



THE LAWS OF THE STOCKHOLM TENS

The Tournaments shall be played according to the World Rugby Bye Laws, Regulations and Laws of the Game with Ten-a-side variations as framed by WR, with the following clarifications:

1. Players – Each side shall comprise of 10 players selected from a squad of maximum 15 players (same 15 for both days) who must be registered before the start of play. The squad including shirt numbers shall be submitted no later than 20 minutes prior to the start of the first game of each day. Players must retain the same shirt number throughout the Tournament.
2. Substitutions – 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 and Shield 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. Reserves – 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 and can play no more. 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 (for any team) in the tournament** if they are replaced. This means that you must be down to 9 “original” player before a borrowed player may enter the field. A borrowed player can only be used as an injury replacement if there are 10 “original” players left in the squad.

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. Eligible players – 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 expelled from the tournament. In the case of a pool game, the Team will automatically be placed last in the pool.
5. A team that requests uncontested scrums must reduce their on field players to 9.
(This is not covered by WR laws)
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 including a processing fee of 500 SEK. The fee is paid back upon a successful protest. 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.

