

Global Rugby Tens (G10's Rugby Tournament) – Process, Procedures and Game Guidelines

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Global Rugby Tens Process and Procedures

1. Sanctioning

The Global Rugby Tens is a sanctioned event through Rugby Australia and the Queensland Rugby Union (QRU). The tournament adheres to the Laws of Rugby as outlined in the IRB Laws of the Game, including the IRB U19 Law Variations and referee signals. The tournament specifically follows the [Australian U19 Law Variations](#), which can be found on the Rugby Australia website: www.rugbyaustralia.com.au.

2. Event Insurance

The Global Rugby Tens is categorised as a Rugby AU & QRU Sanctioned Special Event. Team entry fees include Special Event Insurance coverage for all participants and team personnel. Details on what is covered can be found at <https://www.ajg.com/au/insurance/sports-insurance/rugby-australia/>

3. Rugby AU Code of Conduct

All participants attending the Global Rugby Tens 2026 are bound by the Rugby AU Code of Conduct By-Laws. More information can be accessed at [Rugby AU Code of Conduct](#).

If a participant wishes to report a Code of Conduct complaint, they must complete the appropriate form and submit it to the Global Rugby Tens Competition Manager and Rugby Australia. Cases of match official abuse are classified as a Mid-Level or High-Level breach and will be reported in line with the Rugby Australia Code of Conduct guidelines.

The Event Director, Competition Manager, and G10's Representatives are responsible for ensuring the Code of Conduct is respected at all times, both on and off the field. Should any breach occur, these officials will take appropriate steps to report and address the incident, including the right to remove individuals from the field or venue.

4. Global Rugby Tens Code of Conduct

Each participating team must nominate a Code of Conduct Officer, providing written notification to the tournament organisers four weeks prior to the tournament. This must include the officer's full name, contact details, and Rugby Xplorer ID.

National committees, team leadership, and participating teams are responsible for the behaviour and conduct of players, staff (including coaches, managers, trainers, and volunteers), and all supporters. Teams must ensure all members understand the expected standards of behaviour. Breaches will be subject to consequences as per the judiciary process. Ignorance of the rules is not an excuse, and participants or teams in breach will not be permitted to participate until the matter is resolved by the Competition Manager and/or Judiciary.

5. Match Officials

Qualified referees and assistant referees will be provided by the QRRA and/or GCDRA for the duration of the festival. Global Rugby Tens enforces zero tolerance for any match official abuse, in accordance with Rugby Australia's directive issued in June 2023. Abuse includes any on-field or off-field behaviour that is not in line with the game's core values: discipline, respect, integrity, passion, and teamwork. This encompasses harassment, verbal or physical abuse, dissent, intimidation, threatening behaviour, sledging, swearing, and disrespect.

Any individual engaging in or instigating match official abuse will be removed from the field immediately. If a person does not comply, a formal breach will be reported to Rugby Australia. The Competition Manager also has the authority to enforce a competition ban for the duration of the tournament, if deemed necessary.

Important Game Play Guidelines

Global Rugby Tens follows the Australian Law Variation (U19) under the Rugby Australia Special Event Sanctioning, with modified rules for certain divisions as outlined below.

6. Injury Protocol

Each field will have qualified medical personnel in attendance throughout the festival. St. Johns Ambulance and Assist First Aid are the official medical provider, with three on-site first aid responders located in the medical tents, between all fields. All injuries, whether minor or serious, must be reported to the attending medic.

The Head Medic will be the main point of contact for all serious injuries. A Serious Injury Report must be completed within 48 hours of the incident. Serious injuries are defined as:

- Any head or neck injury resulting in emergency department, hospital, or after-hours medical centre treatment
- Any injury leading to hospital admission (not including those treated in emergency and released)

Team management responsibilities include phoning the Head Medic in the event of a serious injury, notifying next of kin in cases involving head or neck injuries, and completing all necessary reports and insurance claims within the specified timeframes.

Blue Card – Concussion: Players with suspected concussion will be issued a blue card, reported to the Competition Manager, and ruled out for minimum of 21 days, under 18yrs and 19 days, over 18yrs, as per Rugby Australia’s guidelines. Team officials must provide affected players with a Referral & Return Form and a Head Injury Fact Sheet.

Injury Delay / Time: There is no injury time; injured players must be rotated off the field immediately if safe. The game clock will continue running unless officials determine that play should be stopped for a serious injury. *If a game cannot continue due to a serious injury, the score at the time of injury will stand. If the game is a draw, points are awarded to the first team to score.*

7. Player Game Duration

In line with World Rugby guidelines, no player may participate in more than 90 minutes of rugby union within a 24-hour period. The festival draw is designed to comply with this regulation. The Competition Draw will be made available via the Rugby Xplorer App before the festival, with the aim of publishing it seven days prior to commencement. Game times are subject to change, and team managers are responsible for ensuring teams are on time for scheduled matches.

8. Start & End of a Game

Each game begins with the match official’s whistle and concludes only when the official blows the final whistle. If a player is in the act of scoring as time expires, the referee may allow play to continue at their discretion. The decision of the match official is final and must be respected, or a Code of Conduct breach may be enforced.

9. Substitution

Global Rugby Tens utilises a rolling substitution process, allowing unlimited substitutions during a game. The substitute cannot enter the field until the outgoing player has left, ensuring no more than 10 players are on the field at any time. Players wishing to substitute must report to the Assistant Referee and await authorisation before entering play.

10. Scoring & Match Day Manager

All teams are required to use the Rugby Australia [Match Day Manager app](#) for scoring and team lists. Each team may register up to 15 players, and only those listed are eligible to participate for the duration of the tournament. No additional players may be added after lists are submitted on Wednesday 8th April, 2026. Any team fielding an unlisted player will automatically forfeit the game. When submitting the team list, a coach and manager must be nominated, and the front row for each game identified. Team lists must be submitted 30 minutes before kick-off.

Each Team Manager must score only for their own team via the [Match Day app](#) unless directed otherwise by the G10's Ground Marshall. All game movements, including cards (yellow, red, blue), must be recorded.

Scoring points are as follows:

- Try: 5 points
- Conversion: 2 points (drop goal only, taken in line with where the try was scored, as identified by the match official)
- No penalty goals permitted

11. Points Table

- Win: 4 points
- Loss: 0 points
- Draw: 2 points per team

If teams finish on equal competition points at the end of rounds, rankings will be determined by the for-and-against calculation (points scored minus points conceded).

12. Age Eligibility

Players must be turning the age of their relevant group within the year:

- U10: Born in 2016 (turning 10) or 2017 (turning 9)
- U12: Born in 2014 (turning 12) or 2015 (turning 11)
- U14: Born in 2012 (turning 14) or 2013 (turning 13)
- U16: Born in 2010 (turning 16) or 2011 (turning 15)
- U18: Born in 2008 (turning 18) or 2009 (turning 17)

13. Dispensation

No Dispensations can be approved for this tournament, unless in exceptional circumstances. Please refer to the Rugby Australia Player Dispensation policy. Applications must be made in writing to the G10's Competition Manager by 23rd March, 2026

14. Penalties

There are no kicks for touch or scrum; all penalties are tap only.

15. U10 Mixed Modified Rules

- Full field usage
- Size 4 balls
- 10 players per team on the field
- Contested scrums as per Law Variations
- Line out: Players can compete for the ball by jumping, with a minimum of 3 players in a line out. No lifting.

16. Yellow Card

A player receiving a yellow card must immediately leave the field for five minutes, with the timer starting only when the player is seated in the Match Officials' technical zone. The player must remain seated for the duration and cannot move along the sideline. Upon return, the player must report to the Assistant Referee before re-entering. If that player later commits another yellow-card offence, the player must be sent off.

For U10 & U12 divisions, a yellow-carded player can be replaced, following the substitution process. In U14, U16, and U18 boys and girls divisions, yellow-carded players cannot be replaced.

17. Red Card

Any player shown a red card must immediately leave the field and may not return. Incidents involving red cards are referred to the judiciary process, with potential sanctions including suspension from one or more games, as determined by the onsite judiciary committee in accordance with Rugby Australia Disciplinary Rules.

In U10 mixed and U12 divisions, a red-carded player can be replaced. In U14–U18 divisions, a red-carded player cannot be replaced.

18. Judiciary Committee

The Judiciary Committee will include a G10's representative, a Match Official/QRRR/GCDRA representative (not the referee involved in the incident), and an independent officiating member. The committee may include additional personnel as necessary, decided by the Competition Manager on a case-by-case basis. [Australian Rugby Disciplinary Rules will apply.](#)

19. Complaints Management

All protests and complaints must be lodged in writing with Global Rugby Tens Complaints Officer at G10's HQ within 30 minutes of the incident or game. The Complaints Manager will aim to resolve issues promptly, and outcomes will be communicated to the complainant via email.

20. Scrum

All age divisions, including U10 mixed, will play contested scrums with 6 players per team (3 x Front Rowers, 2 x 2nd Row and No.8). Uncontested scrums are permitted only for player welfare and safety reasons relating to the nominated front row. If a team elects for uncontested scrums in a round game, they must drop a player, who can return only once scrums revert to contested. This rule also applies during finals rounds.

There are certain circumstances when a team is NOT required to drop a player

- i. Blood bin
- ii. Blue Card
- iii. Injuries as a direct result of foul play committed by the opposition.

21. Technical Zones

Technical zones will be clearly marked on each field. Only one water runner and one trainer, both wearing bibs, are permitted inside the technical zone. All reserve players must remain seated in the "Dug Out/Bunker" and are not allowed to enter the field for try celebrations during the game.

Neither coaches nor managers are permitted to be positioned within the playing enclosure or the technical zone. A G10's representative is authorised to halt a game or address any breach by coach or manager, with the game clock continuing to run. Match officials may also halt games if unauthorised persons enter the playing enclosure, and the clock will not be stopped.

www.world.rugby/the-game/laws/

22. Additional Rule Changes to G10's Rugby Tournament

* No more than 4 players in a ruck. I.e. Ball carrier, a fellow attacking team player, plus 2 defenders. Teams will be penalised with a free tap to the opposition.

* Size 4 Ball: U10 Mixed, U12, U14 and All-Abilities Games

* Size 5 Ball: U16 to Seniors