



## **RULES FOR THE 2010 LAPIN KULTA STOCKHOLM TENS**

### **“Old Boys” (The OB Tournament) 4 teams**

1. The tournament consists of the following four teams who will play each other round-robin in a single pool: Henley, Stockholm Exiles, EKF and Uppsala.
2. Not later than twenty minutes before the start of their first match the team manager must give the organisers a team list of up to 18 players on the form provided. If 18 players have not been registered initially, see law 3 for details.
3. All matches will last 2x10 minutes with a half-time break of two minutes.
4. In every match, two points will be given for a win and one point for a draw. There will be no extra time in pool matches in the event of a draw.
5. The teams will be ranked 1 - 4 based on the round-robin results.
6. If two or more teams have the same number of points, their rankings will be decided as follows:
  - (a) The number of tries scored as a whole will decide the ranking.
  - (b) If teams cannot be separated after a) then the ranking will be determined by the number of converted tries within the group as a whole.
  - (c) If teams still cannot be separated after a) and b), then the ranking will be determined by the points difference (for and against) within the group as a whole.
  - (d) If teams still cannot be separated then the ranking will be determined by the toss of a coin or by drawing lots.
7. The team ranked nr 1 will be declared the winner of the Old Boys Cup.



## LAW AMENDMENTS FOR THE OLD BOYS 2010

Rules will be based on the Golden Oldies rules and do not permit offside play, over vigorous play, unsportsmanlike behaviour and have been designed to increase the enjoyment of the game, while minimising the chances of injury.

The rule of the 20 metres run (Law 7 of GOR) will be intentionally not applied to the tournament unless a player is over 59 or claims to not be tackled (see Tackling).

Apart from the regular Men's Tens rules of the tournament the following applies to the OB event:

### Kicks

Kicks in play - Players may only kick the ball in their own 22 meters area. A scrum to the opposition is to be awarded at the place of the kick should it occur outside the 22 meter lines.

### Penalties

From a penalty there shall be no quick tap & all players shall retire 10 metres.

### Scrum

Forming a scrum - a scrum must have at least 5 players from each team who must stay bound to the scrum until it ends.

No contest - all scrums will be no contest which means that all forwards must remain bound in the scrum until the ball has been cleared and:

1. The half-back must not follow the ball around the scrum.
2. There must be NO pressure scrummaging.
3. There shall be NO striking against the head by the hookers.
4. The scrumhalf must pass the ball from the scrum.

### Lineouts

Forming a lineout - In line-outs all forwards must take part.

Lifting - it will not be allowed to lift players in lineouts (unless both teams agree to lifting prior to the game)

### Tackling

Including variations to Law

All players are to observe the restrictions on tackling "older" players. These are identified by their coloured shorts:

1. Up to 59 years: CLUB SHORTS
2. 60 and up: RED SHORTS (or any player through medical or physical conditions does not want to be tackled). Can be claimed, but NOT tackled. *Note that these players may not run more than 20 m with the ball.*

### Replacements

Law 2 of the Tournament is adapted for the OB-tournament, which permits unlimited exchanges of players (of the 18 in the squad) during the course of each match.