

RugbySpy Ibiza 10's
2017 Tournament Rules
17-18 June 2017

Section 1: Contacts

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Section 2: Tournament Structure

The tournament draws/structure for each of our three (3) competitions will be determined by the number of teams entered. However, many elements remain the same across all competitions, as per below:

2.1 Composition of Pools

The pools of teams for each competition will be determined at the sole discretion of the Tournament. These pools will be determined based on a number of factors, including a team's experience, recent success and geographical location, as well as at random. Pools will be announced in the week preceding the event.

2.2 Pool Stage Matches

For each of the competitions, the first round of matches will be played in pools using a 'Round-Robin' format. Following the pool round, teams will be split into categories dependent on their results, e.g. Cup, Plate, etc.

2.2.1 Play will consist of matches between teams in the same pool on a round-robin basis. Pool matches will be ten (10) minutes each way with a two (2) minute half-time break.

2.2.2 All Pool Matches carry the following points:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 0 points for a no show, abandonment or referee disqualification

2.2.3 In the event of two or more teams being equal on competition points for any position in the pool table, the higher placed team will be determined using the following sequence:

- 1) If two teams are involved and have played each other, the winning team will take the higher position. If more than two teams have equal points this rule will not apply.
- 2) The margin of points scored for and against a team in all pool matches shall be considered. The team with the highest positive margin of points shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 3) The team that scores the most tries in all pool matches shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 4) The team that scores the most points in all pool matches shall be ranked higher in the pool table. In the event that the tie remains unsolved then;
- 5) The team that concedes the least points in all pool matches shall be ranked higher in the pool table. In the event that the tie still remains unresolved then;
- 6) If teams are still tied after all of the above, the winner will be decided by the toss of a coin between the Captains of the teams concerned.

2.3 Finals Matches

2.3.1 The format for any matches played beyond pool play will be determined by the number of teams finalised in each competition. This format is at the sole discretion of the Tournament and will be confirmed to all participating teams by 10 June 2016.

Section 3: Rules of the Tournament

All matches will be played in accordance with the *Laws of the Game of Rugby Football 2015* and are interpreted at the discretion of the referee and assistant referees in any game played. All players are expected to have a basic understanding of the laws of the game of Rugby Union.

3.1 Variations

3.1.1 The Referees Manager will outline any tournament-specific rule variations at the event preceding manager's meeting on 16 June 2016.

3.3 Complaints/Disputes

Any and all complaints/disputes regarding on-field issues are to be directed to the referee at an appropriate time throughout each game or at half time; this may only be done by the team captain.

3.3.1 If a team is not satisfied with the referee's on-field decision or explanation and would like to take the issue further, they must follow the below process:

- The team captain and manager should politely present their query to the Referees Manager immediately following the game in question;
- If still unresolved, the Referees Manager will discuss the matter with the Tournament Manager to find a reasonable solution. The Tournament Manager will then relay the final decision and any forthcoming action to the team's captain/manager.

3.4 Player Eligibility

Player eligibility determines the right of any player to compete in the 2016 RugbySpy Ibiza 10's. Any player who does not meet the required eligibility expectations will not be permitted to participate.

3.4.1 Any players currently serving a ban or under any sanction by their home union will not be permitted to compete in the tournament. Any participating player found to be in this position during the tournament will be immediately barred from the remainder of the tournament and their home union may be contacted.

3.4.2 All players must be a minimum age of 17 years on 1 January 2016 in order to be eligible to play in any of the three open-aged competitions. Any players 17 years of age at the time of competition must present a signed permission letter by a parent/guardian before 10 June 2016. This can be sent via email or posted to the above address (*See Section 1 Contacts*).

3.4.3 All players must be of the same sex as per the competition in which they register.

3.4.4 All players are expected to be in a suitable physical condition to participate in this tournament and must disclose any relevant or important medical conditions to the Event Coordinator prior to the event.

3.4.4 If any player does not meet one or more of the above eligibility rules and believes they have just cause to seek dispensation, this must be done via email to the Event Coordinator by 17 May 2016. Please allow up to five (5) working days for a response regarding eligibility approval.

3.5 Forfeit/No Show

3.5.1 If a team forfeits a match, does not show up or refuses to play a match prior to its commencement, without the prior consent of the Tournament Manager or their delegate, that team will 'lose' the match. The Tournament Manager will decide upon the further participation of that team in the tournament. Games will be considered forfeited if a team fails to appear within two (2) minutes of the published kick-off time.

3.5.2 Teams who 'no-show' may not be invited to participate in future RugbySpy tournaments.

3.5.3 If a match is forfeited, the scheduled opponents will be granted victory by a margin of 20 – 0 (four tries).

3.6 Abandonment/Disqualification

If a team refuses to play or abandons a match in progress, or if a team is disqualified by the referee during a match for whatever reason, that team will forfeit the match. The Tournament Manager will decide upon the further participation of that team in the tournament.

3.6.1 If a team abandons, refuses to play or is disqualified from a match in process, the opposing team will be granted victory by either the current score-line, or by 20-0, whichever has the greater points differential in their favour.

3.6.2 If a referee abandons a match for mutual disciplinary reasons, or reasons beyond both teams control; the following process will be adhered to:

- If the match is abandoned at half time or during the second half, the current score will stand
- If the match is abandoned during the first half, the game will be deemed a draw. Unless it is a knock-out game, in which case the current score will stand
- The Tournament Manager has the right to order a rematch should he/she deem it necessary and should it fit into the schedule of play

3.7 Declaration of Squads/Teams

3.7.1 All teams must comply with the minimum and maximum number of players stripped for each game, as specified for each competition *below*, unless given prior approval by the Tournament Manager;

- Men's Elite – 14-16 players
- Men's Open – 12-16 players
- Women's Open – 12-16 players

3.7.2 All sixteen (16) players stripped for any one game are entitled to take the field in that game using a 'rolling subs' method (*See Section 5 Substitutions, Replacements and Stoppages*). Teams must have a minimum of ten (10) players on the field in order for play to commence, unless otherwise agreed to by both captains and the Tournament Manager prior to kick off; this will only be considered under exceptional circumstances.

3.7.3 Teams may bring an increased travelling squad to the event, however, a maximum of sixteen (16) players may strip to play in any one game of the tournament. All spectators and any additional players beyond the maximum team size of sixteen (16) must purchase spectator tickets in order to gain entry to the stadium. All players registered in the original sixteen (16) must take the field during the tournament.

3.7.4 All teams must email a final and confirmed squad list, including entire travelling squad names and email addresses to the Event Coordinator by 10 June 2016 at the latest, in order to be submitted to the Federación Española de Rugby (FER).

3.7.5 Teams are not permitted to add extra players to their travelling squad after the final list has been submitted (*See Above*), without the prior approval of the Event Coordinator.

3.8 Borrowing Players

Teams will be permitted to source their own replacement players to cover any injuries throughout the three-day tournament. However, any changes to the team sheet must be done in accordance with the following limitations and procedures;

- Teams may only replace injured players who are not deemed fit to continue for the remainder of the tournament, as determined by the Tournament Medical Officer. Only the Tournament Medical Officer can decide whether a player is in need of replacement.
- Once a player has been deemed unfit to continue and replaced, he/she may not play again for the remainder of the tournament, for his/her team or any other team.
- Teams must source their own replacement players but may only do so from teams of an equal or lesser standard, as per the current tournament's results. The interpretation of this process will be done on a case-by-case basis; any replacements must be authorised by the Tournament Manager prior to that player's participation.
- Any original squad members must be given playing preference over any replacement players. A replacement player may not be in the starting line-up unless absolutely necessary, and may not be substituted onto the field until all original squad members have been used.

Section 4: Medical Insurance

4.1 All tournament participants must hold private medical insurance and/or travel insurance covering them to play rugby away from their home union, if that be the case. Proof of medical insurance will not be requested by the Tournament, however, prior to their first match of the tournament, players (or the parent/guardian of an under 18 year old player) will be required to sign a medical waiver form indemnifying the Tournament Organisers and Match Officials from all liability arising from any injury caused as a result of participating in the tournament. Personal liability insurance is also recommended but not a tournament requirement. Our recommendation is to contact your home rugby football union (RFU) for advice on obtaining the necessary insurance.

Section 5: Substitutions, Replacements and Stoppages

5.1 Rolling Substitutions

5.1.1 All substitutions and replacements during a match, including but not limited to blood replacements, shall be made in accordance with *IRB Law 3* and the *Ten-a-side variations*.

5.1.2 Teams may use all sixteen (16) players during a game. Rolling substitutions may be made from the half way line, having been acknowledged and approved by the Assistant Referee. The player entering the field must not do so until the substituted player has left the field. There is no strict limit to the number of substitutions allowed in any game, however, this is at the discretion of the referee in charge of that game.

5.2 Injuries

5.2.1 Time will not be stopped for any injuries unless it is determined by the referee in consultation with the medical team that the injury is serious enough to require the game to stop for safety reasons. The referee, at his/her discretion, may call the game off early to maintain the safety of participants.

5.2.2 The Tournament accepts no liability for injuries sustained during the course of the tournament.

Section 6: On-Field Judicial Process

6.1 Yellow Cards

6.1.1 For persistent or deliberate fouls or other infringements the Referee may issue a Yellow Card to dismiss a player to the Sin Bin for a period of two (2) minutes. That player must retreat to the dead ball line behind the opposition team for the duration of the suspension period.

6.1.2 If a player in the tournament receives two (2) Yellow Cards during the tournament (e.g. the Yellow Cards could be from different games) they will be deemed to have been given a Red Card and may be suspended for their team's next game, at the discretion of the Referees Manager, in consultation with the Tournament Manager. All Tournament decisions are final.

6.2 Red Cards

6.2.1 Should the referee consider an infringement to be more serious, a player may be issued a Red Card and will be dismissed from the field of play, taking no further part in the game. The offending player will also miss their team's next game and possibly the remainder of the tournament, at the discretion of the Referees Manager, in consultation with the Tournament Manager. All Tournament decisions are final.

Section 7: Accreditation

7.1 All participating players and registered team personnel must be accredited in order to participate.

7.2 The purpose of accreditation is:

- to ensure the correct players are on the pitch at any time
- to ensure each team has the correct number of players and personnel registered in adherence with the section eligibility criteria and Tournament Rules
- to ensure accredited players and personnel have access to the appropriate areas of the venue for the accreditation they hold
- to provide security and protection in case of an emergency

7.3 Each team will be issued accreditation for all players on the submitted team sheet, up to a maximum of sixteen (16) per team. Any other persons in the travelling party must purchase spectator tickets in order to enter the stadium.

7.4 Lost accreditation passes must be reported to the Team Liaison and may incur a replacement fee.

7.5 Anyone found within the venue without either accreditation or an entry wristband will be removed.

Section 8: Team Fees, Refunds and Prize Money

8.1 Team Fees

8.1.1 Teams will be accepted into each of the three (3) competition draws on a first come, first served basis. A teams place will only be confirmed once the online registration form is completed and submitted at www.rugbyspy.com; and the team fee paid, along with a screenshot or confirmation of payment receipt emailed to the Event Coordinator.

8.1.2 Team Entry Fees are as follows:

- Elite Men's – £350 (or Euro equivalent)
- Open Men's – £300 (or Euro equivalent)
- Open Women's – £300 (or Euro equivalent)

8.1.3 Teams must also email screenshots or confirmation receipts of any and all flight itineraries and accommodation booked at the earliest convenience.

8.2 Refunds

8.2.1 The Tournament will offer no refunds of any team entry fees if a team decides to revoke their attendance. The decision to offer any form of financial refund will be at the sole discretion of the Tournament and will only be considered under exceptional circumstances.

8.3 Prize Money

8.3.1 In 2016, the Tournament will offer the following prize money:

- Elite Men's winners – €7,500 (or Pound Sterling equivalent)

- Elite Men's runners-up – €1,500 (or Pound Sterling equivalent)
- Open Men's winners – €1,250 (or Pound Sterling equivalent)
- Open Men's runners-up – €250 (or Pound Sterling equivalent)
- Open Women's winners – €1,250 (or Pound Sterling equivalent)
- Open Women's runners-up – €250 (or Pound Sterling equivalent)

8.3.2 All prize money will be paid within ten (10) working days of the conclusion of the tournament and is at the sole discretion of the Tournament. It is the responsibility of the team manager to email bank account details for payment to the Event Coordinator. Once payment to the given bank account has been processed, the prize money will be the sole responsibility of the team manager.

Section 10: Social Media

10.1 While RugbySpy encourages all players and staff to assist in event promotion through social media, all references to RugbySpy and/or the Ibiza 10's is expected to be done in a respectful manner, using appropriate language and tone.

Section 11: Conduct

11.1 General conduct during the tournament is expected to be inoffensive and in the spirit of sportsmanship. Please also note that whilst elsewhere in Ibiza, players are a representation of RugbySpy and the tournament's place on the island.

11.2 RugbySpy has obtained a licence to sell alcohol within the municipal Can Misses Stadium for the duration of the tournament. All alcohol consumed on the premises must be purchased from the licensed bar area. Any alcohol brought into the stadium will be confiscated immediately and the offender may be escorted from the premises. RugbySpy reserves the right to search any and all personal bags for alcohol and other inappropriate materials upon entry to the stadium.

11.3 All RugbySpy events have a strict no drugs policy. No players, supporters, staff or anyone else are to bring any illegal substances into the stadium grounds. Any person found to have breached this policy will be asked to leave the ground with immediate effect and will not be permitted to return for the duration of the event.

Section 12: Data Protection

12.1 Information provided by teams and their representatives will be used by the Tournament Management for tournament related purposes only.

12.2 Information provided by teams and their representatives will only be shared with official tournament representatives and service providers.

12.3 Information provided by teams and their representatives will be treated as confidential and held securely.

September 2016