



**DUKE GRAD RUGBY FOOTBALL CLUB**  
HOST OF THE MBA RUGBY WORLD CHAMPIONSHIP  
DUKE UNIVERSITY, THE FUQUA SCHOOL OF BUSINESS



## 2009 MBA World Cup - Men's Policies & Procedures

Denotes key changes from 2008

### TOURNAMENT FORMAT:

#### ***Pool Play Phase: (2 matches)***

25 Teams, 8 Pools (Pool A-H). 7 pools with 3 teams one pool randomly selected for 4 teams. Pre-tournament seedings based on 2008 Tournament Results (top seeds for Pool A-H are based on 2008 Results). Other teams rankings are based on 2008 results utilizing a “snake” format to place teams in each pool.

#### ***Elimination Phase:***

##### **Round of 16 (2-4 matches)**

Winners: Cup/Plate Round (QF, SF, Final)

Losers: Mug Round (QF, SF, Final)

##### **Plunger round: seeds 17-25 (2 matches)**

9-team bracket. Teams are re-seeded 17-25 based on pool play log scores. Teams will play 2 matches based on seeding. Final rankings of plunger round will be determined after completion of these matches based on log point system and pool play ranking system.

### LOG POINT SYSTEM:

Log standings use a **MODIFIED** Super 14 scoring system.

- 4 points for a win
- 2 points for a draw/tie (ties stand in pool play)
- 0 point for a loss
- -1 point for a forfeit loss
  
- 1 bonus point for scoring **three** tries in a match
- 1 bonus point for loss by seven points or less

#### ***Rank for Pool Phase:***

- a. Log Points
- b. Head-to-head Log Points (**not** head-to-head W-D-L)
- c. Point differential, across all pool matches
- d. Tries scored, across all pool matches
- e. Coin toss

#### ***Rank for Elimination Phase:***

- a. Finish in elimination phase (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, ...)
- b. Log Points
- c. Point differential



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- d. Tries scored
- e. Coin toss

**Point Differentials / Forfeits:**

- ***Forfeit Point Differential:*** Any forfeited match will be logged as a 35-nil win (five converted tries).
- ***Maximum Point Differential:*** No team will receive no more than +/- 35 points in a given match. In this case, the winner's points scored will be determined by taking the losing team's actual point total, and then adding 35.
- ***Actual tries:*** Actual tries scored will be logged for both teams.

**Match Duration:**

- ***Pool Play:*** All matches will be of two 20-minute halves. There will be a 5-minute halftime interval between each half. Ties will stand in pool play.
- ***Elimination Round:*** All matches will be of two 20-minute halves, with a 5-minute interval, with the exception of the Cup Final.
- ***Cup Final:*** This match is scheduled for two, 25-minute halves, with a 5-minute interval. *If both captains agree*, Cup Final may be changed to 20-minute halves.
- ***Extra Time:*** If an elimination round match is tied at Full Time, there will be a 2 minute water break followed by Extra Time. Extra Time will start promptly after 2 minutes. There will be a coin toss during the water break to determine side and kickoff. All Extra Time periods will be ***sudden death***, lasting 10-minutes. Teams will alternate side and kickoff at the start of every Extra Time period. There will be a 2-minute interval at the end of every Extra Time period. After every four periods of Extra Time, a 5-minute interval will be taken instead in place of the 2-minute interval.
- ***No Fast Watches:*** Due to the implications for seeding, pool play must continue until full-time, regardless of point differential. As always, referee may stop match due to safety or disciplinary concerns.

**Substitutions / Law 3:**

Law 3 applies in its entirety. In particular, captains and referees must ensure compliance with:

Law 3.5 (Suitably Trained and Experienced Front Row)

Law 3.12 (Number of Substitutions)

Law 3.13 (Substituted Players Rejoining the Match)

If your club requires extra front row, it is your responsibility to borrow them from other clubs and have them available (on bench) at kickoff. If your club cannot meet this requirement, please inform the Tournament Director before your match, or before the tournament.



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**Disciplinary:**

- **Temporary Suspension (Yellow Card / “Sin Bin”):** Any player Temporarily Suspended by a referee will sit out for a time period as measured by the referee
  - 20-minute halves: five minutes
  - 25-minute halves (Cup Final): seven minutes
- **Send-off (Red Card / ejection):** Any player Sent Off by a referee will be excluded from further participation in the tournament.
- Any player Temporarily Suspended or Sent Off may be subject to further sanctions by the aforementioned governing bodies and/or his home Unions.

**Prompt Kickoff:**

- Captains should report to the referee **at least 10 minutes prior** to handle pre-game chat, coin toss, jersey conflicts, and any other details.

**Home-and-Away:**

- The team judged by the tournament director / or referee to have traveled the shortest distance shall be determined to be the home team.
- **Kit conflicts:** In the event of a jersey conflict, the home team will be responsible for changing kit. Kit conflicts should be resolved well before scheduled kickoff.

**Medical / Physio Support on-Field:**

- Tournament will have emergency medical technicians on hand.
- Team physios:
  - Check in with the Tournament Director at the beginning of the tournament
  - Team captain must inform referee before match of your presence
  - Wear clothing which does not match either team’s jersey
  - May take the field to attend to an injured player (always in accordance with referee’s permissions)

**Governing Law:**

- Matches will be played in accordance with the prevailing Laws, policies, and procedures for the following governing bodies (click on hyperlinks for more information):
- [IRB Laws of the Game](#)
- [USA Rugby South Policies and Procedures](#)
- **Plus always remember these two Law points:**
  - LAW 6.A.4 (a) “The referee is the sole judge of fact and of Law during a match.”
  - LAW10.2 (k) “A player must not do anything that is against the spirit of good sportsmanship in the playing enclosure.”