



## THE LAWS OF THE 2011 LAPIN KULTA STOCKHOLM TENS

The 2011 Lapinkulta Stockholm Tens consists of three tournaments.

- (M) The Stockholm International Men's Tens (24 teams)
- (L) The Stockholm International Ladies' Tens (16 teams)
- (OB) The Stockholm International Tens for Old Boys, born 1976 or earlier (8 teams)

The Tournaments will be played under the Laws of the Game of Rugby Football as framed by the International Rugby Board and adopted by the Swedish Rugby Union, with the following amendments:

1. Each side shall comprise 10 players selected from a team of 15 maximum players who must be registered before the start of play.
2. A team may change its players from game to game, but no player may be replaced during a game, except with the express approval of the referee. Players may be replaced either for injury or tactical substitutions. A player who has left the field and been replaced, may not play again in that same game, except for blood bin injuries. All substitutes in a team may be so replaced during a game. N.B An exception to these rules is made in the case of the OB-tournament. There the players may come on and off the field at will, as long as there are never more than ten on the field at any one time.
3. A team which can only field 10 or less than 10 players because of injuries may borrow players or reserves. They can only borrow players from teams, which have played in the same knockout competition as themselves or in a lower level knockout competition and have already been eliminated from the Tournament. A pool of reserve players will also be organised by the tournament organisers. The organisers must clear every borrowing of players in advance. A team, which borrows a player and uses him or her as a replacement must retain that player in its squad for the remainder of the Tournament, unless he or she is injured.  
A team, which borrows one or more players, must play their available and uninjured players before the borrowed players can be used. No borrowed players can therefore be used, as long as ten of the original 15 players can play. The "original" players deemed injured may not play again in the tournament if they are replaced.

A team which, for whatever reason, initially has registered less than 15 players before the start of the tournament can at any time "top up" the list to 15 with any person previously NOT registered with any other team in the tournament. These new players must be added to the team sheet prior to playing any game. These players are equal by definition to initially registered players.

4. It is the responsibility of each team to only field players from their original 15 registered players, unless they have been permitted to have replacements in accordance with Rule 3 above. The Tournament Organisers can at any time compare registered players with actual players. A team found to have fielded a player who is neither belonging to the original 15 nor a permitted substitute will lose the match by default and may be excluded from the tournament. In the case of a pool game, you will automatically be placed last in the pool.
5.
  - (a) Law 20.1(f) shall be amended to read “a minimum of five players from each team shall be required to form a scrummage...”.
  - (b) Law 9.B shall be amended to read that for conversion kicks “it shall be a drop kick”
  - (c) Law 9.B.3(a) shall be amended to read “the opposing team must assemble immediately within reasonable proximity of its own 10 metre line”.
  - (d) Law 21.3(a) shall be amended, so that “all penalty kicks at goal must be drop kicks” (and not place kicks).
  - (e) Law 13.7, 13.8 & 13.9 shall be amended, so that if a kick-off or restart does not reach the opposing 10-metre line or goes directly into touch, the receiving team will be given a free kick from the centre of the halfway line.
6. Only medically trained persons, with the consent of the referee, will be allowed to enter the playing area. However, at the interval, two non-playing people will also be allowed to enter playing area.
7. A player sent off by a referee, under Law 10, will not play again in the Tournament. The referee will send a written report to the Constituent Body of the Rugby Union to which the player’s team belongs.
8. All touch judges are referees, appointed to assist the referees; Law 6.B will be applied in relation to the reporting of foul play and misconduct.
9. Protest. Any team may hand in a protest. This must be done in writing on the supplied form. This must be done within 30 minutes after the final whistle of the game it concerns. If you have concerns about a certain player before a game, report it to the referee. He will then inform the team of a potential protest. The game will then commence. Photos or films will be accepted as evidence.
10. A Disciplinary Committee consisting of a representative of the Tournament Organisers, a referee and a neutral team captain will, if required, decide on any disciplinary measures not regulated in the above.
11. The Rules of the Tournament, including their interpretation and any additional Rules, are at the sole discretion of the Tournament Organisers, whose decisions shall be final.

