



REGULATIONS

Foreword

The DRSUYCA is a member of and conducts itself under the auspices of the DRSU (Durban Rugby Sub Union) and as such, the regulations contained herein are an adaptation of the regulations of the DRSU.

All Youth Club Rugby practices, matches and competitions shall be played under the auspices and with the consent of the DRSUYCA.

No club may play a match or enter into any competition without the approval of the DRSUYCA Executive Committee.

All matches shall be played in accordance with the IRB Rule Book for the applicable year whilst incorporating relevant local or house rules as stipulated by the committee.

Any breach in the above will result in a disciplinary hearing with the possibility of suspension of the individuals and/or the relevant club from the DRSUYCRA for a period of one season.

1. PLAYER / COACH REGISTRATION

1.1 A player shall remain and be deemed to be a member of the last club within the DRSU with which he was registered on the DRSU database unless:

1.1.1 The player has been absent from the DRSU catchment area for the full preceding season

1.1.2 The player played rugby for a club not affiliated to the DRSU for the full preceding season.

If so, he shall be free to join a club of choice, provided that all obligations to his previous club have been discharged.

For purposes hereof, a season shall commence 2 weeks prior to the first Junior division tournament and terminate on conclusion of the Colts division final in each year.

1.2 Players from outside the Province, previously unregistered players and players as envisaged in 1.1 above, must complete and sign the requisite **DRSUYCA Registration Form** – same to be lodged with the DRSUYCA by not later than 12:00 on the Thursday prior to the player representing his new club in any league match.

1.3 In the event that a new player (see para 1.2) has signed for a club, but expresses a desire to move to another club **before** he has played a league match for the first club, written consent needs to be obtained from the Chairperson of the club where he first registered by way of a signed clearance form and said player can only play for the new club after lodging such clearance form and the DRSUYCA Registration Form in respect of the new club with the DRSUYCA.

1.4 All coaches, assistant coaches and managers have to be registered on the DRSUYCRA database by completing the Officials Registration form.

1.5 All coaches, assistant coaches, managers & referees to have BokSmart card available at all practices / games.



2. PLAYER TRANSFER

- 2.1 After the first league game played for a club in either the junior league (if the player is a junior) or Colt League (if the player is a Colt) of each year and until the end of the season for that particular year, no player shall be entitled to apply for transfer or to play for another club in the DRSU, unless one of the following circumstances occur:
- 2.1.1 Change in domicile from the logical and reasonable geographical area of one club to the logical and reasonable geographical area of another club
 - 2.1.2 Club withdraws a team/s from league participation due to inadequate players, in turn resulting in remaining players being deprived of the opportunity of participation in the league through the affected Club
 - 2.1.3 A player is being deprived of participation in a league team as a result of the club having an excess of players, thus in turn not affording reasonable game time in a league team.

Player transfers resulting from these circumstances (2.1.1, 2.1.2 & 2.1.3) will only be considered by the DRSUYCA EXCO if accompanied by written consent (signed clearance form) of the existing club.

In the event that a club is approached for such a clearance, the club may not withhold without valid, written reason, being furnished to the player - a copy of which is to be forwarded to the DRSUYCA.

The player may play for the new club from the date on which his application for transfer has been approved by the DRSUYCA.

- 2.2 Should a club fail to grant consent or fail to supply written reason why the consent is being withheld, the player will be entitled to appeal in writing giving full reasons to the DRSUYCA. The DRSUYCA shall be entitled to gather such evidence as it shall require from any persons to further the investigations, and in reaching its decision shall uphold the laws and regulations of the DRSUYCA, DRSU, KZNRU, SARU and the International Rugby Board
- 2.3 Should the DRSUYCA, at any stage in its investigations find evidence of nondisclosure, then the DRSUYCA shall have the right to impose a fine and/or deduct points from the Club and/or suspend the player for a specified time.
- 2.4 Any party aggrieved by the decision of the DRSUYCA shall be entitled to appeal against such decision in writing, giving full and comprehensive reasons, to the DRSU via the DRSUYCA within 48 hours of being notified of the decision. Any decision taken by the DRSU shall be final.

3. AGE GROUPINGS – TEAMS ENTERED

- 3.1 All league matches shall be played in accordance with the following age grouping:
- U6/7
 - U8
 - U9
 - U10/11
 - U12/13
 - U14/15
 - U16
 - U17/18
- 3.2 Participation in a specific age group will be determined by the year of birth irrespective of the date within the year that the player was born – such a list of age groupings to be distributed by the DRSUYCA before the commencement of registration each year for clarification purposes.
- 3.3 Players may play up 1 (ONE) age band – example: An U15 player, who would normally be playing U16 in the following year, may play in the U16 age group (1 age band) - however, an U16 player can for the 2011 season play in the U18 age group (2 age bands) purely as a result of numbers and in line with the concession extended by BokSmart for the 2011 season.



- 3.4 Front row players are excluded from the provisions of 3.3 and may, under no circumstance, play in a front row position when playing up 1 age group.
- 3.5 In the event of an exception to the rule player, for example a player weighs 90 kg in the under 10 age category, a special written request with substantiating reasons has to be submitted requesting relaxation of rule 3.3 allowing the player to play up 2 age bands – such a request to be considered by DRSUYCA Executive Committee in corroboration with representatives from and in accordance with the provisions and spirit of the BokSmart initiative.
- 3.6 Clubs may enter a maximum of 2 teams per age grouping (as per 3.1 above).
- 3.7 Leagues may be divided into an “A League” and B League” in the U11, U13 and U15 age groups. The stronger teams will compete in the A league and weaker/younger teams in the B league.
- 3.8 Players playing in the B league (irrespective of whether they were in the starting line-up or substitutes) may not start in the A league (such players may be however be included as substitutes in an A league game).
- 3.9 Teams may be elevated by the EXCO from the B league to the A league after at least 2 (TWO) games have been played. This will only happen if the team in question meets the following criteria (in the opinion of the EXCO):
- The team is demonstrably stronger than any other team in the B league
 - The team would be competitive in the A league

4. **CLUB PROGRAMMES**

- 4.1 Clubs shall provide spectators with match programmes at all home tournaments that must include the times and venues of respective fixtures.
- 4.2 Included in the match day programme shall be:
- 4.2.1 The KZNRU Code of Conduct
- 4.2.2 Notification that all matches are played under the auspices of the DRSUYCA.

5. **DRESS OF PLAYERS/OFFICIALS**

- 5.1 Clubs will take all reasonable steps to ensure that all teams are properly turned out on the field and to the best of ability, correctly numbered.
- 5.2 The tournament director has to be dressed in the appropriate yellow translucent attire.
- 5.2 Club representatives are expected to dress in appropriate club attire
- 5.3 Officials designated to officiate games are expected to dress in appropriate DRSUYCRA attire

6. **SUPPLY OF RUGBY BALLS**

- 6.1 U18 - **two balls** to be provided by the **home club**.
- 6.2 All other matches - **home** and **visiting team** are each expected to supply **one ball**.
- 6.3 All matches – the referee reserves the right to inspect 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).



- 6.4 Ball sizes shall be in accordance with KZN Primary Schools rules for U13 and below and shall be as per Law 2 for U14 to U18.

7. TOUCH JUDGES

- 7.1 Each team to supply one suitably & competent touch judge for each game.
- 7.2 The touch judge must be supplied with a flag.
- 7.3 The touch judge must, before the commencement of the game, report to the referee appointed to the match.
- 7.4 The role of the touch judges is limited to indicating where and when the touch line was breached.
- 7.5 The touch judge may render an opinion only if so requested by the referee, although the referee is in turn under no obligation to heed the opinion.
- 7.6 Under no circumstance may the touch judge coach from the side of the field.
- 7.7 Assistant referees will be supplied by the Referees Sub Union for any national or international invitation matches.

8. SUBSTITUTES

- 8.1 Up to **seven** substitutes may be used during a match.
- 8.2 Players who have been substituted may **not** return to the match with the following exceptions:
- 8.2.1 An injured front row player and then only if no other suitably trained replacement is available
- 8.2.2 Player in the blood bin.
- 8.3 When substituting a player, the following procedure must be adopted:
- 8.3.1 The team manager / other responsible official will notify the touch-judge of the number of the player being substituted and the substitute's number.
- 8.3.2 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 then with the referee's permission.
- 8.4 Should teams substitute players at half time it is important that the referee be notified of the changes before play resumes.
- 8.5 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.
- 8.6 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.
- 8.7 At no time may more than fifteen players of one team be on the field of play.
- 8.8 Reserve player must be attired in a t shirt or a translucent vest or other attire that distinguishes from players actively participating in the game in play.



9. PLAYERS SELECTED FOR DRSUYCA

9.1 Practices:

Practices sessions for players selected to represent the DRSUYCA have to be done in coordination with the DRSUYCRA executive committee. and Coach at any time he deems fit.

These practices to be scheduled with the least disruption to normal club practice.

10. DISCIPLINARY

10. Red and Yellow Card Application:

- 10.1.1 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 5 or 10 minutes (age group dependant) 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.
- 10.1.2 When a player who has been cautioned as in 10.1.1 commits any 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.
- 10.1.3 When a player commits an offence which requires an immediate ordering off, the Referee will hold up the **red card** to signify that the player has been sent from the field of play.
- 10.2 In the event of a player being sent off (**Red Card**) the field, the player is automatically suspended and subject to a DRSUYCA Disciplinary Committee enquiry – to be conducted in accordance with the KwaZulu-Natal Rugby Union Disciplinary Code, a copy of which is available from the KwaZulu-Natal Rugby Union Offices and all Sub-Union Secretaries.
- 10.3 Should a player express a desire to appeal after being found guilty, such an appeal has to be lodged with the DRSU Disciplinary Committee – such an appeal will be conducted in accordance with the KwaZulu-Natal Rugby Union Disciplinary procedures, a copy of which is available from the KwaZulu-Natal Rugby Union offices.
- 10.4 All Club Officials, Managers, Coaches and Players are subject to the KZNRU Code of Conduct, a copy of which is available at your Sub-Union offices.

11. SCRATCHINGS AND NON-ARRIVALS

11.1 Scratchings:

- 11.1.1 Any Club unable to field a team for a fixture, shall notify the DRSUYCA scheduling official before 10:00 **on the Friday preceding the fixture**. Notwithstanding the timely notification of the scratching to the DRSUYCA scheduling official, the team will be penalised ONE (1) log point.
- 11.1.2 Notification to the DRSUYCA scheduling official of the proposed scratching after 10:00 the Friday preceding the fixture, shall incur a penalty of TWO (2) log points for the team in addition to a fine of R500.
- 11.1.3 Notification to the DRSUYCA scheduling official of the proposed scratching on the day preceding or day of the fixture shall be deemed to be a non-arrival and dealt with in terms of the provisions of 11.2 below.



11.2 Non-Arrivals:

- 11.2.1 Any team failing to arrive for a scheduled fixture will be penalised FIVE (5) log points and in addition, incur a fine of R500, such fine to be paid to the DRSUYCA.
- 11.2.2 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).
- 11.2.3 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.

12.3 Match Abandonment:

- 12.3.1 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 each team will be allocated 2 log points, unless otherwise decided by the DRSUYCA exco.
- 12.3.2 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.
- 12.3.3 This match will not be replayed unless the EXCO deems it necessary

13. MINIMUM PLAYERS/PROPS PER TEAM

- 13.1 All league teams should arrive with at least 15 players prepared to take the field of which two must be recognised props – in addition one other player must be identified who can play prop in case of injury.
- 13.2 Should any team however arrive with less than fifteen players but, provided there are at least twelve players, then the match can commence subject to the provisions of 13.1 relating to props.

Note:

- 13.2.1 Since safety on the field is a priority, the referee may request the captain of each team to identify both props and the replacement prop before he will commence the match.
- 13.3 At any time after the match has commenced, should two of the three identified props be injured, the referee will rule that uncontested scrums be applied.
- 13.4 **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 11.2 shall apply.

14. SCRATCHINGS: PENALTIES & FINES (excluding log points dealt with in 11 above).

- 14.1 1st Scratching - nil
- 2nd Scratching - nil
- 3rd Scratching - R500 fine and automatic withdrawal from the league in which it competes.



15. **TEAM WITHDRAWALS**

- 15.1 In the event of a team withdrawing 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.

16. **PAYMENT OF FINES**

- 16.1 All fines must be paid prior to DRSUYCA trials. Non payment will result in all players from the offending club becoming ineligible for selection.

17. **LOG POINT FORMAT**

- 17.1 The following log point format will apply in all DRSUYCA 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.

18. **CLUB MATCHES PLAYED AT CLUB GROUNDS**

- 18.1 Clubs are asked to take cognisance of the following requirements pertaining to club venues whilst noting that these will be strictly monitored throughout the season by the DRSUYCA EXCO.
- 18.2 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.
- 18.3 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 officials. Only with the permission of the Referee may team officials leave this area. Reserves may leave the area for warm up purposes or when about to go on as a replacement.
- 18.3.1 Consumption of liquor outside of licensed areas is prohibited in terms of the Liquor Act and strict adherence thereto should be observed - consumption of liquor within the playing enclosure is illegal and strictly forbidden.
- 18.3.2 Adequate:-
- 18.3.2.1 first aid equipment and expertise (minimum level 2) must be available, without which the referee will not start the game;
- 18.3.2.2 secure change room and shower facilities should be available for all teams, and for the officiating referee/s;
- 18.4 A properly maintained and marked field in compliance with Law 1 (Grounds) of the Laws of the game of Rugby Football with all flags in place must be set up before any match can commence.
- 18.5 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 DRSUYCA who shall acknowledge receipt thereof and place it before the EXCO for investigation and action.



19. **FINALS**

19.1 Venues for Finals will be determined by the DRSUYCA EXCO and not subject to log ranking.

19.2 All players playing in semi-finals and finals MUST have played at least 1 (one) league match prior to the semi-final or final

19.3 The procedure to be followed in respect of drawn finals is as follows:

19.3.1 The team with the most tries scored during the finals match.

19.3.2 If an equal number of tries had been scored, the position that the teams occupied on the qualifying log will determine first and second as a mirror image of the qualifying positions.

20. **FINALISATION OF LEAGUE COMPETITIONS**

20.1 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 shall be declared a draw and the league title shared.

20.2 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'. Points differential will only be taken into account to determine the higher placed team.

21. **NEW CLUB ENTRY**

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

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

21.2 Names and contact details of the following Club office bearers: Chairman, Secretary and Treasurer.

22. **SUMMARY OF PENALTIES AND FINES INCURRED FOR INFRINGING THE RULES**

		LOG POINTS per match	FINE per match
22.1	Fielding of unregistered players	-5	
22.2	Fielding over-age players in the leagues per match per transgression	-5	
22.3	Fielding any suspended players	-5	



DURBAN RUGBY SUB UNION
YOUTH CLUB ASSOCIATION

Chairman - Andre Beetge
Vice Chairman - Malcolm Kennedy
Treasurer - Eamonn Kriedemann
Secretary - Dwayne Viljoen

23. Notwithstanding these Regulations as set out above, all unforeseen problems, eventualities and disputes not catered for in these Regulations will be referred to the DRSUYCA for adjudication and the decision shall be final.

- Amabubezi
- Amanzimtoti
- Ballito
- Collegians
- Crusaders
- Harlequins
- Hillcrest
- Newlands East
- Old Boys
- Pinetown
- Queensburgh
- DRSUYCRA Chair