



TOURNAMENT RULES 2022

LAWS & RULES OF THE FLANDERS OPEN RUGBY

***IMPORTANT: Any team fielding an under 18 player, must advise the TOURNAMENT SECRETARIAT!
Under no circumstance, can players participate in the tournament before they turn 17 years old***

The FOR Tournament will be played under the World Rugby Laws of the Game of Rugby Football including the ten-a-side game variations. However the following specific exceptions/amendments from the World Rugby Law will apply to this Tournament:

Law 3: Team

3.5 Match organisers may vary the number of replacements a team may nominate and/or use.

A team from the Cup competition (men, ladies and veterans) may nominate up to five replacements, 'rolling subs' are allowed BUT with a maximum of 5 during a match at any time.

A team from the Beer Cup (men and ladies) may replace as many players as needed during a game.

Law 5: Time

All games, except finals, will be 12 minutes, plus time lost, per half with a 2-minute break.

The finals will be 2x 15, plus time lost per half with a 2-minute break.

During knock out phases:

- When a drawn match requires extra-time, play restarts after a one-minute break with periods of no more than five minutes. After each period, the teams change ends without an interval.
- In extra time, the team that scores points (penalty kick, drop kick or try) first is immediately declared the winner, without any further play.

Law 6: Match Officials

The FOR will constitute a team of match officials numbered enough to cover all games with a main referee.

Each participating team shall nominate a competent person to run touch for all games.

For the semi-finals and finals of the different Cup Competitions, a minimum of three officials (1 referee and 2 assistant referees) will be appointed from the official FOR referee team.

Referee score card

After each game, the referee score card needs to be signed by the captains of the two respective teams.

Once the referee score card has been signed, the score and all other elements on the card are considered to be definitive. Any objections or complaints need to be made to the referee before signing the card, since no further appeal on any of these elements will be possible.

Law 8: Method of Scoring

After a try has been scored, **there will be no conversions.**

Methods and points value of scoring:

- Try : 5 points.
- Penalty try: 5 points. *(see point 6 of competition format)
- Penalty goa : 3 points.
- Dropped goa : 3 points.

Law 9: Foul Play

Players temporarily suspended (yellow card) shall stand behind the dead ball line and posts of the opposition's In-Goal area for 2 minutes of actual playing time as from when the player has reached that area.

During Semi-finals and finals, where more match officials are available, sin-bin players will remain near the half way line.

All players sent off for foul play (red card) will not be allowed to play again in the Tournament.

The player's name and team will be reported by the match referee to the Game Office, tournament director and referee manager, who subsequently could send a report to the player's or team's union.

The tournament organisation as well as the referee manager may organise a hearing.

Competition Format

1. All decisions regarding seeding of teams shall be sole responsibility of the Tournament Organisers. The Tournament Organisers is comprised of 2 secretariats, a "Tournament Secretariat" handling all logistics of the tournament and a "Game Office" handling all sporting issues. In addition, the referee manager will handle all issues related to match officials.
2. Play will commence with teams in each pool playing against each other in their respective pool.
3. In each pool game 3 points will be awarded for a win, 2 points per team in the event of a drawn game and 1 point for a loss. When a team is not ready on time for the kick-off or is forfeiting the game, no points will be awarded.
4. In pool games, there will be no extra time to determine a winner. In case of a draw in knock-out matches (except finals), section 6 d,e,f shall be taken into account and if no winner can be declared, extra time will be played (see law 5 above). In case of a draw in a final in one of the competitions, extra time will be played (see law 5 above).
5. All teams, playing in the "cup"-competitions (Men, Women, Vets), must submit at the latest by Saturday morning 10:00 a players-list at the Game Office with indication of the names of their players. Only those players who are mentioned on this list can play in the specified team. A player can only be on the list of one particular team and therefore cannot take part in games of other teams. If a Cup team plays a game with any players not registered with that team, the game will be considered forfeited.

6. Winner of a pool is the team with the most points. If two or more teams in any pool have the same number of points, the winner shall be decided as follows:
- a) Points difference: the team with highest difference of points "for" minus the points "against" in their pool games shall be the winner.
 - b) the team, which has scored the most points in their pool games, shall be the winner.
 - c) the winner of the game contested between the two teams shall be the winner.
 - d) the team with the most penalty tries, shall be the winner
 - e) the team with the less number of red cards
 - f) the team with the less number of yellow cards
 - g) the winner shall be decided by a toss of a coin.

Teams that want to withdraw from the tournament, for whatever reason, **MUST** first inform the Game Office ASAP in order to get prior approval. This is especially important not only prior to day 1 but also prior to day 2 when a new tournament schedule is produced.

7. Injuries

1. A team, which can only field 10 or less than 10 players because of injuries or other circumstances, may borrow players or reserves from other teams or the reserve pool of players (available at the Game Office) except if it concerns a game for the "Cup" competition.
2. Such substitute players must be registered at the Game Office. Point 5 of the 'competition format' will be applied during the "Cup" competition.

8. Old Boys (Veterans)

1. Open to everyone over 35 but it is important to keep in mind that open and enjoyable Rugby is the aim. No over-vigorous play and unsportsmanlike behaviour.
2. No team shall field a player under 35.
3. Each team must submit a list of players to the Game Office, with indication of the names, dates of birth and passport N°, Id or players licence of all their players. Only these players will be able to play during the tournament. Any changes during the tournament must be reported to the Game Office.

9. Behaviour, Exclusions, Reserve Players

1. The tournament organization preserves the right to forward a referee report to the relevant national rugby organization of a player penalized (red card) during the tournament. Any red carded player has to accept the decision without further abuse or aggression of any kind after the game and for the rest of the tournament.
2. Given the size of the tournament, the relative presence of Rugby-players in the town of Dendermonde is substantial. We do not want to compromise the hospitality, and therefore the organization preserves the right to exclude teams from participation to future tournaments who have misbehaved in a way that has impacted this great hospitality. The team in question, as well as their union or federation, will be informed in writing, including substantiation of the decision.

3. The Game Office will keep a list of spare players available to play for teams that have suffered injuries or that have become incomplete. All these spare players should report to the Game Office.

**ALL DECISIONS OTHER THAN THOSE MENTIONED ABOVE, SHALL BE SOLE
RESPONSIBILITY OF THE TOURNAMENT ORGANISERS**