



SECTION 3: COMPETITION RULES

3.1 World Rugby Laws and Regulations of the Game

All games shall be played according to the laws set down by World Rugby;

- World Rugby Laws of Rugby: <http://laws.worldrugby.org>
- World Rugby Regulations of the Game:
<http://www.worldrugby.org/documents/handbook>

Super Rugby Trans Tasman will utilise a number of law innovations. Full details can be found at Section 3 - Appendix 4

3.2 Super Rugby Trans Tasman Teams

Super Rugby Trans Tasman will consist of the following teams:

Super Rugby Trans Tasman
Blues
Chiefs
Crusaders
Highlanders
Hurricanes
Brumbies
Force
Rebels
Reds
Waratahs

3.3 Super Rugby Trans Tasman Season Structure

The competition will be a Home or Away Round Robin structure between Nations. Each team will play the 5 teams of the opposite Nation at home or away. Each Team will play 5 matches during the Regular Season.

There will be a final between the number 1 and 2 ranked teams on the competition ladder at the completion of the regular season. The team ranked first will host the final.

3.4 Points Tabulation

Competition points will be awarded in all Regular Season matches on the following basis:

Win	4 points
Draw	2 points
Loss	0 points for loss of more than 7 points
Bonus	1 point for loss by 7 points or less
Bonus	1 point for 3 tries or more than opponent
Bye	0 Points

SANZAR will maintain and publish the official competition table.

3.5 Determining regular season table placing

3.5.1 Tie breaking rules

In the event of two or more teams being equal on competition points for any position on either the Competition table, either during or at the end of the season, such position will be decided upon using the following steps until the tie is broken:

- a) Most wins from all matches;
- b) Highest aggregate points difference from all matches;
- c) Most tries from all matches;
- d) Highest aggregate difference of total tries for versus tries scored against from all matches;
- e) Coin toss

3.6 Super Rugby Trans Tasman Competition Finals Series

3.6.1 Super Rugby Trans Tasman Final

There will be a final between the number 1 and 2 ranked teams on the competition ladder at the completion of the regular season. The team ranked first will host the final.

3.6.2 Determining Winners of Super Rugby Trans Tasman Final - if the teams are tied at fulltime in any Finals Series Match then the following will apply until a winner is found:

- a) **Extra Time** - the procedure will be:
 - i) After a five minute rest period, the extra time is played in two 10 minute periods with a two minute halftime;
 - ii) Before the extra time begins, the match Referee will do a coin toss with the two captains one minute before the new kick-off. The winner of the coin toss decides if his team wants to kick-off or if his team wants to choose the side of the pitch it wants to play on for the first 10 minute period;
 - iii) For the second 10 minute period, the teams change sides and the team that did not kick off in the first period does so;
 - iv) Coaches are not permitted on the field during the rest period or halftime.

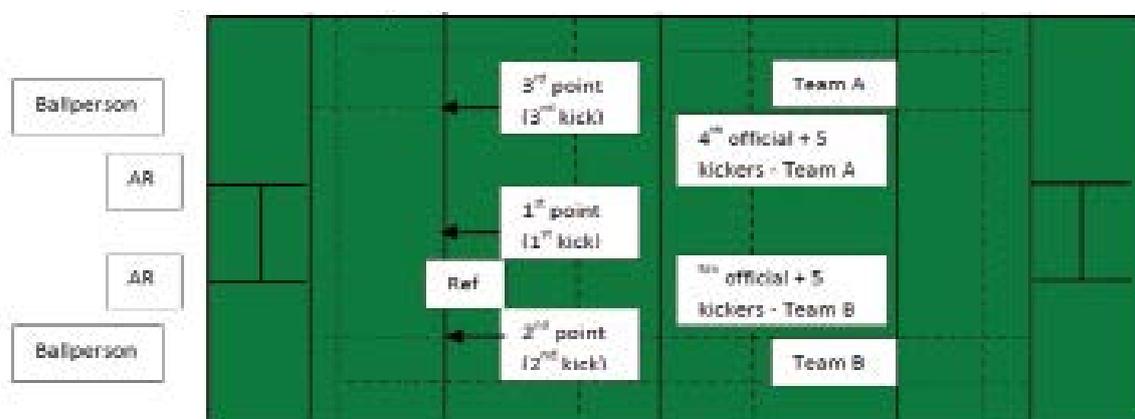


- v) Teams and match officials must remain on the field during the rest period and at halftime.
 - vi) Injury time is added to the two 10 minute periods.
- b) **Sudden Death** – if the match is still tied at the end of extra time, the procedure will be:
- i) An up to 10 minute sudden death period is played after another five minute rest period;
 - ii) The first team to score (by a penalty, drop-goal or try) will be the winner;
 - iii) As for extra time, one minute before sudden death begins, the match Referee will do a coin toss to choose which team kicks-off and on which side of the pitch they will play.
 - iv) Teams and match officials must remain on the field during the rest period.
 - v) Injury time is added to this period of play.
- c) **Kicking Competition** – if the match is still tied at the end of sudden death, the Referee will conduct a place kicking competition to determine the winner of the match, according to the following procedures:
- i) All Players and Match officials will remain on the Playing Area. The Referee will call the captains of the two teams together and will conduct a coin toss. The winner of the coin toss then may either choose which Team kicks first (in which case the loser chooses the end at which all place kicks will be taken) or choose the end at which all place kicks will be taken (in which case the loser chooses which Team kicks first).
 - ii) Each Team must nominate five Players to take part in the competition. Only Players on the Playing Area at the final whistle of Sudden Death may be nominated. No substituted Players, injury-replaced Players or Players who have been shown a red card may take part at any time. For clarification purposes, any Player who has received a yellow card and who remains in the sin bin at the time of the final whistle of Sudden Death may not take part in the place kick competition. The order in which the nominated Players will kick does not have to be predetermined.
 - iii) The Match Officials and the ten nominated Players (five from each team) will assemble on the halfway line. Team management and Players not nominated must remain behind the halfway line in the side of the Playing Area not used. No one other than the Match Officials, the Match Manager, two Ball persons and the participating Players are allowed in the part of the Playing Area being used for the competition (including around the Playing Area, behind the posts, etc).
 - iv) The five Players from each Team will place kick from three different points, all on the 22 metre line, as follows:
 - First point: directly in front of the posts
 - Second point: on the 15 metre line on the left hand side facing the posts
 - Third point: on the 15 metre line on the right hand side facing the posts
 - v) The Referee will start the competition by calling the first Player selected from the Team kicking first to the first kicking point. Once the Player has taken the place kick, the Referee calls a Player from the opposing Team to take his place kick from the same point.



- vi) The next two Players (one from each Team) will place kick from the second point in turn. This will continue until all five Players from each Team have place kicked (the next players place kicking respectively from the third point, the first point and finally the second point), or until one Team is unable to equal the score of the other Team within the remaining number of kicks (at which time the Referee will declare the winner).
- vii) If there are an equal number of successful kicks once each Team has completed its five place kicks, the competition continues on a 'sudden death' basis, following the same order of kickers used in the first five kicks.
- viii) The competition will continue two kickers at a time (one from each Team), going progressively through the three kicking points as stated above (and repeating the process if necessary) until one player succeeds with a place kick and the player from the other Team taking the same place kick misses it. Once this occurs, the Team of the player who succeeded with the place kick will be declared the winner. Each of these additional kicks shall be taken by the same 5 players in rotation.
- ix) Throughout the place kicking competition:
 - a) Once a Player has positioned the ball on the kicking tee, he must take the kick within one minute. Should he take longer, the Referee shall declare the kick unsuccessful.
 - b) After each kick, the Referee records the number of the Player and whether or not the attempt was successful. The Sideline Manager / Substitution Recorder will record the same details on the official Match report.
 - c) Whether or not the kick is successful in each case is the sole decision of the Referee, who may at his sole discretion rely on the assistance of his assistant Referees. The Referee's decision shall be final and binding.
 - d) Once a Player has completed their place kick, they shall return to stand with their Team behind the halfway line in the side of the playing area not used.

Please refer to the diagram below, which demonstrates the operation of the place kicking competition.



3.7 Super Rugby Branding Guidelines

3.7.1 Team Kit

SANZAR branding guidelines for all team kit are set out in Section 3 - [Appendix 1](#). For any variances to these guidelines teams must first obtain the approval of their respective National Union prior to submitting to SANZAR for final sign off.

3.7.2 Super Rugby Trans Tasman Final:

The following guidelines set out the commercial and presentation obligations for the Super Rugby Trans Tasman Final.

- a) Finals Series Back Drops
 - Minimum requirements
 - i. Black background
 - ii. Minimum size: 3400mm x 2250mm
 - iii. Centrally located: Competition Mark (specific to your country) along with the words: Super Rugby Trans Tasman Final
 - iv. NZR Title sponsor - Sky
 - v. RA Title Sponsor - Harvey Norman
 - vi. NZR Host Broadcaster - Sky
 - vii. RA Host Broadcaster - NEC

Please note the Host Union is responsible for production of these media back drops, any associated cost and for ensuring use during the Super Rugby Trans Tasman Final.

- b) Super Rugby Finals Series Grass Signage:
 - i. Half Way
 - a. Competition Mark**
 - b. City/Stadium Logo
 - ii. Between the 10m and 22m
 - a. Host Union Title Sponsor Mark
 - iii. Between the 22m and the Goal Line
 - a. National Union to provide approval for use of this space
 - iv. In goal Area
 - a. Team Sponsor Logo in one position

** Please note: The Super Rugby mark is to be provided on half way for all regular season matches. For all other marks in the regular season, approval is to be granted by the National Union specific to each team.

- c) Super Rugby Final Presentation Procedure
 - Host National Union will be responsible for the presentation of the Super Rugby Trans Tasman Competition Trophy to the winner.
- d) Super Rugby Trans Tasman Trophy
 - The Super Rugby Trans Tasman trophy remains the property of the SRTTOG.



3.8 Match Officials

Appointment Process

1. For all Super Rugby Trans Tasman matches the SRTTOG shall appoint the Referee, Assistant Referee 1, Assistant Referee 2 and Television Match Official (TMO) as well as all other Match Official appointments necessary for the match.
2. The NZR and RA Referee Managers will prepare an appointments roster for approval by the SRTTOG.
3. SANZAR will make notice of all appointments. These will be advised each week as the competition unfolds.
4. Travel expenses will be met by individual National Unions.

No interference with Match Officials

6. No Person (as defined under the SANZAR Disciplinary Rules – Section 8) associated with either team playing in the Match may enter or attempt to enter, the Match Officials changing room prior to or during a Match.
7. No Person (as defined under the SANZAR Disciplinary Rules – Section 8), other than a Player or Match Official, may engage, or attempt to engage, with a Referee, Assistant Referee or TMO during a Match in relation to the Referee, Assistant referee or TMO's officiating of a Match.

Any breach of paragraph 6 or 7 will result in a AUD \$5,000 fine per breach and, in addition, may also result in the Person being charged with a breach of the SANZAR Code of Conduct.

3.9 Half Time

All Super Rugby Trans Tasman matches will observe a 15 minute half time break whistle to whistle.

3.10 Delay of Kick Off (Moment Silence)

For all Super Rugby Trans Tasman Competition matches, a moment silence as a mark of respect will only be granted on special occasions and will need to be approved by SANZAR and the individual National Union and Host Broadcaster.

3.11 National Anthems

SRTTOG reserves the right to allow anthems to be played as part of Super Rugby Trans Tasman matches. Teams must seek approval from the SRTTOG.

3.12 Anti-Doping

Please note as per World Rugby Regulation 21 Schedule 1 Clause 4: "Selection of Players in Competition", the selection of players for in competition testing may be either random or targeted. Therefore it is at the discretion of the appointed testing agency whether to conduct an Anti Doping Test Draw or nominate pre-selected players on match day.

The process of player selection for testing will be communicated to the Match Manager and Team Managers by the Doping Control Officer appointed to the match.

At the end of the match, players will be notified by an Anti-doping chaperone and accompanied until completion of all Anti Doping requirements. These requirements must be completed at the venue in the nominated Anti Doping Room and players to be tested must remain at the venue.

World Rugby Regulation 21

http://keeprugbyclean.worldrugby.org/downloads/Reg21_EN.pdf

WADA

<http://www.wada-ama.org/en/>

Where an alleged anti-doping violation occurs in connection with Super Rugby, the National Union for whom the relevant person is a member (or for whom that person is most closely affiliated) shall be responsible for conducting the appropriate investigation and hearing relating to the alleged violation. Such matter shall be conducted in accordance with the anti-doping rules of the relevant National Union.

3.13 Sustenance

Sustenance allowances will not be paid.

3.14 Match Cancellations and Abandonment

In the event of a Match having to be cancelled or abandoned for any reason whatsoever, the following procedure shall apply:

- i) In the event of a match being cancelled prior to match day, SRTTOG will decide, based on all facts, the outcome of the match. The appointed SRTTOG representative will prepare a detailed report to the RA and NZR CEO's for consideration.
- ii) Where a match has been abandoned either at half-time or at any time in the second half the result shall stand;
- iii) Where a match has been abandoned during the first half the result shall be declared as a draw; and

Please refer to Section 4: Match Management for the full Match Cancellations and Abandonment Policy.

3.15 Match Replacements & Substitutions

- i) The procedure to be adopted in the matter of Match Replacements and Substitutions will be in accordance with Law 3 of the Laws of the Game of Rugby Union.
- ii) Process:
When the Team management:
 - Wish to make a substitution, or
 - Is forced to make a temporary substitution by reason of a blood injury, HIA or the temporary suspension of a Front Row player, or
 - Is required to replace an injured player
- iii) The Team management must complete the replacement substitution card in the forms and templates (Section 11), sign it and give it to the No 4 or 5 Match Official allocated to them.
- iv) There will be radio contact with the Referee. At the next stoppage in play, the Referee will be contacted and informed of the player leaving the playing area by number. The No 4 and 5 Match Officials use the substitution/replacement board (if used by Host Union) to signify any changes. The No 4 and 5 Match Official will complete the Player Movement Summary Form and provide it to the Host Union Match Manager at the conclusion of the match. The No 4 and 5 Match Officials also ensure that the Team officials permitted within the playing enclosure act within the Laws of the Game. The No 4 and 5 Match Officials will be responsible for expelling from the playing enclosure any of the Team officials guilty of misconduct. (If there are difficulties in this regard, the No 4 and 5 Match Officials may contact the Referee for assistance). They will report the matter to the Match Manager at the end of the match.
- v) During the half time break the Teams, Referee and Assistant Referees may leave the playing enclosure. At least one of the No 4 or 5 Match Officials must remain during half-time at the playing enclosure to handle substitutional changes if necessary.
- vi) It is important that before the resumption of play after the half-time interval, any substitutional changes made by the Teams during half-time must be notified to the No 4 and 5 Match Official who will apply the same procedure under point (ii) to ensure the general public, media etc are informed of these changes. In the event of a permanent replacement due to injury or a temporary replacement for a “blood” injury or HIA, the replacement Player may join the Reserve Assistant Referee on the touch line, but the replacement Player may only enter the field of play with the permission of the Referee and reserve assistant Referee after the injured / bleeding Player has left the field of play. A returning Player may only enter the field of play when the temporary replacement Player has left the field of play. Player may only enter the field of play with the permission of the Referee and reserve assistant Referee after the injured / bleeding Player has left the field of play. A returning Player may only enter the field of play when the temporary replacement Player has left the field of play.
- vii) A No 4 and 5 Match Official should stand on the touchline with the replacement Player and signify by raising the Player’s number or notifying the Referee that the Player is ready to enter the field-of-play.
- viii) At no time may more than fifteen Players of one team be on the field of play.
- ix) When a player is temporarily suspended, the player’s suspension period will begin when time is restarted by the Referee or at the recommencement of play, whichever occurs first. Players must leave the field as quickly as possible and move without delay to the designated sin bin area.

3.16 Team Jerseys – Colour Clashes

- i) SANZAR will prescribe playing colours for all Teams throughout the competition (refer to competition specific Jersey Clash Charts available on the SANZAR Extranet).
- ii) Teams wishing to wear any type of alternative playing strip must get permission from SANZAR.
- iii) Each team is permitted to submit one (1) “Charity” type alternative jersey to SANZAR for approval. No additional commercial marks are to be added.
- iv) The following rule shall be observed by Participating Unions and the Teams:
 - For all matches where there is a colour clash, the visiting Team will play in its alternative kit. In some instances the Competitions Manager may instruct a third colour strip be provided.
- v) Team jerseys must be numbered 1-23 including numbered jerseys 24, 25, 26 etc for replacement, blood bins in accordance with WR Regulations.

3.17 Declaration of Squads and Teams

- i) Due to the nature of the Super Rugby Trans Tasman Competition, squads are not limited and may include any players that are eligible to play in the country of that Team under World Rugby Regulation 4.5.8 for any match in which they take part.
- ii) Once a player has been named in the match day 23 for any team in the 2021 Super Rugby Trans Tasman competition, he may not be named in the match day 23 for another team in the competition in that year unless granted dispensation by the respective National Union and SANZAR to be included in a match day 23 of a second team. Such dispensation will only be granted in exceptional circumstances where, for example, the ability of the Team to name a match day 23 is compromised by injuries to otherwise eligible players in that Player’s position and health and safety considerations.
- iii) For all Team Announcements, the exact format in which the Players are announced must be as per the template provided in *Section 11: Forms and Templates*
- iv) Team sheets must be submitted to the SANZAR Media & Communications Manager and released publicly, no later than 48 hours prior to kick off.

3.18 Qualifications of Players for the Super Rugby Trans Tasman Final

To be eligible to play in the Super Rugby Trans Tasman Final, a Player must adhere to the relevant sub-clauses of 3.17; and

- i. Have been named in the teams official Super Rugby Trans Tasman squad (“official squad”) of up to a maximum of 38 players as submitted to SANZAR on or by 10 May 2021; or
- ii. Have been added to the official squad as a medical replacement for a player who had been named in the official squad who has subsequently been declared unfit for the remainder of the competition as confirmed in writing by both the Team Doctor and the National Union CMO. Note any player who has been replaced as a medical replacement can take no further part in that seasons Super Rugby Trans Tasman competition. In this instance it is important to note the following:



- All players must still meet the requirement of being eligible to play in the country of that Team under World Rugby Regulation 4.5.8 for any match in which they take part; and
 - SANZAR and the National Union must be informed of the declaration at the time or as close to the time that the initial player is ruled unfit for the remainder of the competition as possible. Please do not wait until the week before finals to seek clearance as it may not be allowed; and
 - SANZAR and/or the National Union may request information from the Team Doctor for clarification; or
- iii. Have been named in the match day 23 on at least one occasion in the current regular season. If a Player from outside the teams official squad hasn't been named in the match day 23 on at least one occasion in the current regular season, then in order to be eligible to play in the Final they must seek (and be granted) dispensation from the respective National Union and SANZAR. Such dispensation will only be granted in exceptional circumstances where, for example, the ability of the Team to name a match day 23 is compromised by injuries to otherwise eligible players in that Player's position and health and safety considerations.

3.19 Ticketing and Programmes

In the event spectators are allowed into match venues the following applies:

- (i) A total of 70 match tickets (highest quality available) and up to 50 programmes will be provided FOC by the Host Union, to the Manager of each visiting Team for round robin matches.
- ii) A total of 100 match tickets and up to 50 programmes will be provided FOC by the Host Union for all Super Rugby Trans Tasman Competition Final matches to the Manager of the visiting Team.
- iii) Host Unions are to provide accredited seating for non-playing squad members of visiting tour party not permitted on the reserves bench. Seats are to be undercover where possible and in close proximity to the players entry tunnel.
- iv) The Host Union for any Finals will provide SANZAR with 10 FOC tickets to use for marketing and promotion.
- v) The Host Union shall provide FOC two tickets and one programme per match official. (a Total of 12 Tickets and 6 programmes)
- vi) The Host Union shall provide FOC 20 programmes to the Host Broadcaster, and 1 per each member of the media attending the match (e.g. written press, radio, and photographers).

3.20 Training

In the event a team needs to utilise a training venue whilst travelling, the Team Manager must liaise with the Home Union to ensure all protocols are followed.

Unless otherwise agreed by the two teams all associated costs for training venues, gym and pools sessions are to be met by the visiting team.



3.21 Captain's Run

- a) Each Team is permitted to carry out one training session on the playing venue the day prior to the match – no scrums permitted. Only extenuating circumstances such as inclement weather or previous booking of venue by another party should prevent access. Should this occur, an alternative Captain's Run on another day should be scheduled where possible.
- b) For captains Run Sessions, the Venue (including field of play, change rooms etc.) is to be available for a minimum 60 minutes and a maximum 90 minutes: i.e: a maximum 60 minutes for team run and 30 minutes for kickers.
- c) Teams should be afforded unhindered access to the entire field and surrounding areas of the Playing Enclosure. The field must be completely marked and goal-post bolsters should be in place.
- d) No fewer than **FOUR** of the brand new match balls (to be marked as such with the match date and numbered) to be utilised the following day must be made available to both Teams for the duration of their Captain's Run. Teams must return these balls to the Match Manager once their Captain's Run is complete.

Failure of a Host Union to provide the Visiting Team with FOUR brand new match balls for the Captain's Run will result in an AUD\$ 2,000 fine.

- e) The Home Team will select a Captains Run timeslot for the season. This 90 min slot will be protected and Visiting Teams will not be permitted to request a Captains Run during this period. This is to provide consistency to the Home Team. In the event the Home Team decides to perform a Captains Run at a time different to their nominated time slot, and this conflicts with a request from the Visiting Team, **the Visiting Team has priority.** Teams are to nominate their protected Captains Run time slot to the SANZAR Head of Operations by Monday 10 May 2021.
- f) In the event only one Team can train, **the Visiting Team has priority.**
- g) The Visiting Team must advise the Host Union of their preferred Captain's Run time no later than 7 days before the game.

Failure of a Host Union to provide a Visiting Team with equal rights to Captain's Run scheduling, location and facilities will result in AUD\$ 5,000 fine.

- h) Other than the first 15 minutes (for Media), the Captain's Run should be treated as a closed session unless with the express permission of the Team Manager.
- i) Payment for hire of stadiums for lights and other costs for Visiting Teams, must be treated as match related costs by the Host Union. This does not include transportation.

Please see following suggested checklist for the Host Union to ensure all tasks are completed at the Captain's Runs.

3.2.1.1 CAPTAIN'S RUN CHECKLIST

HOST UNION TASK		STATUS Yes/ No Notes
1	Provide Team with a final copy of: <ul style="list-style-type: none"> • Match Briefing Document • Match Day Run Sheet 	
2	Run through key timings & highlight any important information such as: <ul style="list-style-type: none"> • Judiciary information • Key Match timings • Applicable Stadium CAD Maps 	
3	Take Team Manager on venue tour and show the following spaces: <ul style="list-style-type: none"> • Team Bus drop off point • Parking for Team Bus and ancillary team vehicles • Change rooms • Coaches Box • Coin Toss location • Match Day Medical Room • Pathway to coaches box • Meeting spot where coaches will be picked up by security and escorted to coaches box • Doping Room • Press Conference Room • Pre Match interviews spaces • Accredited seating area • Warm up area • Team entry procedures 	
4	Run through Team Broadcast requirements (Pre & Post match interviews)	
5	Confirm arrival process & timings (Text message process, police escorts if applicable)	
6	Confirm change room set-up timings	
7	Confirm any post-match warm down requirements	
8	Advise Team on any sports presentation requirements that may impact Team	
9	Advise Team on trophy presentation key timings (if applicable) and any requirement of the Team. i.e. winning Captain accepts trophy and says a few words.	
10	Confirm catering order and timings (including fluids & ice)	
11	Confirm Furniture, Fixtures and Fittings and any special requirements from Teams	
12	Confirm if any requirement for sand for kickers; confirm who will run the kicking tee out	
13	Facilitate introduction of Team Manager with Match Manager	
14	Confirm if any additional camera angles are required on DVD.	
15	Provide any tickets, accreditation & parking passes if not given to Liaison Officer earlier	



3.22 Weekly Reporting

- a) Team Managers must review the official match report on the SANZAR Extranet (extranet.sanzarrugby.com) and notify the SANZAR Head of Operations of any disputes or errors by 9:00am (AEST) each Monday morning following the weekend's match.
- b) Match Managers must submit a Match Manager's report via the SANZAR Extranet by 9:00am (AEST) each Monday morning following the weekend's match.
- c) Team Managers and Match Managers must attend weekly video-conference to discuss issues. Time will be advised each week.

3.23 Super Rugby Trans Tasman Logos

The Super Rugby Trans Tasman Logos can be found at Section 3 - [Appendix 2](#).

3.24 World Rugby Heat Guideline

The World Rugby Heat Guidelines can be found at <https://extranet.sanzarrugby.com/document-library/2021-super-rugby-trans-tasman/>

3.25 Appointment of Team Liaison Officers

It is each Host Franchise's responsibility to provide one Team Liaison Officer to their visitors in accordance with the Job Description found in Section 6.4.

Any variations from the Job Description can be agreed between Visiting and Host Franchises and the Liaison Officer in question.



Section 3 - Appendix I: Super Rugby Branding Guidelines

SANZAAR BRANDING REGULATIONS FOR ON-FIELD APPAREL – SUPER RUGBY

(as based on World Rugby Regulation 11, with slight modifications as provided for in clause 11.1.4 of World Rugby Regulation 11)

	Competition Mark	Manufacturers Mark	Sponsor Mark	Team/Franchise Mark	Players Name Mark
JERSEYS (and any warm-up clothing such as t-shirts/training jerseys worn at the match venue) Note: numbers on the back of playing jerseys are mandatory, as per the instructions for numbering in WR Regulation 15.	- One (1) mark, min 100cm ² max 130cm ² , to be located on the right hand sleeve. MANDATORY MARK (for playing jerseys only).	- One (1) mark not exceeding 80cm ² , to be located on the right or centre chest. - One (1) mark per playing number not exceeding 40cm ² per mark.	- Not more than six (6) marks to be located as follows: Front (x1 mark max 300cm ²); Back (x1 mark max 160cm ²); Collar (x2 marks max 10cm ² per mark); Left hand sleeve (x1 mark max 130cm ²); Right or centre chest (x1 mark max 100cm ²). - <i>The total area of the marks must not exceed 600cm².</i> - <i>Could be six (6) different sponsors.</i>	- One (1) mark not exceeding 100cm ² , to be located on the left chest. MANDATORY MARK (for playing jerseys only).	Player Name: - May appear on the back of the jersey across the shoulder area, with each letter not to exceed 5cm in height. - There must also be at least a clear 2cm gap between the players name and any other branding, including the players number. - Not allowed.
SHORTS	- Not allowed.	- One (1) mark not exceeding 100cm ² , to be located front right or front left of shorts. MANDATORY MARK	- Two (2) marks each not exceeding 100cm ² , to be located back (left or right) of shorts. - Not allowed.	- One (1) mark not exceeding 100cm ² , to be located front right or front left of shorts. MANDATORY MARK	- Not allowed.
SOCKS	- Not allowed.	- One (1) mark not exceeding 15cm ² .	- Not allowed.	- One (1) mark not exceeding 15cm ² .	- Not allowed.
TRACKSUITS	- One (1) mark min 100cm ² max 130cm ² , to be located on the right hand sleeve.	- One (1) mark not exceeding 80cm ² , to be located on the right chest.	- No more than three (3) marks, each of which cannot exceed 325cm ² to be located as follows: Front tracksuit top (x1 mark); Back tracksuit top (x1 mark); Front or back tracksuit bottoms (x1 mark); or Left hand sleeve (x1 mark). - <i>Could be three (3) different sponsors.</i>	- One (1) mark not exceeding 100cm ² , to be located on the left chest.	- Not allowed.
MEDICAL CASES / BAGS	- Not allowed.	- Not allowed.	- One (1) mark not exceeding 160cm ² .	- One (1) mark not exceeding 160cm ² .	- Not allowed.
BOOTS	- Not allowed.	- Mark allowed.	- Not allowed.	- Not allowed.	- Not allowed.
OTHER ITEMS OF PLAYERS' DRESS PERMITTED BY LAW 4 (1) (e.g. compression garments)	- Not allowed.	- One (1) mark, not exceeding 25cm ² .	- Not allowed.	- Not allowed.	- Not allowed.

	Competition Mark	Manufacturers Mark	Sponsor Mark	Team/Franchise Mark	Players Name Mark
REFEREES JERSEYS	- One (1) mark, min 100cm ² max 130cm ² , to be located on the right hand sleeve. MANDATORY MARK.	- One (1) mark, not exceeding 80cm ² , to be located on the right chest.	- Not more than three (3) marks to be located as follows: Front (x1 mark max 300cm ²); Back (x1 mark max 300cm ²); Left hand sleeve (x1 mark max 130cm ²). - Could be three (3) different sponsors	- One (1) National Union referees mark not exceeding 100cm ² , to be located on the left chest. MANDATORY MARK.	- Not allowed.
REFEREES SHORTS	- Not allowed.	- One (1) mark not exceeding 100cm ² , to be located front right or front left of shorts.	- Two (2) marks each not exceeding 100cm ² , to be located front or back (left or right) of shorts.	- Not allowed.	- Not allowed.
REFEREES SOCKS	- Not allowed.	- One (1) mark not exceeding 15cm ² .	- Not allowed.	- Not allowed.	- Not allowed.

Note: The marks on each item should be identical for each member of a squad, other than the players number and/or name, where applicable (e.g. the 23 playing jerseys of any one team should all have the same branding on them).

Associated Notes :

- Measurement principles**
 - All branding to be measured in square cm's.
 - Size to be determined by Maximum length/width of mark x Maximum height of the mark. All components of the mark including any background, text and symbols must fall within this prescribed measurement.
- Variance to Guidelines**
 - Should teams wish to go outside these guidelines they must first seek approval from their National Union prior to submitting to SANZAAR for final sign off.

Super Rugby Team Jerseys

PLAYING JERSEY

Front

One each (in either position) of:

- Sponsor's Mark. Shall not exceed 100 cm².
- Manufacturer's mark. Shall not exceed 80 cm².

Franchise/ Team Mark. Shall not exceed 100 cm² (Mandatory Mark)



Sponsor's Mark. Shall not exceed 300 cm²

Manufacturer's Mark. Shall not exceed 40 cm².

Back



Sponsor's Mark. Shall not exceed 160 cm²

Player name Letters shall not exceed 5cm in height

There must be a 2cm gap between the name and any other mark

Collar



Two Sponsor's Marks. Each shall not exceed 10 cm² Can be located front, back or side of collar

Sleeve - Right

Competition Mark min 100 cm² max 130cm² (Mandatory Mark)



Sleeve - Left

Sponsor's Mark Shall not exceed 130 cm²



Sponsor's Marks - The total area of the marks must not exceed 600cm²

Section 3 - Appendix 2: Super Rugby Trans Tasman Logos

Australia



New Zealand



Section 3 - Appendix 3: Super Rugby Trans Tasman Law Innovations

Red Card

- If a player is red carded they may be replaced after 20 minutes by another player. The 20mins from when a player is red carded to when they may be replaced is measured as "game time". This follows the same measurement of time already in place for a yellow carded player in the sin bin (mean sin bin clock is stopped when the game clock is stopped).
- A player receives a yellow card and is sin binned for 10mins. If the same player then returns to the field after serving their 10mins suspension and subsequently receives a 2nd yellow card, which equates to an automatic red card. After a further 20mins the red carded player can be replaced.
- A player who has been tactically replaced, is able to return to the field to replace a red carded player. Note if you have unused replacements (eg #23) still sitting on the bench you do not have to use them to replace a red carded player before you use players who have already been substituted tactically (eg #12).
- If a player is red carded and all eight replacements have already been used, then any players who have been tactically replaced can then replace the red carded player after 20mins (note players replaced due to injury are not permitted to replace a red carded player). *While need to plan for all eventualities the reality of this situation happening is unlikely given the team would have had to have used all 8 replacements and had a player red carded prior to the 60th minute of the match*
- If the red carded player was a front rower, and the replacement was off for an HIA, then the red carded player is unable to return (note this could lead to uncontested scrums if no further suitably trained front rowers were still on the replacements bench). To be clear, any red carded player cannot return under any circumstance.
- The usual replacement laws continue to apply in that a replaced player may return for an injured front rower, injury due to foul play, HIA or blood.

Goal Line drop out

Purpose:

Reward the attacking team who have put themselves into an attacking position, and put some emphasis on the defending team to clear the ball from their in-goal.

Rationale:

Currently there is no real positional advantage of a drop out from the 22m line for the attacking team, and it potentially puts them in a defensive position from the restart.

Scenarios:

1. When an attacking player carrying the ball is held up in the in-goal or knocks the ball on in the in-goal, play restarts with a goal line drop-out.
2. When a kick (excluding a penalty kick or drop kick at goal, kick off or kick restart) goes into the in-goal area and is grounded or otherwise made dead by the defending team, play restarts with a goal line drop-out.

Note:

- If the kick is taken on the full by a defender in their in-goal area, the defender may claim a mark and play restarts with a free kick on the 5m line in line with the place of the mark.
- If the attackers cause the ball to go touch in goal or over the dead-ball line, then the defenders will have the option of taking a 22m drop out or a scrum at the place where the ball was kicked.

Application:

- The drop-out is taken anywhere on or behind the defending team's goal line.
- The drop-out must be taken without delay. The ball must cross the goal line and travel 5m.
Sanction: The non-kicking team has the option of the kick being retaken or a 5m scrum in line with the place where the kick was taken.
- If the ball crosses the 5m line but then bounces back, is blown or deflected back, play continues.
- If a goal line drop out goes out on the full the attacking team have the option for;
 - a scrum on the 5m for the attacking team in line with where the kick is taken;
 - a lineout on the 5m line for the attacking team;
 - re-kick
- The attacking team must be back at least 5m and not charge over the 5m line before the ball is kicked.
Sanction: Free kick to the defending team 10m up field from the place of the kick.
- Defending players must be onside (behind the kicker) before they are allowed to move forward. Offside players must not move forward until they are put onside.
Sanction: PK to the attacking team on the 5m in line with where the kick was taken.
- The team receiving the ball from a goal line drop out, cannot score a dropped goal until the ball next becomes dead, or until an opponent has played the ball, has touched it, or has tackled the ball carrier. Any such attempted dropped goal is deemed to be unsuccessful and play continues.
- If the defending team pass, play or carry the ball into their own in-goal and it is 'held up', or they ground it or otherwise make it dead, the restart is a 5m scrum to the attacking team.
- If the player taking a goal line drop out hits the post and the ball goes dead then the receiving team has the option of a 5m scrum in line with where the kick was taken or a re-kick.