



Table of Contents

1. INTRODUCTION	3
2. AMATEUR STATUS OF CLUBS	3
3. TROPHIES	3
4. MATCHES	3
4.1 Kick-off time of League matches	3
4.2 Maintaining order at matches	4
4.3 Match Fixtures	6
4.4 Determination of semi-finalists of Super League and First League A competitions	7
4.4.7 Rules of qualification for First League B Competition	8
4.5 Finals and Semi-final matches	8
4.6 Result of semi-finals	9
4.7 Result of final	9
4.8 Cessation of matches due to force majeure (exceptionally unforeseen circumstances)	10
4.8.4 Cessation of semi-finals	10
4.8.5 Cessation of a final	10
4.9 Termination of matches due to general disorderliness	11
4.10 Disqualification of players for particular matches	11
4.10.2 Clubs with Super League, First League and Regional sections	11
4.10.3 Semi-finals, and Finals matches	12
4.11 First aid at rugby matches	12
4.12 Provincial matches	12
4.13 Match Reporting	13
4.14 Jurisdiction over matches	13
4.15 Failure to play matches	14
4.16 Withdrawal from competition	14
4.17 Withdrawal of teams in a match	14
4.18 Replacements	15
4.19 Team sheets	15



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5. WITHDRAWAL FROM PROVINCIAL TEAM	15
6. CLAIMS FOR TRAVEL EXPENSES AND OTHER EXPENSES	16
7. CLUB COLOURS.....	16
8. COMPETITION STRUCTURE	16
9 MEMBERSHIP REGISTER	18
10 REGISTRATION OF PLAYERS	18
11 TRANSFERS AND PLAYER ELIGIBILITY	19
12 REFEREES	20
12.3 RED AND YELLOW CARDS	21
13 ADMISSION OF OFFICE BEARERS AT CLUB MATCHES	23
14 EXECUTIVE COMMITTEE MEETINGS.....	23
15 INCORPORATING PLAYERS INTO SWD TEAMS.....	23
16 DISCIPLINARY PROCEDURE.....	23
17 APPEALS	24
18 POWERS OF THE APPEALS COMMITTEE.....	24
19 ATTENDANCE AT OFFICIAL ACTIVITIES.....	24
20 PENALTIES/FINES	25



1. INTRODUCTION

The Executive (Ex-Co or Committee) of the South Western Districts Rugby Football Union (SWDRFU or Union) has the power:

"To make decisions, which will have the power of rules and regulations, provided that such decisions do not conflict with existing rules, regulations and decisions and the laws that govern sport. All resolutions and decisions of the Committee shall be effective until they are rescinded or changed by that or any subsequent Committee or by an Annual General Meeting. The Committee also has the exclusive jurisdiction to amend or modify Rules and Regulations to promote the match of rugby. Such amendment may be made on the recommendation of the Union's Legal or Disciplinary Committee."

2. AMATEUR STATUS OF CLUBS

2.1 All clubs within the jurisdiction of the Union have amateur status as defined in the South African Rugby Union (SARU) regulations. No club will be allowed to enter a team for Union competitions that are not operated exclusively on an amateur basis.

2.2 Any contracted player who qualifies to play for a club in terms of clause 11 below, can only do so on an amateur basis.

3. TROPHIES

3.1 All trophies remain the property of the Union.

3.2 The winners of such a trophy must return it to the Manager: Amateur Rugby/ Club Rugby Affairs Official on or before 28 February of the following year.

4. MATCHES

4.1 Kick-off time of League matches

4.1.1 If matches are played in the afternoon, the last match may start no later than 16h00 (4 pm). That is, the 3rd team match will be 13h30 (1:30pm) and the 2nd teams match 14h50 (2:50pm). The final match is due to start no later than 15h30 (3:30pm) from May 1 until 31 August. That is, the 3rd team match will be 13h00 (1pm) and the 2nd team match 14h15 (2:15pm).

4.1.2 If matches are played in the evening, the last match may start no later than 21h00 (9 pm). That is, the 3rd team match will be 18h30 (6:30pm) and the 2nd team match at 19h50 (7:50pm). The final



match is due to start no later than 20h30 (8:30pm) from 1 May until 31 August. That is, the 3rd team match will be 18h00 (6pm) and the 2nd team's match 19h15 (7h15pm).

4.1.3 If it is impossible for any club to adhere to the starting times as in 4.1.1 and 4.1.2 above, the two clubs must agree on new times at least two (2) working days (i.e. Monday to Friday, excluding public holidays) before the match.

4.1.4 Both clubs must confirm such arrangement in writing with the Manager: Amateur Rugby/ Club Rugby Affairs Official at least one (1) working day prior to the match.

4.1.5 If the Manager: Amateur Rugby/ Club Rugby Affairs Official is duly informed in terms of clause 4.1.4 above, he shall ratify the start time of the match in writing with the secretaries of both the home and visiting club.

4.1.6 The home club is responsible for informing the referees appointed for the day by telephone of the new start times of each match.

4.1.7 Notwithstanding the provisions of 4.1.1 to 4.1.6 above, it is within the discretion of the referee, together with the chairmen or member of management of both clubs, appointed for a particular match to allow a match to proceed with shortened durations once both Clubs are ready.

4.1.8 Any club that fails to comply with the provisions set out in 4.1.1 to 4.1.6 above shall be suspended immediately until such club appears before a disciplinary committee, in which case a disciplinary hearing is set up within one (1) week, or as soon as possible, of the suspension must be convened.

4.1.9 Clubs should be prepared to play on Friday nights where there is a shortage of venues.

4.1.10 For administrative purposes, the official Club Rugby season shall run from 01 February to 30 November of each year.

4.2 Maintaining order at matches

4.2.1 Only one (1) team manager, two (2) first aid officers and two (2) ball retrievers from each team are allowed within the enclosure around the playing field (as defined in clause 4.5.3 of the Constitution). The SARU Rules and Regulations with reference to the side-line management, replacement seat and technical areas as well as the Replacement Protocol as detailed in the "Side Line Management - Fifteens" document will be applied and maintained in so far as the technical area and replacement of Players during official matches is concerned.

The "Side Line Management – Fifteens" document is available at the following link:

<https://www.sareferees.com/resources/downloads>



- 4.2.2 The home club bears final responsibility for maintaining good order during matches. If at any time there are more than five hundred (500) spectators present at any match facility (rugby field), the playing field enclosure must be fenced in its entirety.
- 4.2.3 Notwithstanding the provision in clause 4.2.2, each club is responsible for maintaining good order among its supporters, players and officers. Both clubs must appoint a safety officer during matches who collectively address and defuse the safety situations and, if necessary, bring together officials or any appropriate persons to discuss safety situations and implement action plans. Spectators, supporters and/or officials, or any other persons must be specially informed of the requirements, expectations and any other codes of the SWDRFU.
- 4.2.4 Each club must submit a safety and security plan to SWDRFU's office (Manager: Amateur Rugby/ Club Rugby Affairs Official) and on matchday display it to the visiting club and match officials.
- 4.2.4.1 Each club must appoint an identifiable safety and security team for matches.
- 4.2.4.2 Visiting teams must declare who their traveling safety and security officer is.
- 4.2.4.3 Clubs must make special efforts to check spectator hotspots and to ensure that no person, with specific reference to; players, officials, match officials or SWDRFU officials/management members are not intimidated or verbally abused before, during and after matches.
- 4.2.4.4 Spectators who launch verbal attacks on visitors and players or any other person must be warned, and if not heeded, they must be removed from the facility.
- 4.2.4.5 Spectators or any other person who appears under the influence of liquor or drugs and whose behaviour is problematic should not be granted access to matches.
- 4.2.4.6 Spectators, officials, players, management members or any person who repeatedly harms the spirit of the game and the organisation of the home club should not be allowed into matches.
- 4.2.4.7 Home clubs must ensure that appropriate and proper safety measures are taken to protect all persons before, during and after rugby matches. Home clubs must ensure that safety and security measures are in place until the last official, visitor/spectator or any persons present during the match, leave the rugby field or premises.
- 4.2.4.8 Home clubs must ensure that safe, and where necessary, guarded parking spaces are allocated for all visitors.



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- 4.2.4.9 Where limited parking space exists at fields, guarded parking must be offered outside the sports grounds.
- 4.2.5 No spirits or any type of liquor may be brought into a rugby stadium by spectators during matches. The use of any addictive drugs at rugby stadiums is prohibited. The home club must ensure that strict control is exercised over the availability of any alcoholic beverages during matches.
- 4.2.6 Alcoholic beverages may only be sold where legally licensed bars exist. All alcoholic beverages must be sold and consumed in a demarcated area. Clubs that have licensed bars must make this facility accessible and put in place the necessary security/safety measures to defuse and address any danger and security situation.
- 4.2.7 Each rugby club is obliged to ensure that each stadium and facility where matches are presented, complies with the determinations of the Act on Safety at Sport and Recreational Matters, Act 2/2010 (SASREA)

4.3 Match Fixtures

- 4.3.1 Club match fixtures for the season are approved by the Executive.
- 4.3.2 Before the fixtures as in clause 4.3.1 above is approved, such fixtures shall be presented to a Club Affairs Meeting / Chairman's Forum for input by the clubs.
- 4.3.3 All matches shall be played as determined in the official match fixtures unless action is taken in terms of the procedure set out in 4.3.4 below.
- 4.3.4 Procedure when postponing matches:
- 4.3.4.1 If it is impossible for a club (the applicant) to play a match on the date stipulated in the Fixture list, such club secretary shall, at least two (2) weeks prior to the date on which the match is to be played in terms of the Fixture list, the other club's (the respondent) secretary and the Manager: Amateur Rugby/ Club Rugby Affairs Official of the Union inform accordingly with full summary of reasons.
- 4.3.4.2 The applicant must agree with the respondent on an alternative date at least one (1) week prior to the date on which the match is to be played in terms of the Fixture list. Both clubs must immediately confirm the agreed date in writing with the Manager: Amateur Rugby/ Club Rugby Affairs Official.
- 4.3.4.3 If the applicant and the respondent are unable to reach an agreement, a dispute must be filed with the Union in writing. Such dispute shall be referred to the Union Disciplinary Committee for arbitration not later than the fourth (4th) day before the date on which the



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match is to be played in terms of the match list. The finding of the arbitration committee will be final and binding on both parties.

4.3.4.4 In any case where unforeseen circumstances / force majeure causes the above timescale to be not met, the two clubs should still try to agree on an alternative date. If a dispute arises, an arbitration committee referred to in 4.3.4.3 above shall be constituted within one (1) week of written notice of the dispute.

4.3.4.5 The arbitration committee may:

4.3.4.5.1 decide that the match must be played on the date stipulated in the Fixture list, or

4.3.4.5.2 designate an alternate date, or

4.3.4.5.3 Declare the non-offending team winners, in which case maximum match points are awarded to such non-offending team.

4.3.4.5.4 If a club is an unsuccessful party to the above arbitration procedure three (3) times in one season, such club shall be challenged before the disciplinary committee of the Union. The disciplinary committee may, inter alia, determine that such club forfeits its voting rights at the AGM.

4.3.4.5.5 The number of players of a club included in a provincial team cannot be cited as a valid reason for postponing a match.

4.3.4.5.6 The number of injured players in a club cannot be cited as a valid reason for postponing a match.

4.3.4.5.7 Participation in invitational/friendly matches cannot be cited as a valid reason for postponing a match. The SWDRFU Club Competition will always take priority over all other invitational/friendly or unofficial matches.

4.4 Determination of semi-finalists of Super League and First League A competitions

4.4.1 The first four teams on the log standings of the Super League and First League A will play in the semi-finals.

4.4.2 The team that occupies the first position on the standings plays against the team in the fourth position and the team in the second position plays against the team in the third position. The second and third teams will be ranked depending on the determination of the first teams and placed for logistical reasons.



4.4.3 If two teams finish with equal points, the team with the best point difference (*"points for" minus "points against" in all league matches played*) will be placed in the higher position.

4.4.4 If application of 4.4.3 above gives no conclusion, the team that scored the most tries in all the league matches is placed in the higher position.

4.4.5 If application of 4.4.4 above still gives no conclusion, the team that scored the most points in their "away" matches in all the league matches is placed in the higher position.

4.4.6 If application of clause 4.4.1 to 4.4.5 above still gives no conclusion, the higher position is determined by the flipping of a coin.

4.4.7 Rules of qualification for First League B Competition

4.4.7.1 The top two clubs in First League East and First League West respectively will play in the semi-finals of the First League Competition

4.4.7.2 First League East's Position 1 club will play against First League West's Position 2 club while First League West's Position 1 Club will play against First League East's Position 2 club.

4.4.7.3 The winners of the semi-finals will play against each other in the final of the First League B Competition

4.4.7.4 The winner of the First League B Competition shall automatically promote to the First League A competition.

4.4.7.5 The Clubs occupying the last position after the conclusion of the fixture list of the First League B East and West competitions will automatically relegate to the Regions in which they fall geographically.

4.4.7.6 The winners of the respective regional competitions in the Coast and the Karoo will automatically promote to the First League B

4.5 Finals and Semi-final matches

4.5.1 All finals and semi-final matches shall be played out at the venue and date as determined by the Executive Committee in the fixture list as contemplated in 4.3.

4.5.2 Notwithstanding the provisions of 4.5.1 above, the Executive may, in special circumstances and after consultation with all stakeholders involved, decide to allow final, and/or semi-final matches to take place at a different time and place than that indicated in the Match Fixture List in 4.3 mentioned above.



4.5.3 The net gate fees collected at semi-final matches will be split proportionally viz. 60% for the host club and 40% to the SWDRFU.

4.6 Result of semi-finals

- 4.6.1 If the score is tied in a semi-final after the end of the official playing time, twenty minutes of additional time, divided into two equal halves of ten minutes each, with a one-minute rest period between the said halves, shall be played.
- 4.6.2 If the score in a semi-final after application of 4.6.1 above is still tied, the team that scored the most tries in the match (official time plus additional time) is declared winners.
- 4.6.3 If application of 4.6.2 above still does not give any conclusion, the team that achieved the highest position on the standings after the conclusion of all the league matches shall be declared the winner.
- 4.6.4 If application of 4.6.3 above still does not give any conclusion, the team with the best point difference is declared the winner.
- 4.6.5 If application of 4.6.4 above still gives no conclusion, the team that scored the most tries in all the league matches, including the semi-finals, is declared the winner.
- 4.6.6 If application of 4.6.5 above still gives no conclusion, the team that scored the most points in away matches in all the league matches shall be declared the winner.
- 4.6.7 If application from 4.6.1 to 4.6.6 above still gives no exclusion, the winner is determined by the flip of a coin.
- 4.6.8 For the avoidance of doubt, teams that did not play against each other during the league matches (First League B) and regions:
- 4.6.8.1 If the score is tied at the end of the official playing time, twenty minutes of extra time (Extra Time), divided into two equal halves of ten minutes each, with a rest period of one minute will be played between the said halves, and the winner will be determined as follows:
- 4.6.8.1.1 The team that scored the most points at the end of Extra Time,
- 4.6.8.1.2 If at the end of Extra Time the score is still tied, the teams will continue to play in ten (10) minute intervals, with one minute of rest period in between. The team that scores first points is declared the winner (sudden death).

4.7 Result of final

- 4.7.1 If the score is tied in a final after the end of the official playing time, twenty (20) minutes of additional time, divided into two equal halves of ten (10) minutes each, with a rest period of one minute between the said halves, shall be played.
- 4.7.2 If application of 4.7.1 above still renders no solution, the team that obtained the highest position on the log after all the league matches, is declared as winner.
- 4.7.3 For the avoidance of doubt, teams that did not play against each other during the league matches (First League B) and Regions:
- 4.7.3.1 If the score is tied at the end of the official playing time, twenty minutes of extra time (Extra Time), divided into two equal halves of ten minutes each, with a rest period of one



minute will be played between the said halves, and the winner will be determined as follows:

- 4.7.3.1.1 The team that scored the most points at the end of Extra Time,
- 4.7.3.1.2 If at the end of Extra Time the score is still tied, the teams will continue to play in ten (10) minute intervals, with one minute of rest period in between. The team that scores first points is declared the winner (sudden death).
- 4.8 Cessation of matches due to force majeure (exceptionally unforeseen circumstances)
 - 4.8.1 If a match is ceased during halftime or at any time thereafter, but before the expiry of official time (including additional time, where applicable), the score as it is at that moment shall be declared the final score.
 - 4.8.2 If a match is ceased before kick-off thereof or during the first half, the outcome of the match shall be annulled, and a new match date shall be determined by the Manager: Amateur Rugby/ Club Rugby Affairs Official. If no alternative date is available, the match is declared a draw.
 - 4.8.3 If circumstance because of a Force Majeure happening, brings about a delay in the kick-off of a match, the Referee, at his own discretion will make the following determinations:
 - 4.8.3.1 that the match will continue as scheduled, even if delayed, as reasonable, practical and speedily as possible after the Force Majeure happening calmed down; or
 - 4.8.3.2 That the facility and playing field is declared as unplayable as a result of the Force Majeure happening.
 - 4.8.4 Cessation of semi-finals
 - 4.8.4.1 If a semi-final is stopped during halftime or at any time thereafter, but before the expiry of official time and/or additional time, the score as it is at that moment, shall be declared the final score.
 - 4.8.4.2 If the score is tied with the cessation of a semi-final, the procedure as applied in 4.6.2 to 4.6.8 above is applicable.
 - 4.8.4.3 If a semi-final is ceased before the kick-off thereof or during the first half and the semi-final for whatever reason cannot be re-scheduled, the procedure is applied as in 4.6.3 to 4.6.8.1.2 above.
 - 4.8.5 Cessation of a final
 - 4.8.5.1 If a final is ceased during half time or at any time thereafter, but before the lapse of official time and/or additional time, the score as it is at that moment, shall be declared the final score.
 - 4.8.5.2 If the score is tied with the cessation of a final, the procedure is applied as in 4.7.2 to 4.7.3 above.
 - 4.8.5.3 If a final is ceased before the kick-off thereof or during the first half, and for whatsoever reason the final cannot be re-scheduled, the procedure is applied as in 4.7.2 to 4.7.3.1.2 above.



4.9 Termination of matches due to general disorderliness:

- 4.9.1 If a match is stopped due to general disorder, both the teams concerned shall be suspended immediately until both clubs appear before a disciplinary committee.
- 4.9.2 Such disciplinary investigation must be convened within one (1) week, if possible, of the suspension being instituted provided that three (3) working days formal notice shall be given.
- 4.9.3 The disciplinary committee shall interview the management of the clubs concerned; the match officials and any other witnesses to form an opinion on the events leading up to the discontinuation of the match.
- 4.9.4 Where a club is held responsible for the discontinuation of a match, the following sanctions (in addition to any other that the disciplinary committee may decide upon) shall apply:
- 4.9.4.1 The opposing team shall be declared winners and maximum match points shall be awarded to such opposing team, and/or
- 4.9.4.2 participation in the activities of the Union may be suspended up to a maximum of a year from the date of violation, and/or
- 4.9.4.3 Home matches may be declared forfeited up to a maximum of a year from the date of offence.
- 4.9.4.4 Where both clubs are held responsible for the discontinuation of a match, the outcome of the match shall be annulled and no match points awarded to any of the teams. In addition, the sanctions contained in 4.9.4.2 and 4.9.4.3 contained above, as well as any other sanction on which the disciplinary committee may decide, may be applied.

4.10 Disqualification of players for particular matches

- 4.10.1 For the purposes of this regulation (4.10), the below ranking of seniority of club teams participating in the respective competitions of the Union shall be followed:

1st: First Team

2nd: Second Team

3rd: Third Team

4th: Under age teams (with older teams more senior than junior teams) In addition, the Super League section of any club will have higher seniority than the regional section.

4.10.2 Clubs with Super League, First League and Regional sections

- 4.10.2.1 Where a club has a Super League and/or First League as well as a regional section, the two sections must autonomously engage with their governing structures, Club affairs and the relevant regional management, respectively.
- 4.10.2.2 The Super League players of a club must be registered with the Super League and the Regional players with the regional league.
- 4.10.2.3 A Regional player may play in the Super League section of his club without further ado provided he is properly registered there.
- 4.10.2.4 A Super league player may play in the regional section of his club provided he is properly registered there, but only after he has not played for two (2) consecutive official matches.



4.10.3 Semi-finals, and Finals matches:

- 4.10.3.1 A player who has played in a higher team/league for his club in the last six (6) league matches (in the case of a more than eleven (11) fixtures in the second round or who has played for his club in a higher team/league in the last four (4) league matches (in the case of less than seven (7) fixtures in the second round) may not play in a semi-final, or a final in a lower team/league. If a player has been injured before the last six (6) league matches, the last match the player played in, will apply as a benchmark.
- 4.10.3.2 A player transferred from another province will be eligible to participate in a semi-final/ final, as the case may be, after having played at least five (5) group matches of the competition immediately prior to a semi-final/ final for the new province.
- 4.10.3.3 Team sheets (including the starting team as well as the reserves) must be provided to the Union at least three (3) working days prior to the specified semi-final/ final or promotion/ relegation match.
- 4.10.3.4 If, at any stage prior to the commencement of the relevant semi-final/ final or promotion/ relegation match, proof can be provided that players are not entitled to play in such semi-final/ final or promotion/ relegation match in terms of clause 4.10.3.1 above, they shall be withdrawn from the relevant team/s.
- 4.10.3.5 If a semi-final/ final or promotion/relegation match has already commenced, the outcome of the match shall not be affected by the presence in teams of players who, in terms of clause 4.11.3.1 above, do not qualify to play in such teams. Such players should be replaced immediately when proof of their disqualification comes to light.

4.11 First aid at rugby matches

- 4.11.1 The home club is responsible for providing adequate first aid facilities (including first aid officials) during all club matches, including friendly matches. At all times, the Boksmart prescribed minimum medical requirements will be adhered to during matches. Clubs must however strive to improve the medical care during matches to ensure player safety. The minimum requirements can be found at <http://boksmart.sarugby.co.za/content/playing-environment-safety>
- 4.11.2 The Union is responsible for the provision of adequate first aid facilities (including first aid officials) during semi-final (pro rata) / final, trials and provincial matches.
- 4.11.3 Notwithstanding 4.11.1 and 4.11.2 above, clubs participating in any rugby match are entitled to provide their own first aid facilities (including first aid officials).
- 4.11.4 If there are not sufficient first aid facilities at any match, the referee shall refuse to allow such match to take place.

4.12 Provincial matches

- 4.12.1 Provincial matches shall be played at the Union headquarters, or at another place the Ex-Co may decide upon
- 4.12.2 Travel arrangements of representative provincial players are made by the General Manager; Manager: Rugby operations and Manager: Finance or Financial Officer in consultation with the team manager.



- 4.12.3 Transport costs of provincial players should be kept to a minimum. The minimum number of vehicles must be used from a given point of departure or along a given route.
- 4.12.4 When using private vehicles to transport players to provincial matches, the shortest route must be followed.
- 4.12.5 Transport costs shall be calculated at a per kilometre tariff as determined by the Union from time to time between the point of departure and the place where provincial matches are played.
- 4.12.6 Meals and accommodation of players participating in provincial matches shall be arranged and paid for by the Union.
- 4.12.7 All representative teams of the Union must be under the supervision of a team manager, either for home or away matches.
- 4.12.8 Only the team manager, in consultation with the General Manager / Manager: Finance or Financial officer, may incur costs on behalf of the Union or sign accounts on behalf of the Union. Any costs incurred by any person or player in violation of this provision are for that person or player's personal account.

4.13 Match Reporting

- 4.13.1 The secretaries of both clubs must notify the Manager: Amateur Rugby/ Club Rugby Affairs Official/Regional Match Secretary in writing of the outcome of all official matches the following working day before 13:00
- 4.13.2 The Manager: Amateur Rugby/ Club Rugby Affairs Official/Regional Match Secretary must keep records of all results of official matches played under the jurisdiction of the Union.
- 4.13.3 The Manager: Amateur Rugby/ Club Rugby Affairs Official/Regional Match Secretary shall provide regular feedback to clubs regarding the log standings in each competition.

4.14 Jurisdiction over matches

- 4.14.1 If matches are organised outside the official competitions of the Union within the boundaries of the Union, the approval of the Club Affairs Committee/Management Committee/Ex-Co must be obtained thereto.
- 4.14.2 No club may participate in unofficial matches without the consent of the Executive Committee.
- 4.14.3 No club or player that is registered with SWDRFU, may without consent of the SWDRFU, participate in matches outside the jurisdiction (borders) of the SWDRFU.
- 4.14.4 Any club or player participating in any match not authorised by the Union shall be suspended immediately until such club or player appears before a disciplinary committee, in which case a disciplinary hearing must be convened within one (1) week of the suspension.
- 4.14.5 If a club or player breaches this clause (4.15) twice within a season or in any other way disregards or undermines the Union's authority, the disciplinary committee may renounce such club or player's membership of the Union.



4.15 Failure to play matches

- 4.15.1 A club that fails to play a league match shall be suspended immediately until such club appears before a disciplinary committee, in which case a disciplinary investigation must be instituted within one (1) week, if possible, of the suspension.
- 4.15.2 In addition to any other sanction that may be applied by the disciplinary committee,
- 4.15.2.1 the disciplinary committee shall declare the opposing team winners and award them maximum match points.
- 4.15.2.2 the disciplinary committee shall determine that costs incurred by the non-offending team and of which proof has been presented, shall be paid in full or in part by the offending team.
- 4.15.2.3 a fine will be levied up to a maximum amount of R5 000.00 (Five Thousand Rand) per team.
- 4.15.2.4 the offending team shall pay the match fees of the referees, as well as their transport fees and also pay an amount of up to R10,000.00 to the non-offending team if the club does not arrive for a scheduled match.
- 4.15.3 If any club fails to play a league match for a third time in a particular season, the disciplinary committee (in addition to any other sanction that may be applied) may determine that such club be suspended from participating in the competition for the duration of that season. Players registered with such Clubs may however register with other Clubs after a 3-match suspension provided that such registration/transfer takes place annually before 30 June.

4.16 Withdrawal from competition

- 4.16.1 A club must apply at least two (2) league matches in advance to withdraw from a Union competition.
- 4.16.2 However, such application does not exempt the club from the provisions of clause 4.15 above.
- 4.16.3 From the date that the club's application is approved, no further sanction shall be applied.

4.17 Withdrawal of teams in a match

- 4.17.1 In a case where any club is compelled to withdraw one or more teams from a match, such withdrawals must be made in the following order:
- 1st Fourth Team (if any)
 - 2nd Third Team
 - 3rd Second Team
 - 4th First Team
- 4.17.2 If a Super League club plays for three or more league matches with less than three teams, and a First League club plays for three or more league matches with less than two teams, such club may lose its Super League or First League status in terms of the provision contained in clause 4.5.4 of the constitution of the Union.



4.18 Replacements

4.18.1 Each club may designate eight (8) substitutes per team. Players who have played for the 3rd and 2nd teams beforehand may be named as replacements for senior team.

4.19 Team sheets

4.19.1 Before starting any league match, team sheets with the names of both competing teams must be handed over to the referee. Failing this, he will refuse to let the match kick off.

4.19.2 The completed team sheets must be forwarded to the Manager: Amateur Rugby/ Club Rugby Affairs Official/Regional Match Secretary by each club's secretary not later than the following business day at 13H00 after the end of the match.

4.19.3 Completed team sheets must be uploaded to the Footprint platform twenty-four hours (24 hours) before kick-off of any league match. If it is impossible to adhere to the twenty-four-hour (24 hour) period, completed team sheets must be loaded on the Footprint platform at least twelve hours (12 hours) in advance provided that reasons for late submission are made to the office for consideration (circumstances outside of the control of the club) timeously. Any injuries and withdrawals must also be loaded on the Footprint platform. Failure to comply may result in Disciplinary action against the offending team and you may be fined R1, 000.00 (one thousand rand) per team, as well as any other sanction that may be imposed by the Disciplinary Committee.

4.19.4 Before any match kicks off, the player ID cards of both Clubs' teams must be verified. Such verification must be done by the respective Club officials. No players will be allowed to play without a player ID card as issued by SWDRFU, no player ID cards, no game. Offending clubs will be brought before a Disciplinary Committee, and in addition to a fine of R2, 500.00 (two thousand five hundred rand), you may also be subject to any other sanction imposed by the Disciplinary Committee.

5. **WITHDRAWAL FROM PROVINCIAL TEAM**

5.1 No player selected for any SWD Representative provincial team (e.g. Eagles, Women; under 20/21 and 7s team) for any particular match, and who subsequently withdraws from the team may play for his club or any other team on the same day that the Union match for which he was selected is played.

5.2 No affiliated club shall allow such player to play for the club on the day in question.

5.3 If the provisions of clauses 5.1 and 5.2 are violated, both the club and player concerned are suspended immediately until a disciplinary hearing can take place – of which hearing must take place within one (1) week of the suspension. Such club and/or player may (in addition to any other sanction that may be applied by the disciplinary committee) be suspended for three (3) consecutive league matches.

5.4 No player withdrawing from a provincial team, shall be permitted to play any club rugby within the structures of SWD unless the player makes such request to the Executive in writing before the commencement of the league, on good grounds, where such request will be evaluated by the Executive and any decision made relating to the request will be binding.



6. CLAIMS FOR TRAVEL EXPENSES AND OTHER EXPENSES

- 6.1 All claims for travel expenses incurred by players and officials of the SWDRFU and other expenses recoverable from the Union must be filed before the 25th of each month failing which the Union in no way holds itself further responsible for such expenses. Any late claim will be handled as a claim for the next month.
- 6.2 Claims for travel expenses of players must be handed over to the relevant team manager for approval, who will then present them to the Union Office for payment.

7. CLUB COLOURS

- 7.1 Clubs must ensure that players in all matches taking place under the auspices of the Union wear the approved colours and outfit of the club.
- 7.2 Before or on 15 February of each year, Clubs must submit their actual as well as their alternative outfit for the competition season to the Union for approval.
- 7.3 If the outfits of clubs for a particular match display the same features to such an extent as to lead to confusion on the pitch, the Union must notify the visiting club at least one (1) week prior to the relevant match that such club must play in an alternative outfit.
- 7.4 After notifying the visiting club as in 7.3 above, such club shall submit an alternative outfit as contemplated in 7.3 above to the Union for approval at least three (3) business days prior to the relevant match.

8. COMPETITION STRUCTURE

- 8.1 The Union's competitions consist of:
- 8.1.1 The Senior league, which caters for the following competitions:
- Super League
 - First League A
 - First League B East and First League B West

- 8.1.1.1 After completion of the First Round of the Super League and First League A competitions, a competition will be played that involves the following structure:
- 8.1.1.1.1 Top 8 Super League – Consisting of the first 8 Clubs, in position numbers 1 to 8 on the log standings of the Super League 1st Teams.
- 8.1.1.1.2 Challenge Cup – Consisting of the Clubs that occupy the last 4 positions numbers 9 to 12 on the Log of the Super League 1st teams as well as the Clubs in positions numbers 1 to 4 on the Log of the First League A 1st teams.

The Super League Clubs and First League A Clubs will register three (3) Teams per Club at affiliation. At the end of the Challenge Cup competition, the top four (4) Clubs in Positions numbers 1 to 4 on the Challenge Cup log will be promoted to compete in the Super League for the following season.



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Teams in position numbers 5 to 8 on the Challenge Cup log will be relegated to the First League A in the following season.

Clubs in the Challenge Cup competition will compete with three (3) teams and the First League A clubs who advance to the Challenge Cup, will therefore pay annual subscription fee for the third (3rd) team entry. Failure to comply will result in disqualification of a Club from the Challenge Cup and the next qualifying First League A Club, who meets the third (3rd) team requirement, will be offered the option to participate in the Challenge Cup.

8.1.1.1.3 First League A will comprise of the remaining eight (8) Clubs in the First League A in positions 5 to 12.

8.1.1.1.4 No Quarter-Final matches will be played in any of the above competition formats, only Semi-Finals and Finals. No Semi-Finals or Finals will be played in the Challenge Cup competition.

8.1.2 Log points allocation

The following log point format will apply to the competition:

8.1.2.1 Win: Four (4) Points

8.1.2.2 Draw: Two (2) Points

8.1.2.3 Loss: One (1) point in the event that the points difference between teams is less than or equal to seven (7)

8.1.2.4 Loss: Zero (0) points if the points difference between teams is more than seven (7)

8.1.2.5 Try bonus: One (1) point to a team that scored four (4) or more tries in a match.

8.1.3 The points allocation/ transfer of points to the Top 8 Super League; Challenge Cup; First League A Competitions will be applied as follows:

- Top 8 Super League – All points earned, against Clubs also qualifying, during the First Round of Super League are transferred to the Top 8 Super League. Such log points also apply to the B&C League (2nd and 3rd teams).
- Challenge Cup – No points are transferred. Clubs start with zero (0) on the scoreboard.
- First League A – All points earned, against Clubs who advance together, during the First Round of First League A are transferred. Such log points also apply to the B&C League teams (2nd and 3rd teams).

8.1.4 Two separate regional leagues, namely:

8.1.4.1 Karoo Region

8.1.4.2 Coastal Region



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8.2 The Executive Committee will be authorized to institute competitions other than those already in existence and to establish rules for their control.

9 MEMBERSHIP REGISTER

9.1 Each club must keep a membership book which must be available when properly authorised representatives of the Union claim it for review.

9.2 Such register must contain, inter alia, the following information in relation to members: name; address; age (in cases where the players participate in a competition with an age limit), date of management election, amount of membership dues, when paid and the type of membership.

10 REGISTRATION OF PLAYERS

10.1 Only players registered with the Union are allowed to participate in matches under the auspices of the Union. Proper proof of residency must be attached to all players registration forms, otherwise the application will not be considered.

10.2 All clubs must annually, six (6) working days before the start of league matches for the season, submit a list of players for registration to the Union. Clubs are limited to a maximum of 150 active registered players per season. The following exceptions apply to the following players, who may be registered during the season.

10.2.1 *Students studying outside the borders of the SWDRFU*

10.2.2 *Players leaving correctional services centres*

10.2.3 *Scholars*

10.2.4 *New players who are only starting to play*

10.2.5 *Players who play at another union and then return to the SWD must have played at least one season at the other union before he may be registered with another club within its original municipal area in the SWD, otherwise he must first play a full season at his old club. International/provincial player clearance must be issued 72 hours after application in order for the application for registration to be considered complete. If player clearance is issued late, the application will be processed retroactively to the date originally applied, taking into account the 72-hour period.*

10.2.6 *If a player wishes to start playing rugby again after more than two (2) years and has not played any rugby in that period, the player may be duly registered at a new club (registration form, ID photos, etc.).*



10.2.7 Eligible players can apply for player registration, which application for registration must be complete (player registration form, certificate of departure, ID photos, proper proof of residency). Player registration will run from February 1 with the cut-off date for all player registrations annually on June 30.

10.3 Clubs can continuously adjust the list as intended in clause 10.2 above. New players must be registered six (6) days in advance, in which they are supposed to play their first match.

10.4 If the provisions of clause 10.1 are breached, both the club and player concerned are suspended immediately until a disciplinary hearing can take place, such hearing to be set up within one (1) week of the suspension if possible

10.5 Where a club is found guilty following clause 10.4 above, (in addition to any other sanction that may be applied by the disciplinary committee) the opposing team shall be declared winners. Maximum match points will be awarded to such opposing team. Furthermore, the club and/or player may be suspended for three (3) consecutive league matches.

11 TRANSFERS AND PLAYER ELIGIBILITY

11.1 No player who is a member of a club shall be allowed to become a member of any other club until he can show a statement (Player Transfer certificate) of the former club that he has fulfilled all his monetary obligations, of which statement may not be withheld unreasonably. Player is responsible for applying to his former Club himself, and providing proof thereof, for obtaining a player transfer certificate, which player transfer certificate may not be withheld by the former Club unreasonably.

11.2 Only bona fide members of a club may play for that club. (A bona fide member of a club is a person who has settled permanently in the territory under the control of the SWDRFU and who is registered as a member of that club, provided that any player registered simultaneously with two or more unions cannot be a bona fide member of any club affiliated with the SWDRFU.)

11.3 If a club allows anyone but a bona fide member of such a club to play in official matches of the Union, both the club and player concerned shall be suspended immediately until a disciplinary hearing can take place, of which hearing is to be set up within one (1) week of the suspension if possible.

11.4 Where a club is found guilty of the offence as defined in 11.3 above, (in addition to any other sanction that may be applied by the disciplinary committee) the opposing team shall be declared winners. Maximum match points will be awarded to such opposing team. Furthermore, the disciplinary



committee may levy a fine up to a maximum amount of R2 500.00 (Two Thousand Five Hundred Rand).

11.5 Players residing within the boundaries of the Union may join any club affiliated to the Union and play for such club, provided that it has complied with the terms and requirements of clauses 11.1 and 11.2.

11.6 No learner at a school or student at a tertiary institution outside the boundaries of the Union shall be permitted to participate in any of the Union competitions while studying at such institution, except if in the opinion of the Committee he is a bona fide member of an affiliated club and is not a member of his school or tertiary institution's rugby club.

11.7 Notwithstanding the provision of any clause in these Rules and Regulations, any learner or student may play for a club in his hometown during any official holiday period provided that the player is a bona fide member of such club.

11.8 No player residing within the boundaries of another union may play for a club affiliated to the SWDRFU.

12 REFEREES

12.1.1 The South-Western Districts Referees Association appoints all referees for league matches.

12.1.2 Referees must arrive at least 30 minutes before the match they have to officiate.

12.1.3 Referees must report to the home club's Chairperson or Liaison Officer on arrival and ask for the safety and security measures/plan. Referees have the discretion to sign off on such safety/security measures plan or not.

12.1.4 Referees' personal property must be securely locked and assigned a specific dressing/undressing space.

12.1.5 Each home club must ensure that a specific official manages the reception of referees and takes responsibility for his/her arrangements and safety.

12.1.6 Referees must remain neutral before, during and after the match in question and ensure that he/she does not spend excessive time with any one of the teams or its officials.

12.1.7 Referees should always avoid familiarity and act professionally, even if he knows most of the players and officials.

12.1.8 Referees should completely distance themselves from gifts or promises of gifts handed out before or after a match.



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12.1.9 If a Referee is guilty of any misconduct or breach of the SWDRFU Constitution/Rules & Regulations or the SWD Referees Association's Constitution and or Code of Conduct, such Referee shall be suspended until he appears before a Disciplinary Committee. Such Disciplinary Hearing must take place within one (1) week, if possible, of the alleged violation

12.2 The panel of referees for provincial matches is appointed by SARRA.

12.3 RED AND YELLOW CARDS

12.3.1 Sending off players: [Red card]

12.3.1.1 Where a player is sent off with a red card by a referee, the referee will provide the General Manager and or Manager Amateur Rugby and/or Secretary of the DC with a referee's report regarding the incident within 48 hours of the match.

12.3.1.2 If this has been done on the recommendation of an Assistant Referee (AR) or a linesman (s), the AR's or linesman(s) written report must accompany that of the referee and must also be delivered to the General Manager / Manager Amateur Rugby and or DC Secretary within 48 hours.

12.3.1.3 Reports can be delivered to the General Manager / Manager Amateur Rugby and or DC Secretary by any means (e.g., fax, mail, manual mail, e-mail, etc.).

12.3.1.4 Notwithstanding the provision of the reports as stated herein, the player in question remains suspended for three (3) league games.

12.3.1.5 The reports should state the following:

12.3.1.5.1 Date of the match, venue played, and the teams involved.

12.3.1.5.2 The name of the player and his club.

12.3.1.5.3 The circumstances under which he was sent off.

12.3.1.5.4 The reasons he was sent off.

12.3.1.5.5 Any other information at the disposal of the referee/linesman.

12.4 Where a player receives or does not receive a red card during a match, such players may still be cited for serious misconduct during matches by a referee/citing officer and referred to the DC and charged for such misconduct. Such expulsion may only be done 72 hours after a match. The referee(s) may be a senior member of the SWDRFU Referees Association and must be appointed by the SWDRFU's Executive Committee.

12.5 REQUEST FOR HEARING



12.5.1 Where a player is sent off by way of a red card, he is automatically suspended for 3 matches, and no hearing takes place UNLESS:

12.5.1.1 He/she can give good reasons why a hearing is necessary. The Disciplinary Committee studies the reasons and decides whether a hearing is necessary. Reasons for the hearing must be specified within the following context, i.e. (i) dispute regarding conviction with reference to the issuance of the red card; or (ii) object to the automatic suspension of 3 league games with a plea for mitigation.

12.5.1.2 The Disciplinary Committee may decide to hold a hearing on other grounds. If it is decided to hold a hearing, the Disciplinary Committee will give notice of a hearing, and the notice will include:

12.5.1.2.1 A copy of the referee's report.

12.5.1.2.2 A copy of the judge(s) report(s).

12.5.1.2.3 A notice regarding the date, time, and place of the hearing.

12.5.1.2.4 That the player will attend the hearing in person.

12.5.1.2.5 Notice to his club of the hearing.

12.5.1.3 The referee who sent off a player will attend the hearing and, in the case, where it was due to a linesman(s) recommendation, he/she will also attend unless there are exceptional circumstances why this is not possible.

12.5.1.4 The normal hearing regulations will apply during the hearing of a player who has received a red card during a match.

12.5.1.5 Red card hearings will be held primarily virtually, unless the Chairperson decides otherwise.

12.5.2 Referees are obliged to report the issuance of yellow and/or red cards to the Union within 48 hours of the conclusion of the relevant match. No referee has discretionary power on this.

12.5.3 If a referee fails to report the issuance of yellow and/or red cards to the Union, such referee is guilty of misconduct.

12.5.4 The above arrangement also applies in respect of friendly matches.

12.5.5 Yellow and red cards issued in one season, are not transferable to a new season.

12.5.6 Players who are given red cards are automatically suspended for 3 (three) matches from all matches, including provincial matches in which such player may be involved, in addition to any other punishment such player may receive at a disciplinary hearing. Automatic suspension occurs without Union notice.

12.5.7 Any Club whose player received a red card during a match may, with reasons and concerned proof, make application for revision or the setting aside of such red card. Such application for revision / setting aside must be submitted in writing, to the General Manager / Manager Amateur Rugby within 48 hours after the red card was issued. Upon the successful application for setting aside, such player's



automatic suspension is recalled, and no further sanction can be levied. Upon successful application for revocation, such player's automatic suspension is revoked, and no further sanction is applied.

13 ADMISSION OF OFFICE BEARERS AT CLUB MATCHES

13.1 Members of the Executive and Selection Committees of the Union as well as active members of the Referees' Association shall be admitted to all club matches after an identification card, which is not transferable, has been shown.

14 EXECUTIVE COMMITTEE MEETINGS

14.1 Executive Committee meetings shall be held every 2nd month unless the Committee decides otherwise.

15 INCORPORATING PLAYERS INTO SWD TEAMS

15.1 When a player is included in a provincial training squad for the first time, the secretary of his club is informed in writing or by email.

15.2 All further arrangements shall be made with the player by the team management for as long as he is part of the training squad.

15.3 The club must in all cases facilitate arrangements relating to transport; attendance at training sessions; attendance at training camps and individual training programs for players.

15.4 If the player is omitted from the training squad, the secretary of his club shall be notified in writing or by email.

16 DISCIPLINARY PROCEDURE

16.1 All complaints about an incident must be lodged with the General Manager/ Manager: Amateur Rugby/ Club Rugby Affairs Official the following working day before 13H00 of the present incident.

16.2 If an incident during a match gives rise to a disciplinary hearing, those involved shall be suspended immediately until they appear before such hearing.

16.3 Such hearing shall be held within one (1) week, if possible, of the suspension being instituted, with the understanding that three calendar days' notice is given thereof. The DC shall determine if such hearing will take place or whether a decision will be made based on evidence provided.



17 APPEALS

17.1 If the accused wishes to appeal against his/her finding, he/she must do so within three (3) calendar days from receipt of the finding and pay an appeal fee of R10,000.00 (Ten thousand Rand) or the appeal will not be accepted. Appeal fee is non-refundable. Reasons for the appeal must accompany the said amount.

17.2 Upon receipt of the Notice of Appeal as well as the reasons for the appeal, as received within the timeframe outlined in regulation 17.1, an Appeals Committee will be constituted. An Appeal Committee will normally consist of three (3) people chaired by a senior Legal practitioner with the power and discretion to regulate the procedure prior to-and during the Appeal session.

17.3 The Appeals Committee will determine on what basis the appeal will proceed and may, at its discretion, decide to hear the partial or full evidence as presented before the Disciplinary Committee.

17.4 The Chairperson of the Appeals Committees determines the procedure at an Appeals hearing. Majority voting is done - In the event of a tie, the Chairperson will enjoy a casting vote. No member of an appeals committee may abstain from voting, and all members must participate in the proceedings.

18 POWERS OF THE APPEALS COMMITTEE

18.1 An appeals committee has the power to:

- (a) allow the appeal to continue, or to stop it.
- (b) to change the decision in any way that they see fit (including the power to increase, reduce, suffice, or set it aside)
- (c) any other further finding (regarding costs or anything else) at their discretion
- (d) to take any other steps that the Appeals Committee deems appropriate within their discretion in the performance of their duties to settle the matter fairly.

18.2 The parties involved in the Appeal will be notified in writing as soon as reasonably and practically possible upon completion of the hearing. After notification has been given to the Rugby Club or person, the decision will be considered final and binding.

19 ATTENDANCE AT OFFICIAL ACTIVITIES

19.1 Attendance at all official activities of the Union by affiliated members is compulsory. Any matter organized by the Union of which at least one (1) weeks' notice is given, falls under this provision but informal invitations shall be excluded. Valid or reasonable excuses will be considered.



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19.2 Any club that fails to comply with the provisions set out in 19.1 above shall be fined R3,000.00

19.3 If a club finds itself guilty three (3) times of disregarding 19.1 above within a season, such club must appear before a disciplinary committee and may be fined up to a maximum amount of R5,000.00 (Five Thousand Rand).

20 PENALTIES/FINES

20.1 All fines are payable to the Union.

20.2 All fines are payable by 10H00 (10am) on the business day before the next official match (or within one (1) week of imposition), whichever comes first.

20.3 Offending clubs that fail to pay penalties as mentioned above shall be suspended from further participation in the Union competitions and other activities until such time as the prescribed penalty fee has been paid. Non-offending club will be declared winner with full match points, should a scheduled league match have taken place during the suspension period.

Approved by the Executive Committee on this **31st** day of **January 2026**.

.....
President
B Brinkhuis

.....
General Manager
V Manie