division, and yet not be lost to his own club if it is found that he does not meet the required standard.
- 5.3 **MODE WHEREBY TWINNING BETWEEN CLUBS IS AUTHORISED:** Should two clubs wish to enter into a twinning arrangement, then they would need to apply in writing to their respective Sub-Union for approval, such approval being subject to KZNRU ratification.
- 5.4 A twinning arrangement between clubs is not automatically renewable and must be approved by the respective Sub-Union on an annual basis.
- 5.5 The arrangement can only take place between **TWO** clubs at any time, with the proviso that either one may be twinned with another club. This implies that the latter club is not automatically twinned with **BOTH** other clubs simultaneously, but only with one.
- 5.6 One of the clubs in the arrangement must field a team in a **HIGHER LEAGUE** than the other in other words one of the participants should preferably field a team in the Premier, First Division or U20A leagues in order for the objectives of the arrangement to be achieved.
- 5.7 If one of the participants withdraws from the higher league during the season then the arrangement shall fall away.
- 5.8 A player may only play for a twinned club in a **HIGHER LEAGUE (TEAM)** than the one available at his own club during the season. Should he no longer be required for the higher team, **HE WILL REVERT TO PLAYING FOR HIS FORMER CLUB?** In the spirit of transformation, development players will be permitted to move to a twinned Club without restriction whether he plays in a higher or lower league.
- 5.9 The arrangement must be approved by the first league fixture of the season, except in special circumstances.

6. UNDER 20 LEAGUES

6.1 ELIGIBILITY: Only players who turn 19 on or after 1 January of the current year are eligible to participate in this league

6.2 BOKSMART REGULATION:

6.2.1 Under 19 Players (turning 19 on or after 1 January of the current year) may not play in the front row for any senior level rugby.

6.2.2 Players who are Under 18 (turning 18 on or after 1 January of the current year or in the year after) may not play U20 or Senior rugby in any position

6.3. All players playing in the U19 or U20 leagues may be required by any authorised official to provide a copy of the relevant page of their I.D. Book.

6.4 Any Club found guilty of fielding an **Over-age** and or **Under-aged** player in the any leagues will be penalised FIVE (5) log points per transgression and after the third offense be kicked out of the league

7. ALTERATIONS TO FIXTURES

7.1 Should **special circumstances** arise which make it impossible for any Club to fulfil a specific fixture, the Club requesting a fixture change shall apply to its Sub-Union Secretary in writing, not less than 48 hours prior to the fixture concerned, giving a full and comprehensive motivation for the request. In such written motivation, the Club shall indicate whether the opposing Club in the fixture has been approached regarding a fixture change and, if so, what that Club's response was. The Secretary of the Sub-Union will then initiate the appropriate procedures to ascertain the desirability and/or feasibility of changing the fixture.

7.2 In a case of a dispute, the KZNRU Fixtures Committee shall make a final decision.

8. REVERSION: LEAGUE COMPETITIONS

8.1 To prevent the possible loading of lower teams, any player demoted to a lower team during the course of the season must play at least **two** consecutive league games for that team before he can regain promotion to a higher team, unless it can be proven that the player was suffering from a bona fide injury. Any club found wilfully loading any of their lower teams will be subject to disciplinary action by the KZNRU. This rule will not apply in the case of a player replacing a current Club Provincial player who has been involved in Provincial commitments.

9. REVERSION: KNOCKOUT COMPETITIONS

9.1 A player may be promoted from one knockout competition to another, but may not be demoted from one knockout competition to a lower one, unless both teams are playing on the same day. A club that has qualified for a knockout competition may not use any players who have played the two previous league games in a higher division. This rule will not apply in the case of a player who has replaced a Provincial player who has been involved in Provincial commitments.

9.2 Only players who have played three (3) League matches during that season for a Club may represent that Club in a Knockout Competition. Sub-Unions and Presidents to assist in this regard.

Note: Exemption from this rule are, Schoolboys who meet the SARU and Boksmart age requirements and are new to KZNRU Club Rugby.

10. **CLUB PROGRAMMES**

- 10.1 Premier Clubs shall provide spectators with match programmes at all home fixtures, including the times and venues of respective fixtures and the names and match numbers of players.
- 10.2 Included in the match day programme shall be the KZNRU Code of Conduct and for Premier Division Clubs, acknowledgement of the Official League Sponsor (Fidelity Security Moor Cup – Premier Division).

11. **DRESS OF PLAYERS**

- 11.1 Every club shall take all reasonable steps to ensure that all teams are properly turned out on the field and in particular ensure that their 1st, 2nd and U20 'A' teams are correctly numbered.
- 11.2 The size of the Sponsors Logo and/or registered trademarks as laid down by the IRB shall be:
 - 11.2.1 Rugby balls, jerseys and medical kit bags: the **total** area on each individual item of all registered logos and trademarks together shall not exceed **160 sq cm**.
 - 11.2.2 Shorts, socks and boots: the **total** area on each individual item of all registered logos and trademarks together shall not exceed **80 sq cm**.
 - 11.2.3 Tracksuits: the **total** area of any registered logos and trademarks together shall not exceed **325 sq cm**.
- 11.3 The KZNRU and respective Sub-Unions reserve the right to take appropriate steps to remedy any breach of this provision.
- 11.4 The penalty for breach of these regulations shall be the club penalized one (1) log point for the first transgression, for the second transgression two (2) log points and for the third offence all sides within the club be penalized three (3) log points.
- 11.5 All Club jerseys must have the Fidelity Security Logo depicted somewhere prominent on the jersey. Failure to do so may at the sole discretion of the Union result in penalties being implemented or affiliation fees having to be paid by the offending club.

12. **SUPPLY OF RUGBY BALLS**

- 12.1.1 In all **Premier and First Division matches** played at Clubs, **two balls** must be **provided by** the **home Club**. For all **other matches**, the **home and visiting teams** are each expected to **supply one ball**. Sub-Unions are to supply two balls for all games played at home venues on their main field. In all matches the Referee may wish to inspect the match balls prior to the commencement of the match and has the power to discard any ball which in his opinion is unsuitable for match play. (See Law 2, Laws of the Game of Rugby Football).

13... **TOUCH JUDGES**

- 13.1 Suitably competent Touch Judges shall be provided by each team for sides playing third division and below. For all Premier and First Division and U20A games (including ALL knockout competitions), the Referees Sub-Society will provide Assistant Referees.
- 13.2 The Touch Judge must, before the commencement of the game, report to the Referee appointed to the match. He must be supplied with a flag.

14... **DURATION OF MATCHES**

- 14.1 In all league fixtures two periods of 40 minutes each way shall be played with a 10 minute half time, except that specified kick off times must be strictly observed.

15... **SUBSTITUTES**

- 15.1 Up to **seven** substitutes may be used during a match.
- 15.2 Players who have been substituted may **not** participate further in the match. Exceptions are for an injured front row player if no other suitably trained replacement is available and for a player in the blood bin.
- 15.3 When substituting a player, the following procedure must be adopted:
 - 15.3.1 The team manager / other responsible official will notify the touch-judge of the number of the player being substituted and the substitute's number.
 - 15.3.2 The substitute will join the touch-judge on the touch-line and only enter the field of play when the substituted player has left the field of play and with the referee's permission.
- 15.4 Should teams substitute players at half time it is important that the referee is notified of the changes before play resumes?
- 15.5 In the event of a **permanent replacement** due to injury or a **temporary replacement** for a "blood" injury, the replacement player must join the touch-judge on the touch-line and may only enter the field of play with the permission of the referee after the injured/bleeding player has left the field of play. If the player who has been temporarily replaced for "blood" does not return to the field of play within 15 minutes of leaving the playing area, the replacement becomes permanent and the replaced player must not return to the field of play. A returning "blood" injured player may only enter the field of play when the temporary replacement player has left field of play.
- 15.6 At no time may more than fifteen players of one team be on the field of play.

16. **DEPTH CLAUSE – DEFINITION**

- 16.1 For a Club to participate in the Premier Division it must field a minimum of four (4) league teams. The four Durban City based Clubs are required to field one team in the U20A Division. Country District Clubs are required to field at least one U20 team. However for a newly promoted club to participate in the Premier League it must field a minimum of three (3) league teams in the first two years of promotion there after you must field four teams with one of your teams competing in the Under 20s A Division.
- 16.2 For a Club to participate in the First Division it must field a minimum of two (2) league teams.
- 16.3 All clubs benefitting from the Sharks Academy intake of students must field a minimum of two (2) U20 league teams.

17. **PROMOTION/RELEGATION**

17.1 **Premier Division:**

For a Club to qualify to challenge for Premier Division status it must be:

17.1.1 A Club which has won the First Division (Dewar Shield).

17.1.2 Fielding at least three (3) league teams and must guarantee that they will meet the Depth Clause of four (4) league teams after two years in the Premier Division with one of the four side to be an Under 20s A side .

17.1.3 Only players who have played three (3) League matches during that season for a Club may represent that Club in a Promotion / Relegation Match. Sub-Unions and Presidents to assist in this regard.

If all these conditions have been met and upon written application, a promotion/relegation game shall be played against the last placed team in the Premier Division competition. This match is to be played within two weeks after completion of the Knockout competition and shall be played at the defending side's home grounds.

17.1.4 In a **Promotion Relegation** fixture should the teams be tied after 80 minutes, the team that was challenged will keep its status.

17.2 **First Division:**

For a Club to qualify to challenge for First Division status it must be:

17.2.1 A Sub-Union league playing Club which does not already participate in the Premier or First Division competitions.

17.2.2 A Club which has won the Findlay Cup 3rd Division Knock-out.

17.2.3 A Club which meet the Depth Clause of two (2) league teams in the following year.

17.2.4 Only players who have played three (3) League matches during that season for a Club may represent that Club in a Promotion / Relegation Match. Sub-Unions and Presidents to assist in this regard.

If all these conditions have been met and upon written application, a promotion/relegation game shall be played against the side finishing last in the First Division competition. This match is to be played as soon as possible after completion of the Knockout competition, and shall be played, at full strength, at the defending side's home grounds.

17.2.4 Refer to Rule 17.1.4

17.3 **U20A Frank Norris**

17.3.1 No Club which is already represented in the U20 'A' and 'B' Division shall be eligible to have an additional side in that competition (other than at the sole discretion of the Fixtures committee). Further, the KZNRU Fixtures Committee shall decide, upon application, which Club team qualifies to challenge for U20 Division participation.

Should provincial call ups result in a Club missing 3 or more players - who must have played at least half of the league matches - then that Club may apply for a postponement which will be considered by the KZNRU Fixtures Committee.

17.4 Refer to Rule 17.1.4

18. **PLAYERS SELECTED FOR SHARKS**

18.1 **Off-Season practices:** (Sharks XV, Sharks U21).

Off-season practices may be called by the Provincial Coach at any time he deems fit. These practices must be held on Mondays so as not to clash with normal Club practice days.

18.2 **Pre-season practice and Camp:** (Sharks XV, Sharks U21).

Once selected – usually early in February – Sharks XV squad players will be required to attend team practices and will not be available for their Clubs. Exact dates depend upon the date on which the Super sport Rugby Challenge competition commences.

Provincial commitments for players selected for the Sharks U21 team will commence 6 weeks prior to their first SARU league match this supersede all club commitment.

18.3 **Provincial Match Week:** (Sharks XV, Sharks U21).

Once a team has been selected, the players, including reserves, during the week before the fixture, come under the jurisdiction of the Selection Committee and Coach and may, on **any day**, be called to a practice **which will always supersede Club commitments**. In the event of a mid-week Club league match no selected player other than reserves may play for his Club during six days preceding the provincial fixture. For reserves to play in a Club fixture they must first obtain permission from the respective Provincial team Coach.

18.4 **Provincial competitions:** (Sharks XV, Sharks U21, KZN Amateur and Rural).

Players, including reserves selected for provincial teams come under the jurisdiction of the Coach for the entire duration of the competition. Should a provincial team have a bye during the competition the provincial Coach must select a squad of 22 players after the Monday practice and these players will be unavailable for Club fixtures in that week. Should there be two or more consecutive byes, it is only the week preceding the continuation of the league that players shall be regarded as provincially bound. Medical reports on all players are to be submitted together with remedial advice where relevant. Medical opinion must be respected by Club coaches before selecting provincial players for Club matches once they have been released from their provincial competitions.

18.5 **Junior / Development / Interim Contracted Players:**

Notwithstanding paragraphs 19.1 – 19.4 above, should any players on contract to the Kwazulu-Natal Rugby Union in any one of the above categories be required, in terms of his contract, to fulfil a provincial obligation, this would always supersede Club commitments.

19. PLAYERS DECLINING SELECTION FOR KZN OR SUB-UNION REPRESENTATIVE TEAMS

If a player is selected for any officially selected **KwaZulu-Natal** or **Sub-Union Representative team** and declares himself unavailable for the match in question, he **may not be permitted to play for his Club** from the date of selection up to and including the seventh day after the fixture, save with the consent of the KZNRU and unless it can be proven that the player was suffering from a bona fide injury, work or other commitment which clashes with the Provincial Fixture in question.

20. DISCIPLINARY

20.1 **Red and Yellow Card Application:**

20.1.1 When a player has been issued with a **caution** in any game, the Referee will hold up a **yellow card**, show it to the cautioned player(s) and order the player(s) to spend 10 minutes in the **Sin Bin**. This could be behind the poles or in a designated area. The Referee will ensure that the player's number, name and offence are recorded.

20.1.2 When a player who has been cautioned as in 20.1.1 commits a second cautionable offence in the same match, the Referee will show a second yellow card and then a **red card** to signify that the player has been sent from the field of play.

20.1.3 In connection with a sending off as contemplated in 20.1.2 (two yellow cards and then a red) the Disciplinary Chairperson and/or Disciplinary Committee shall upon the receipt of written representations and upon good cause shown have discretion to uplift the Player's suspension pending the disciplinary hearing.

20.2 In the event of a Player being Ordered Off (A red card) then that Player shall be automatically suspended from playing all Rugby until the disciplinary process has been completed. The Player shall be subjected to the disciplinary and appeal processes as set out in Regulation 7, 9 and 10 of the KZNRU Disciplinary and Judicial Matters Regulation. A copy of this Regulation is available from the KZNRU and Sub-Union offices and on the KZNRU web site.

20.3 A player who has been found guilty and been sentenced shall be entitled to appeal to the KZNRU Disciplinary Committee, which appeal shall be conducted in accordance with the KwaZulu-Natal Rugby Union Judicial Regulations. A copy of such procedure is available from the KwaZulu-Natal Rugby Union offices. (A R5000 refundable deposit is required)

20.4 All Club Officials, Managers, Coaches, Players, Members of Clubs and spectators who attend matches under the auspices of Clubs and/or Sub Unions and KZNRU shall be subject to the Code of Conduct a copy of which is available from the KZNRU and Sub-Union offices and on the KZNRU web site.

21. SCRATCHINGS AND NON-ARRIVALS

21.1 **Scratchings:**

21.1.1 Any Club unable to field a team for a fixture shall notify their respective Sub-Union before 10h00 on the business day preceding the fixture. The penalties are set out in clause 23 below. Further scratchings will be dealt with clause 23 below.

21.1.2 A notification to the Sub-Union of the proposed scratching being delivered after 15h00 on the business day preceding the fixture shall be deemed to be a non-arrival and dealt with in terms of the provisions of 21 .2 below.

21.2 **Non-Arrivals:**

21.2.1 Any Club's team failing to arrive for a scheduled fixture shall be penalised 5 log Points in addition all teams within the club will be deducted 1 log point .

21.2.2 In the event of any further occasion of a club team failing to arrive for schedule fixture that team shall be deducted 5 log points and all teams within the Club 3.

21.2.3 In either a scratching or non- arrival, the opposing team will be awarded FIVE (5) log points for that particular game (four match points plus one bonus point).

21.2.4 The referee shall start the match at the specified kick off times. At his discretion, if the teams have not taken the field of play **15 minutes** after the scheduled kick off time, the match will be considered abandoned and treated as a non-arrival in terms of the Rules.

22 **Match Abandonment:**

22.1.1 If a match is called off by the appointed match official for what ever reason (e.g. weather, discipline, player safety) **before** half time, then the match will be re-scheduled by the KZNRU Fixtures Committee.

22.2.2 If a match is called off by the appointed match official for what ever reason (e.g. weather, discipline, player safety) at **half time or thereafter**, the score at the time will stand and log points awarded accordingly. This match will not be replayed.

23. **MINIMUM PLAYERS/PROPS PER TEAM**

23.1 All league teams should arrive with at least 15 players prepared to take the field of which two must be recognised props, including two identified player who can play prop in case of injury.

23.2 Should any team arrive, however, with less than fifteen players but provided there are at least twelve players, then the match can commence subject to the provisions of 23.1 relating to props.

Note:

23.2.1 Since safety on the field is a priority, the referee will always request the captain of each team to identify both props and the replacement prop before he will commence the match.

23.3 At any time after the match has commenced, should two of the three identified props be injured, then the referee will rule that uncontested scrums will apply. The Referee shall consult the team medic to confirm and provide reasons as to why any prop is unable to continue with play.

23.4 **NON COMPLIANCE:** - Should a team, at the scheduled commencement time of the match, not have twelve players and/or not have two recognised props and

an identified player who can replace either then that team will be regarded as a non-arrival, will forfeit the match and the provisions of Regulation 21.2 shall apply.

24. SCRATCHINGS: PENALTIES & FINES (excluding log points dealt with in 22 above).

24.1. Premier and Reserves Division:

1st Scratching - 1 Log Points

2nd Scratching – 3 Log Points

3rd Scratching - Automatic Removal from the league which it competes in.

24.2 First, Reserves and U20 A Division:

1st Scratching - 1 Log Point

2nd Scratching – 3 Log Points

3rd Scratching - automatic withdrawal from the league in which it competes.

24.3 Sub Unions Teams

1st Scratching - 1 Points

2nd Scratching – 3 Points

3rd Scratching – Automatic withdrawal from the League in which it competes.

The additional penalties shall also apply to all non-arrivals.

25. TEAM WITHDRAWALS

25. In the event of a team scratching from the league during the course of a season, all previous fixtures involving that team shall be deemed not to have been played and the logs points accumulated therefore nullified.

26. LOG POINT FORMAT

26.1 The following log point format will apply in all KZNRU competitions:

Win	:	4 points
Draw	:	2 points
Loss	:	1 point for loss within 7 points or less of the team that wins
Loss	:	0 points for loss of more than 7 points
Try Bonus	:	1 point for a team that scores 4 or more tries per match.

27. CLUB MATCHES PLAYED AT CLUB GROUNDS

27.1 Clubs are asked to take cognisance of the following requirements pertaining to decentralised venues, and to note that these will be strictly monitored throughout the season by the respective Sub-Unions.

27.1.1 Adequate spectator control should reside in the hands of a Club official and a minimum **3 metre** corridor around the playing areas should be maintained at all times during matches. If this corridor is not clearly demarcated and maintained, the referee shall be entitled to suspend play until satisfied that the corridor is demarcated and maintained.

27.1.2 Demarcation of two ‘technical’ areas (approx. 6m x 2m) three meters from the touchline and near the halfway. This clearly marked or cordoned off area is to be used by the respective reserves and team match officials. Reserves may leave the area for warm up

purposes or when they go on as a replacement. Referees must suspend play if there is a violation of this regulation in that officials are standing behind the goalposts and not in the demarcated area.

27.1.3. Consumption of liquor outside of licensed areas is prohibited in terms of the Liquor Act and strict adherence thereto should be observed. This means that the consumption of liquor within the playing enclosure is illegal.

27.1.4 Adequate:-

27.1.4.1 First aid equipment and expertise must be available, without which the referee will not start the game;

27.1.4.2 Secure change room and shower facilities should be available for all teams, and for the officiating referee/s;

27.2 A properly maintained and marked field in compliance with Law 1 (Grounds) of the Laws of the game of Rugby Football (SARU 2014 edition handbook) with all flags in place must be available before any match can commence.

27.3 Should a visiting Club have cause for complaint regarding the facilities or arrangements at any venue they should submit their complaint, in writing, to the Secretary of the Sub-Union concerned who shall acknowledge receipt thereof and place it before the Council of that Sub-Union for investigation and action?

28. SARU GOLD CUP

28.1 The winner of the FIDELITY SECURITY Premier Division will represent Kwazulu-Natal in the SARU Gold Cup.

29. KNOCK-OUT COMPETITIONS

29.1 Venues for Murray Cup and Junior Murray Cup knockout matches (Premier and First Division respectively) will be determined by the KZNRU Fixtures Committee.

29.2 The procedure to be followed in respect of all other knock-out games which end in a draw is as follows (excl. Murray Cup Final):

29.2.1 If item 29.3 below is not applicable, then an extra 10 minutes each way shall be played.

29.2.2 If the scores are still level after extra time then the team scoring the greater number of tries shall be declared the winner.

29.2.3 In the event that both teams have scored the same number of tries then the match shall be awarded to the team scoring the most tries in previous matches of that specific competition.

29.2.4 If the try count in previous matches is the same, then the team with the higher point's differential from those previous matches shall be the winner.

29.2.5 Finally, should point's differential in previous matches be the same OR should there be no previous matches, then the team that scored the first try in the match shall be declared the winner. (If no tries, then first points scored in the match).

29.3 In the event of a Knock-Out match being played as a curtain raiser to a provincial match or more senior knock-out match, no extra time will be played, and if tries do not decide the winner, then this will be determined as per item 29.2.2 - 29.2.3 above.

29.4 The procedure to be followed in respect of Murray Cup Final:

29.4.1 If item 29.3 above is not applicable, then an extra 10 minutes each way shall be played.

29.4.2 If the scores are still level after extra time then the team scoring the greater number of tries shall be declared the winner.

29.4.3 If the try count doesn't determine a winner, then the match will enter into a **Sudden Death** with the team scoring the first points, being declared the winner.

30. FINALISATION OF LEAGUE COMPETITIONS

30.1 When teams finish in any league competition with the same number of log points, including bonus points, their position in the league will be determined initially on points difference, thereafter on total tries scored, and finally by the spin of a coin.

30.2 Should a team involved in a tie with team 'X' on the log be in a situation where they have earned 5 log points but no points for or against because of a scratching by team 'Y', then they will be awarded the points for and against which resulted from the league match between team 'X' and 'Y'. Point's differential will only be taken into account to determine the higher placed team.

31. NEW CLUB ENTRY

To be accepted by a Sub-Union and the KwaZulu-Natal Rugby Union as an affiliated league playing Rugby Club, the following requirements should be noted:

31.1 A formal Constitution containing basic requirements with regards to organisation and running of the Club.

31.2 A list of at least 25 players who are, or are to become registered members.

31.3 Names and contact details of the following Club office bearers: Chairman, Secretary and Coach.

32. SUMMARY OF PENALTIES AND FINES INCURRED FOR INFRINGING THE RULES

		LOG POINTS per match
32.1	Fielding of unregistered players	-5
32.2	Fielding Over-age players in the U19/U20 leagues per match per transgression	-5
32.3	Fielding Under-age players in any leagues per match per transgression	-5
32.4	Fielding any suspended players	-5
32.5	Scratching a Premier and Reserves Division game (League or Knock-Out prior to 10h00 on the business day preceding a fixture)	1 log points
32.6	2 nd scratching of a Premier and Reserves Division game (League or Knock-Out prior to 10h00 on the business day preceding a fixture)	3 log points

32.7	Scratching a First and Reserves or Under 20 A Division game (League or Knock-Out prior to 10h00 on the business day preceding a fixture)	1 Log points
32.8	2 nd scratching of a First and Reserves or Under 20 A game (League or Knock-Out prior to 10h00 on the business day preceding a fixture)	-3 Log
32.9	Non arrival – all teams	-5 Log points and 1 point for all other teams within the club
32.10	Scratching for the 3 rd time: Automatic withdrawal from league	
32.11	Team withdrawal during season	All teams deducted 1 point in the league

- 33. Any procedures pursuant to disciplinary processes under these Regulations or proceedings, findings or decisions in Judicial Proceedings shall not be quashed or invalidated by reason of any departure from the procedural Regulations, defect, irregularity, omission or technicality unless such departure, defect, irregularity, omission or technicality raises a material doubt as to the reliability of the findings or decisions of these bodies or results in a miscarriage of justice. All matters not catered for in these Regulations shall be referred to the KZNRU for adjudication and whose decision shall be final and binding**

TABLE OF ABBREVIATED VENUES

AM	Amanzimtoti - Hutchison Park
BALL	Ballito Dolphins – Colliseen Estate, R102, Compensation, Umhlali
CL	Clermont – KK Sports Grounds, Clermont
CR	Crusaders
DUT	Durban University of Technology – Westville Prison
EMP	Zululand Rhinos – Mick Kelly Park, Empangeni
HC	Hammersdale Cougars – George Cato Primary School, Cato Ridge
HILL	Hillcrest - Shonweni Polo Fields
HQ	Harlequins
JAG	Jaguars
KP	Kings Park Outer Fields- College Rovers, Durban Collegians
LS	Ladysmith
METS	Durban METS – Westville Prison grounds
MU	Mangosuto University, Umlazi
NEW	Newcastle Highlanders - Arbor Park
PR	Piet Retief
QB	Queensburgh,
RB	Richards Bay
RES	Reservoir Hills – Siripat Road Grounds
RS	Varsity College – Riverside Sports Club, Prospect Hall road
WOB	Westville Old Boys

SCW	South Coast Warriors – Douglas Mitchell Park, Uvongo
SEN	Sentraal, Dundee
SJ	Ogwini Bafana - S J Wema Stadium, Mobeni
VOLK	Volkstrust
VRY	Vryheid
UD	UKZN Durban
UDW	UKZN Westville
UM	UKZN Pietermaritzburg, Peter Booyesen Park
UW	Ushaka Warriors - Mandini
WS	Woodburn Stadium