

**SA SCHOOLS OLYMPIC GAMES
TOURNAMENT MANUAL**



**A PROGRAMME OF THE DEPARTMENTS OF SPORT AND RECREATION AND
BASIC EDUCATION**

DATED 19 OCTOBER 2012

NO	HEADING	PAGE NUMBER
1	Introduction	4
2	School Sport League Model	4
3	General Team Management	7
4	Role of Provincial Departments	8
5	Role of Local Organizing Committee	8
6	Role of Sport Codes	9
7	Team apparel and clothing	10
8	Eligibility, registration and indemnities	11
9	Tournament Programme	12
	Sport Code Technical Guide	
10	Athletics	13
11	Basketball	17
12	Chess	20
13	Cricket	24
14	Football	25
15	Gymnastics	35
16	Netball	37
17	Rugby	39
18	Volleyball	47
19	Exclusions	48
20	Annexure 1: Summary of Team Sizes	49

ABBREVIATIONS AND ACRONYMS

ACCRONYM / ABBREVIATION	EXPLANATION
SARU	South African Rugby Union
SASRA	South African Schools Rugby Association
NSA	Netball South Africa
SASN	South African Schools Netball
CSA	Cricket South Africa
ID	Identity Document
SRSA	Sport and Recreation South Africa
DBE	Department of Basic Education

1. INTRODUCTION

The SA Schools League Finals are programme of Department of Basic Education and Sport and Recreation South Africa. The finals are a culmination of the nation wide league programme that all schools are encouraged to participate in. The purpose of these leagues is to increase school sport participation, thereby increasing the pool of talented athletes that feed into national teams.

The Finals showcase individual schools sporting culture, excellence and ethos, and in doing so afford their athletes the opportunity to be selected by talent scouts.

2. LEAGUE MODEL

The league model emphasizes participation at a local level over a specified period of time. This period varies from sport code to sport code and is generally seasonal. At first all schools are encouraged to register their interest in one of the sport codes on the programme. For the 2012 academic year, the following sporting codes are on the programme:

- 2.1 Athletics
- 2.2 Basketball
- 2.3 Chess
- 2.4 Cricket
- 2.5 Football
- 2.6 Gymnastics
- 2.7 Netball
- 2.8 Rugby
- 2.9 Volleyball

In 2013, seven (7) sporting codes will be added the above mentioned; these are baseball, hockey, goal ball, softball, table tennis, tennis and swimming.

Level	Phase	Qtr 1			Qtr 2			Qtr 3			Qtr 4		
		Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
5	National Festival During the National Festivals, the provincial champions play against each other to determine the national champions.												5
4	Provincial Festival During the Provincial Festivals, the different District Champions play against each other, to determine the Provincial Champions.									4			
3	District Festivals During the District Festival, the different area champions play against each other to determine the District Champions.					3	3						
2	Areas Festivals During the Area Festival, different school teams within an area play against themselves in a log system to select the Area Champions to represent the Area at the District Festivals			2	2								
1	Intra-School During the Intra-School phase, different classes within a school play against themselves to select the school teams		1										

FIGURE 2.1. SCHOOL SPORT LEAGUE MODEL.

3. GENERAL TEAM MANAGEMENT PER PROVINCE

Additional to the team members as outlined in point xx of this manual, each province is given an allowance for general team management as per the below table.

POSITION	NO OF PEOPLE	NOTES
Chef de Mission	1	Either the Chef de mission of Deputy must be female.
Deputy Chef de mission	1	
Logistics Manager	1	Oversee and coordinator all logistics for the provincial team
Medical Team	5	The province has the prerogative to decide on the composition of the medical team.
Transport Coordinator	2	Oversee all transport logistics for the team
Accommodation Coordinator	2	Oversee all accommodation logistics for the team.
Meals and refreshments	2	Oversee the coordination for all meals and refreshments for the team.
TOTAL	14	
The 14 personnel serving as general team support will be treated as part of the provincial team contingent.		

4. ROLE OF PROVINCIAL DEPARTMENTS

Provincial departments are required to:

- 4.1 Provide elimination competitions that will lead to the selection of best performing school, i.e. present a provincial team as per technical guidelines.
- 4.2 All team preparations, including training and departure camps
- 4.3 Team presentation, e.g. competition and ceremonial attire.
- 4.4 Provincial teams transport to games, during games and return to province.
- 4.5 Provincial teams accommodation during the Games.
- 4.6 Technical officials transport to the games and return to province.
- 4.7 Registration of the teams for the finals.
- 4.8 Submit to the LOC on registration all team members participation consent forms.
- 4.9 Adherence to all statutory safety requirements relating to sporting events, transport and related activities that will be undertaken.

5. ROLE OF THE LOCAL ORGANIZING COMMITTEE

The local organizing committee for the finals shall:

- 5.1 Prepare all competition venues as prescribed by the National Federation.
- 5.2 Ensure compliance with Safety at Sport and Recreation Acts prescripts are adhered to. In this regard;
- 5.3 The LOC will ensure the establishment of a JOC and VOC.
- 5.4 Ensure that all venues used for competitions have relevant public liability cover in place.

In cases where participants reserve their own venues (accommodation or other) that participant (province) is responsible or must verify that adequate public liability is in place.

- 5.5 The LOC will ensure that medical personnel are on site at all sporting venues that are being used. In cases of emergencies, the medical team will determine the extent and refer individuals to nearby hospitals. An ambulance will be provided for this purpose by the LOC.
- 5.6 Participants that have medical aid services will / can be sent to nearby private hospitals.
- 5.7 Participants that do not have medical aid will be referred to a nearby public hospital.
- 5.8 Provide logistical support services such as, medical support, security services, and lunch meals during competition days, games information brochure, etc!

6. ROLE OF SPORT CODES

The programme is delivered as a partnership between school sport codes structures (nationally and provincially) and federations (nationally and provincially). In this regard, provinces vary with regards to the strength or presence of either of these structures in respective provinces, hence the need for a partnership.

6.1 National Structures

The National structures are responsible for determining the strategic direction and purpose of the programme.

6.1.1 The National structures will therefore determine age categories, team sizes and technical rules and regulations that will govern the programme.

6.1.2 The National structures will interact with SRSA and DBE regarding all technical aspects of the programme.

6.1.3 The National structures are responsible for the talent identification and development strategy of talented athletes identified through the programme at the National Competition.

6.2 Structures within the Province (provincial, regional and local structures)

These structures are responsible for the implementation of the National strategic directives.

6.2.1 Team selection of athletes, managers and coaches, i.e. create competitions to determine winning schools. In this regard the manager and coach of a winning school must accompany that team to the Finals. Unless otherwise stated on the maximum numbers allocated or technical rules provided by the respective sport code.

6.2.2 Selection of teams for athletes with disability. All teams for athletes with disability are selected teams and NOT school teams.

6.2.3 All technical officials will be appointed by the school sport code or provincial federations in adherence with required experience and or expertise.

7. TEAM APPAREL AND COLORS

7.1 The finals are a school based competition. To ensure uniformity, teams will be awarded provincial colors for their ceremonial or walk out attire.

7.2 Competition wear shall be in accordance with Sport Code regulations. The winning school colors will be used for competition.

7.3 Teams must have at least 2 playing kits that have contrasting colors to avoid clashes in colors during competition (inverse dominant colors.)

7.4 The LOC will provide complementary attire to all technical officials as a sign of gratitude. Sport codes are required to supply technical officials

with officiating attire. For instructions on technical officials officiating attire, refer to paragraph 8 under the respective sport code.

8. ELIGIBILITY, REGISTRATION AND INDEMNITIES

8.1 All teams must be registered and accredited by the appointed Chef de Mission or deputy on 09 December 2012.

8.2 On registration the Chef de Mission (or deputy) will be required to submit a copy of all participants' participation consent forms.

8.3 The consent form must either include a clause that gives consent to the LOC or event organizer to conduct anti-doping testing in accordance with the South African Institute for Drug Free Sport (SAIDS) regulations or submit a separate consent form for anti-doping.

8.4 The number of consent forms must be equivalent to the number of people being registered. This includes managers, coaches and general team management.

8.5 Permissible verification documents are:

8.5.1 Green identity document

8.5.2 Passport (scholars that are not SA citizens are eligible to participate at the finals as long as they are scholars in that winning school)

8.5.3 Original or certified copy of birth certificate.

8.6 All officiating staff (technical officials, talent selectors, tournament administrators, etc) must be registered by the sport code. Registration forms for this purpose are available on the SRSA website.

9. TOURNAMENT PROGRAMME

* All dates are December 2012

DATE	ACTIVITY	TIME	VENUE	DELEGATES
08.12.2012	LOC meeting	09:00 . 11:30	University of Pretoria	LOC conveners Code representatives (local)
09.12.2012	Volunteer meetings	10:00 . 17:00	University of Pretoria	All volunteers
	National Coordinators Meeting	14:00 . 17:00	University of Pretoria	<ul style="list-style-type: none"> ➤ LOC Management ➤ All Chef de Mission ➤ 3 Provincial Coordinators per province ➤ Code Managers (local and national reps)
10.12.2012	Code Inspections	08:00 . 13:30	Various playing facilities	
	Team registrations	09:00 . 13:00	University of Pretoria	All teams
	National Coordinators Meeting	13:30 . 14:30	University of Pretoria	<ul style="list-style-type: none"> ➤ LOC Management ➤ All Chef de Mission ➤ 3 Provincial Coordinators per province ➤ Code Managers (local and national reps)
	Opening ceremony	16:00 . 19:00	University of Pretoria	All participants
11, 12, 13, 14 December 2012	Competitions	07:00 . 20:00	Various playing facilities	
	Daily National Coordinators Meetings	14:30 . 15:30	University of Pretoria	<ul style="list-style-type: none"> ➤ LOC Management ➤ All Chef de Mission ➤ 3 Provincial Coordinators per province ➤ Code Managers (local and national reps)
	Daily LOC Meetings	19:00 . 20:00	University of Pretoria	All LOC conveners

	Road race registration	19:00 . 20:00	University of Pretoria	TBC
15 December 2012	Road race start	06:30 . 11:00	University of Pretoria	
	Competitions . finals and awards	07:00 . 15:00	Various playing facilities	Teams
	Closing ceremony	18:00 . 21:00	University of Pretoria	All teams
		18:00 . 00:00	University of Pretoria	All invited guests
16 December 2012	All teams depart	By 10:00	Various accommodation	All teams

SPORT CODE TECHNICAL INFORMATION

10. ATHLETICS

10.1 Format of competition

There will be one competition for secondary schools with two age groups.

- Boys and girls under 14, born in 1998.
- Boys and girls under 16, born in 1996/7.

10.2 Rules for entries

- A province may enter a maximum of ONE team.

10.3 Team

10.3.1 Each team should each have a minimum of 8 athletes and a maximum of 10 athletes.

10.3.2 Each age group (boys and girls) can appoint 1 manager and 1 coach per age group.

10.3.3 Each province can appoint 4 technical officials, two for track and two for field events. The rest of the technical officials will be supplied by the hosting province.

10.3.4 Please consult the team numbers table attached to this document for verification of team sizes.

10.3.5 No individual entries will be accepted.

10.4 Scoring

10.4.1 Each team must enter at least 1 athlete and obtain points in each of the 5 groups of events (see point 10.6 below)

10.4.2 Each athlete must compete in 2 events as follows:

- 1 running event and 1 jump
- 1 running event and 1 throw
- 1 jumping event and 1 throw

10.4.3 A maximum of three (3) athletes may be entered into a particular event.

10.4.4 A team **must** be entered into the relay.

10.5 Final Score Calculation

- Add the highest points (for the best performance) achieved in each of the five groups of events.
- Add the next best points achieved in each of any four (4) of the five (5) groups of events
- Add the sums of these two points above for a total.
- The Athletics Performance Evaluation Tables (APE) will be used.

10.6 Grouping of Events

10.6.1 Able Body Athletes

	Age Groups and Events			
	Boys		Girls	
	14 Years	16 Years	14 Years	16 Years
Group 1	100m	100m	100m	100m

Sprints	200m	400m	200m	400m
Group 2	100m H	100m H	90m H	100m H
Hurdles	(76,2 cm)	(84 cm)	(76,2 cm)	(76,2 cm)
	300m H	400m H	300m H	400m H
	(76,2 cm)	(84 cm)	(68 cm)	(76,2 cm)
Group 3	800m	800m	800m	800m
Distance	1500m	3000m	1500m	3000m
Group 4	Long Jump	Long Jump	Long Jump	Long Jump
Jumps	High Jump	High Jump	High Jump	High Jump
Group 5	Shot put	Shot put	Shot put	Shot put
Throws	(4kg)	(5kg)	(3kg)	(3kg)
	Discus	Discus	Discus	Discus
	(1kg)	(1.5 kg)	(1kg)	(1kg)
	Javelin	Javelin	Javelin	Javelin
	(600g)	(700g)	(500g)	(500g)
Swedish Relay 100m x 200m x 300m x 400m				

10.6.2 Deaf Athletes

TRACK EVENTS	FIELD EVENTS
100m	Javelin
200m	Shot put
800m	Discuss
400m	Long jump
1500m	
3000m	

10.7 Competition Programme

A final programme will be ready by end November 2012.

Event	Time	Age Group	Event
1	10:00	G/14	Long Jump
2		B/14	High Jump
3		B/16	Shot Putt
4		G/14	Discus
5		G/16	Javelin
6	10:30	G/16	3000 m
7	10:45	G/14	400 m
8	10:52	B/14	400 m
9	11:00	G/16	400 m
10		G/14	Shot Putt
11		G/16	Discus
12		B/14	Javelin
13		G/16	Long Jump
14		B/ 16	High Jump
15	11:07	B/16	400 m
16	11:14	G/14	1500 m
17	11:21	B/14	1500 m
18	11:28	G/16	1500 m
19	11:35	B/16	1500 m
11:30 – 11:45		Opening Ceremony	
20	11:50	G/14	100 m
21		G/14	High Jump
22		B/14	Long Jump
23		B/14	Discus
24		B/16	Javelin
25		G/16	Shot Putt
26	11:57	B/14	100 m
27	12:04	G/16	100 m
28	12:11	B/16	100 m
29	12:18	B/16	3000 m

30	12:30	G/14	200 m Hurdles
31	12:40	B/14	200 m Hurdles
32	12:50	G/16	400 m Hurdles
33		G/14	Javelin
34		B/14	Shot Putt
35		G/16	High Jump
36		B/16	Discus
37		B/16	Long Jump
38	13H00	B/16	400 m Hurdles
39	13h07	G/14	800 m
40	13h14	B/14	800 m
41	13h21	G/16	800 m
42	13h28	B/16	800 m
43	13:35	G/14	200 m
44	13:42	B/14	200 m
45	13:50	G/16	200 m
46	13:57	B/16	200 m

14:30

PRIZEGIVING

10.7.1 Day of competition: 14 December 2012

10.8 Road Relay Race

10.8.1 On 15 December 2012. All participants that will have completed their competitions (all sport codes) can participate in a 20km relay road race.

10.8.2 The relay team must have 5 athletes that will each run a 4km distance.

11. BASKETBALL

11.1 Age categories

11.2 Under 13, in or before 1999

11.3 Under 18, in or before 1994

11.2 Competition rules

- This competition will be officiated according to 2010 FIBA Rules
- Official FIBA rules can be accessed at <http://www.fiba.com>
- All FIBA rules to apply in terms of personal performance e.g. contact (offensive and defensive), traveling, double dribble etc but with the following variations in terms of the game
- Size of ball Under 18s . all girlsqgames = 6, girls and boys size 7
- Under 13s Ball size is Size 5 for both genders
- Interval of play of two minutes between first and second periods as well as between third and fourth period and between fourth period and any extra time
- Interval of play of 10 minutes between second and third periods
- Extra period will be five minutes
- Two time outs for first period per team and three time outs on the second period
- Each player of U13 age group must play at least full period of eight minutes.
- No player of U13 age group is allowed to play four consecutive periods
- Teams will only be allowed to substitute during playing time on the fourth period.

11.2.1 To determine the overall positions, points will be allocated as follows:

- | | | |
|-----------|---|----------|
| ➤ Win | = | 2 points |
| ➤ Defeat | = | 1 point |
| ➤ Forfeit | = | 0 points |

11.3 Competition rules

11.3.1 This competition will be officiated according to 2010 FIBA Rules. The official FIBA rules can be accessed at <http://www.fiba.com/>

11.3.2 All FIBA rules to apply in terms of personal performance e.g. contact (offensive and defensive), traveling, double dribble, etc, but with the following variations in terms of the game:

11.3.3 Size of ball Under 18s . all girls games = 6, girls and boys size 7

11.3.4 Under 13s Ball size is Size 5 for both genders

11.4 **Competition format**

11.4.1 The teams will be divided into two groups and group A with five (5) teams while group B with four (4) teams

11.4.2 The games will be played in a round robin format in each group in both genders

11.4.3 At the end of the round robin the teams placed first and second of group A will play against the teams placed first and second of group B in a crossover system

11.4.4 The losers of the above mentioned crossover will play against each other for position 3 and 4 while the winners will play the finals

11.4.5 Position 3 in group A will play position 3 in pool B, this will determine position 5 & 6, this will be the same for position fours in both groups for position 7 & 8 while position five in pool A will be position 9.

11.4.6 For U13 the games will be played in four (4) periods of eight (8) minutes each stop start

11.4.7 For U18 age group games will be played four (4) periods of ten (10) minutes each period stop start

11.5 **Technical Appeals**

11.5.1 An appeals committee will be formed by BSA and will handle all technical disputes.

11.6 **Competition fixtures**

11.6.1 Final fixtures will be available after team registrations.

11.7 **Competition attire**

11.7.1 Each team should be provided with two sets of kit, with one color being significantly darker than the other.

11.7.2 No jewelry is allowed during play.

11.8 **Technical officials**

11.8.1 Three (3) technical officials per province per age category.

12. CHESS

12.1 Age categories

- Under 13, born in or before 1999
- Under 15, born in or before 1997
- Under 17, born in or before 1994

12.2 Competition rules

12.2.1 The tournament will be CHESSA rated and all FIDE competition rules will apply.

12.2.2 The playing hall is defined as the physical hall in which play will take place.

12.2.3 The playing venue is defined as the bathrooms, refreshment area and smoking area as well as any other areas defined in the announcements by the chief arbiter.

12.2.4 No player is allowed to leave the playing hall whilst his/her game is in progress without the arbiter's permission.

12.2.5 No player will be allowed to consume alcoholic beverages inside the playing venue for the duration of the championship, any player caught drinking any kind of alcoholic beverage or smelling of alcohol will immediately be expelled from the tournament and will not be considered for any further participation

12.2.6 The time control is 60 minutes per player (60/60) with no increment

12.3 Arrival time for games.

All players travelling to the venue will be allowed 15 minutes grace, all players are required to be seated at least 15 minutes before commencement of the round.

12.4 Mobile phones.

Mobile phones will NOT be allowed inside the playing hall. Any player who brings a mobile phone (or any other unauthorized electronic device) into the playing hall will immediately lose the game by default, please note this applies to spectators as well as officials.

12.5 Awarding of titles

The winning team of the championship will be crowned National Top School Champions 2012

12.6 Competition format

12.6.1 All teams will comprise of seven (7) players per team including one (1) manager and one (1) coach per team. Also one (1) technical official per team per province will accompany the respective teams to the National Schools Championships. The technical officials will assist as arbiters during the event.

12.6.2 Round Robin

(draws will be published a day before for the tournament)

Rounds : 8 (eight)

12.6.3 *Day One*

Round 1: 09:00 . 11:00, Round 2 . 11:30 . 13:30, Lunch 13:30
Round 3 . 14:00 . 16:00.

12.6.4 *Day Two*

Round 4 . 9:00 . 11:00, Round 5 . 11:30 . 13:30, Lunch 13:30
Round 6 . 14:00 . 16:00.

12.6.5 *Day Three*

Round 7 . 9:00 . 11:00, Round 8 . 11:30 . 13:30, Lunch 13:30
Prize-giving . 14:00 . 15:00.

12.7 Tiebreak systems.

The following tiebreak systems (in the order given) will be used to determine the final positions/placing of the teams.

12.7.1 Direct encounter

12.7.2 Sonneborn- Berge

12.7.3 Koya

12.8 Technical appeals and arbiters

- 12.8.1 The arbiters for the Championship will comprise of the CHIEF ARBITER and 9 floor arbiters to assist. The chief Arbiter must have a minimum National Arbiters accreditation and the floor arbiters will be required to have a minimum Provincial Arbiters accreditation.
- 12.8.2 Published pairings and results will only be declared official when signed off by the Chief Arbiter, this includes pairings published at the venue.
- 12.8.3 The Appeals Committee will consist of the chief arbiter and any two officials appointed by the chief arbiter not implicated/ or involved with the appeal.
- 12.8.4 Any player wishing to lodge an appeal against a ruling made by the arbiter must do so, in writing, No later than 30 minutes after his/her game has ended. Appeals can only be lodged with the chief arbiter. All other matters will be treated as complaints and will be dealt with by the managers/tech officials
- 12.8.5 The Championship will be played under the latest official FIDE Laws of Chess at the date of the tournament; A copy of the FIDÉ Laws of Chess will be available in the hall. However, players MUST familiarize themselves with the Laws before the start of the Championships. Ignorance is NOT BLISS!!!
- 12.8.6 All participants are bound by the Laws of Chess and should behave at all times during the tournaments in accordance with the FIDE statutes and the highest principles of sportsmanship, settling all controversial issues by agreement and in the spirit of FIDE. Unresolved issues may be put to Arbiters to finalize. General complaints will be dealt with by the managers /tech And NOT the arbiters.

- 12.8.7 The Chief Arbiter will instruct the players on which side of the board to place the clock. Clocks shall not be moved from the position where it was placed by the arbiters.
- 12.8.8 Any player, who consistently refuses to abide by the Laws of Chess and/or these tournament rules will be subjected to a disciplinary hearing and may be expelled from the tournament and will not be considered to be part of the team.
- 12.8.9 The giving, receiving, offering or soliciting of advice, or the consultation of written sources, the tampering with clocks, or any other form of attempt to cheat in a game of chess, will be regarded as a serious violation of chess rules and will be dealt with harshly.
- 12.8.10 Any disabled player who requires the use of an electronic device (e.g. hearing aid) must notify the chief Arbiter before the start of the Championships.
- 12.8.11 A player not able to notate or press the clock (e.g. for religious reasons) MUST inform the Chief arbiter atleast 1 hour before the start of a round. The individual must provide a suitable person to perform these duties on his/her behalf. The Chief Arbiter or one of his assistants will then approve such a person and the player may incur a time penalty
- 12.8.12 The onus will be on all players, spectators, visitors and parents to be informed of all rules that apply whether such rules are documented or announced verbally during the event.

13. CRICKET

13.1 Age categories

- Boys and girls under 17, born in or before 1995

13.2 Competition rules

- 13.2.2 Matches will in the 20/20 format
- 13.2.3 Each bowler may bowl 4 overs
- 13.2.4 Team with most runs wins
- 13.2.5 In event of a tie a super over will be bowled
- 13.2.6 2 points for a win and 1 for a no result. Teams that are equal on log are separated by team who won league fixture. If still even run rate measures will be applied.

13.3 Competition format

- 13.3.1 Matches will be played in one competition in the morning and the other in the afternoon
- 13.3.2 Teams will play in a league format during the first four days
- 13.3.3 On the last days team will for places from 1-9.
- 13.3.4 Because of the uneven number each team will have a bye during the week

The teams will be seeded as follows:

PROVINCE	SEEDED
Gauteng	1
Western Cape	2
Eastern Cape	3
Kwa-Zulu Natal	4
Free State	5
Northern Cape	6
North West	7
Mpumalanga	8
Limpopo	9

13.4 **Technical appeals**

- An appeals committee will be formed by CSA and Schools Cricket, this committee will be based at the cricket results centre and will manage all technical disputes.

13.5 **Competition fixture**

- All fixtures will be available once teams have registered.

13.6 **Competition attire**

- All players will wear white playing pants and shirts

13.7 **Technical officials**

- Each province will provide one (1) umpire from the tournament.

14. **FOOTBALL**

14.1 ARTICLE 1

- 14.1.1 Each participating Province /school shall be responsible for:
- 14.1.2 The behavior of the members of its delegation (officials and players) and any person carrying out duties on its behalf throughout the competition and for the whole duration of their stay in the host city/province;
- 14.1.3 Concluding compulsory health, accident and travel insurance cover for all the members of its delegation
- 14.1.4 Paying for accidental expenses incurred by delegation members during the course of their stay
- 14.1.5 In the host Province and for any cost incurred by additional members of the delegation

14.1.6 Attending all official functions and activities organized by the Organising Committee

14.2 ARTICLE2: ELIGIBILITY OF PLAYERS

14.2.1 Each Province/School shall take the following provisions into account :

14.2.2 All players shall be bona fide learners attending full time day school

14.2.3 All players must attend the school within the borders of the geo-political Province he/she is representing

14.2.4 All players shall have been born on or after 01 January 0

Under 13 : 1999 (PRIMARY SCHOOLS)

Under 17 : 1995 (HIGH SCHOOLS)

14.2.5 Any team found guilty of fielding an ineligible player for whatever reason (non-compliance with age limit, omission from the list as a potential participant in the match, suspended player but whose name appear on the team list, etc) shall forfeit the match. Victory and or the resultant three points will be awarded to the opposing team.

14.3 ARTICLE 3 : LIST OF PLAYERS

14.3.1 Each Province/School, which qualifies/participates in the Competition, may nominate 17 players numbered 1 . 17. These players must be on the initial list that the Provincial Association submits to the Organising Committee.

- 14.3.2 The numbers on the back of the shirts shall correspond with the numbers indicated on the official team list, which shall be submitted to the referee before kick off. The list shall show the first names, surname and date of birth or ID number of each player. Only the 18 registered players shall be permitted to take part in the competition.
- 14.3.3 All 17 players shall be named on the players list for the match (11 selected and 6 substitutes). Up to a maximum of four (4) substitutes may take the place of selected players at any time during the match.
- 14.3.4 No more than 9 people (2 officials and 6 substitutes) shall be allowed to sit on the substitutes bench/within the technical area (demarcated/not)
- 14.3.5 Before the start of the competition(during the registration and scrutiny process), all players listed must prove their identity and age , by producing the following:
- 14.3.5.1 The original or certified Birth Certificate bearing a recent ID size photo or SASFA Card (Primary Schools) and Secondary or high school should produce SASFA Card or certified copy of ID bearing passport size photo . This document should be laminated.
- 14.3.5.2 Any player who fails to submit these documents shall not be allowed to take part in the competition.
- 14.3.6 Only players with valid accreditation and who passed the scrutiny process may play in the competition. The accreditation shall always be available for inspection by officials (referees, co-coordinators or match commissioners)

14.4 **ARTICLE 4: MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME**

14.4.1 All matches shall be played in accordance with the laws of the game laid down by the International Football Association Board and published by FIFA

14.4.2 In the case of any discrepancy in the interpretation of the Laws, the English version is authoritative.

14.4.3 Players' attire must comply as stipulated by the laws of the game

14.5 **ARTICLE 5: DURATION OF MATCHES, EXTRA TIME, DETERMINING THE WINNER BY PENALTY KICKS**

14.5.1 Each match shall last two equal periods, with an interval of not exceeding 5 minutes:

Girls Under 13	:	15 minutes
Boys under 13 and Girls under 17 and LSEN	:	20 minutes
Boys LSEN	:	25 minutes

14.6 **ARTICLE 6: FIELDS OF PLAY AND FOOTBALLS**

14.6.1 The LOC shall guarantee that the field of play chosen for the competition complies with the Laws of the Game and with the standards of safety requirements for matches as determined in the Technical Recommendations and Requirements Committee of FIFA. The fields of play are subject to the approval of the Organizing Committee.

14.6.2 The footballs chosen for the competition shall conform to the provisions of the laws of the game and bear one of the following three designations: the official FIFA APPROVED+ logo; the

standard official %FIFA INSPECTED+ logo or the reference %INTERNATIONAL MATCH BALL STANDARD+or balls supplied by the Organizing committee /sponsor that\$ conforms to Law 2..

14.7 ARTICLE 7: REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIAL

14.7.1 The match officials for the competition shall be supplied by the participating provinces or the host Province/Region. They shall not officiate in a match where the Province is involved.

14.7.2 A referee, two assistants and a fourth official (if necessary) shall be appointed for each match in the Competition by the Referees Committee.

14.7.3 After the match, the referee shall complete and sign a report form, and hand it to the coordinator at the grounds immediately after the match.

14.7.4 On the report form, the referee shall note all occurrences before, during and after the match in as detail as possible, such as:

- misconduct of players , leading to a caution or expulsion
- unsporting behaviour by officials, supporters or any person acting on behalf of a Province or school at the match and any other incident

14.8 ARTICLE 8: REGULATIONS GOVERNING SPORTS EQUIPMENT AT THE COMPETITION

The participating Province /Schools shall undertake to comply with the current FIFA Equipment Regulations.

Players and officials are not allowed to visibly display political, religious, commercial or personal messages in any language or form on their playing kit, equipment or body.

14.9 ARTICLE 9: PROTESTS

- 14.9.1 Subject to the following provisions, protests are objections of any kind related to matches in the competition. Unless otherwise stipulated in this article, protest shall be submitted in writing to the match commissioner or Coordinator within 30 minutes of the end of the match.
- 14.9.2 Protests regarding the eligibility of players for any matches shall be submitted in writing to the Organising committee before the end of the match.
- 14.9.3 Protests regarding any incidents during matches shall be directed to the referee by the team captain immediately after the disputed incident and before play has restarted. The protests shall be confirmed in writing to the match commissioner or coordinator by the head of the team manager not later than 30 minutes after the match in question.
- 14.9.4 Protests regarding the state of the pitch, markings, goals, flag posts or footballs shall be made in writing to the referee before the start of the match by the head of delegation / manager of the team, lodging the protest
- 14.9.5 No protests may be made against the referee's decision regarding facts connected with play, such decisions being final. If a frivolous or irresponsible protest is lodged, the body responsible may impose a fine. Protest shall be sent to the Coordinator of the Organizing Committee by the specified deadline, otherwise they will be disregarded.
- 14.9.6 All protests shall be on the official letterhead of the Provincial Association/school signed by the manager of the protesting team and countersigned by the Head of the Provincial delegation. All protest shall be accompanied by a fee of

R500.00 of which 50% will be refunded should the protest be upheld.

14.10 ARTICLE 10: CAUTIONS AND SEND OFFS

14.10.1 Any player sent off/red carded by the referee shall serve an automatic one (1) match suspension. In addition to this the player may also be summoned to appear before a DC.

14.10.2 Any player receiving two (2) yellow cards shall be suspended for one (1) match.

14.10.3 All cautionable and send off offences shall be applicable for the duration of the tournament.

14.10.4 In addition to 10.1 and 10.2 the Disciplinary Committee shall have the right to impose further penalties on a player(s) concerned should it decide to do so

14.11 ARTICLE 11: LATE ARRIVALS

Time shall be respected as stipulated on the fixture. Teams shall be ready for inspection by the match officials thirty (30) minutes before the kick-off of the stipulated time. In the event of a team not being present and ready for kick off time, the referee and the opponents shall allow no grace Period. The minimum number of players of the team must be on the field of play before the kick off time. Where the match is not played because of the late of non-arrival of a team, the opponents shall receive a walk-over with full points only. In addition disciplinary measures can be instituted against the offending team.

14.12 ARTICLE 12: GROUP STAGE

14.12.1 Teams taking part in the competition shall be divided into THREE Groups, viz. Group A, B and C, with each group consisting of three (3) teams.

14.12.2 The teams in the groups shall be designated as follows:

	Group		
	A	B	C
1	Team	Team	Team
2	Team	Team	Team
3	Team	Team	Team

14.12.3 The system of play shall be a league system, each team playing one match against each of the other teams in the same group, with three (3) points for a win, two (2) points for a score draw, one (1) point for draw and zero (0) for a defeat.

14.12.4 The matches in the group stage shall be played in accordance with a schedule drawn up by the Organizing Committee

Ranking in each group shall be determined as follows:

- greater number of points obtained in all group matches
- goal difference
- greater number of goals scored in all matches

14.12.5 If two or more teams are equal on the basis of the above three criteria, their rankings shall be determined as follows:

- greater number of points obtained in all group matches between the teams concerned
- goal difference resulting from all group matches between the teams concerned
- greater number of goals scored in all group matches between the teams concerned
- Results of the corresponding fixture
- Taking kicks from the penalty spot

14.12.6 In Round TWO of the competition the system of play shall be on a Knock-Out basis, determined as follows:

- Semi-final 1: Best 1st 1st placed team vs best 1st 2nd placed team
- Semi-final 2: Best 2nd 1st placed team vs best 3rd 1st placed team
- Position 3 and 4: Loser of semi-final 1 vs loser of semi-final 2
- Position 1 and 2: Winner of semi-final 1 vs winner of semi-final 2

14.12.7 If the scores are level at the end of the period of play, the taking of kicks from the penalty mark, as stipulated in the Laws of the game, will be applied.

14.13 ARTICLE 13: MISCELLANEOUS

14.13.1 The Organizing committee shall issue any instructions necessitated by special circumstances that might arise in the host province. These shall form an integral part of these regulations. Matters not provided for in these regulations and

cases of force major shall be decided by the Organizing Committee. All decisions shall be final. In the case of any discrepancy in the interpretation of the text of these regulations, the English text is authoritative.

15. GYMNASTICS

15.1 Age categories

Boys and girls under 14, born in or before 1998

15.2 **Competition rules**

MAG and WAG = GymStar1

Aerobic Gymnastics . AerobicStar1

Rope Skipping = SkipStar1

15.2.1 GymStar1: Teams for 4 learners (either all boys or all girls) will individually perform a floor routine and 2 skill vaults (either using a springboard or the floor). The floor routine is out of 10 marks and each vault is out of 5, making a combined score out of 20. All 4 gymnast's scores will count for the team score.

15.2.2 AerobicStar1: Teams of 4 learners will compete as 2 pairs (2 x 2 pairs). Each pair will perform a routine, judged out of 20. Both pairs' scores will count for the team score.

15.2.3 SkipStar1: Teams of 4 learners (2 boys and 2 girls) will individually perform a set of skills and a floor routine. All 4 gymnast's scores will count for the team score

15.2.4 A gymnast may be a team member for more than one discipline, provided he/she is a learner at that school.

15.3 **Competition format**

- The competition will be in a round robin format in each discipline.
- Teams will receive 3 points for a win, 1 point for a draw, 0 points for a loss.
- In addition, the marks awarded by judges will be accumulated during the competition.
- Teams will be ranked (1-9) according to their mark plus their points allocation.
- Playoffs for 8th position upwards will take place after the round robin format.
- The Top Schools winner in each discipline will be the team that wins the play off for the top two ranked teams.
- In the event of 2 teams finishing with the same score (marks and points) at the end of the round robin phase of the competition, the team with the higher marks will be ranked higher.
- In the event that the marks are equal, the team that won in the match between the 2 teams in the round robin phase will be ranked higher.

15.4 **Technical appeals**

- Appeals regarding biased judging/counting may be lodged in writing, with the competition director within 30 minutes of the scores being released.
- The competition director, together with the head judge will consider the appeal, and release their findings within 2 hours.

15.5 Competition attire

All team members are expected to be dressed identically.

15.5.1 GymStar1 . leotards and/or t-shirts and shorts. Bare foot.

15.5.2 AerobicStar1 . leotards and/or t-shirts and shorts. White takkies /running shoes.

15.5.3 SkipStar1 . T-shirts and shorts. Tekkies/running shoes.

15.5.4 Officials: Black or navy blue skirt/long pants, white shirt, dark shoes (black, brown or navy blue). Jacket (if necessary) must match the colour of the skirt or pants. Jerseys . white.

16. NETBALL

16.1 Age categories

- Girls under 17, born in or before 1995
- Girls under 18, born in or before 1994

16.2 Competition rules

- All matches shall be played according to the rules of IFNA, NSA, and SA SCHOOLS NETBALL.
- Only registered players who are bone fide learners at a school shall be allowed to play.
- The teams will be the winning teams from each province
- Qualification is only through the school league structure as organized or supported by the code.

16.3 Competition format

Round robin tournament, where all schools will play against each other and ranked from 1 . 9.

16.4 **Technical appeals**

All technical appeals will be managed by the appeals committee formed by SASN.

16.5 **Team verification procedures**

16.5.1 Registration and scrutiny of the teams will take place before the end of the first round of matches, at the tables marked for each age group.

16.5.2 The Executive Committee will appoint officials for scrutiny. Players must report as a team, each with his / her own ID or birth certificate.

16.6 **Competition attire**

- Players must wear ankle socks with their shoes. No Rugby/Football socks may be worn.
- Girl players may only wear skirts or dresses when playing matches.
- Players may not wear ski pants+or cycling shorts with their uniform that is longer than the uniform.
- Players are not permitted to wear their playing skirts and tracksuit pants simultaneously.
- The wearing of sandals with playing attire is prohibited.
- Playing positions should be in English. Should Afrikaans be used, one side has to be in English.
- Each player shall have a position displayed.

16.7 **Technical officials**

- Technical officials will be appointed by Schools Netball.
- Each province should provide 2 technical officials for the tournament.
- There will be total of 45 officials plus 10 executive officials at the tournament

17. RUGBY

17.1 Age categories

Under 16, born in or before 1996

17.2 Competition rules

As per IRB 7 ϕ rules.

17.3 Competition format

The IRB 7 ϕ format for 16 . 20 teams will be used. The 16 Teams competing will be drawn into four pools as follows:

Pool A	Pool B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6
A7	B7
A8	B8
A9	B9
A10	B10

17.3.1 Play on the first day of the tournament will consist of matches between teams in the same pool on a round robin basis. No extra time will be played in pool matches. Points will be awarded for these matches on the following basis:

➤ Win = 3 points

- Draw = 2 points
- Loss = 1 points
- No show = 0 points

17.3.2 If a Team willfully refuses to play, or willfully abandons a Match in progress, without the prior consent of the Match Referee, then, subject to confirmation by the Disputes Committees, that Team will be expelled from the Tournament. If a Team has been expelled from the Tournament, for whatever reason, then that Team shall be deemed to have been awarded no pool competition table points and to have scored no tries or points in the pool Matches; and for the purposes of determining standings in the pool competition table, all Match results against such Team shall be deemed null and void. This means that all pool competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be taken into account in determining standings in the pool competition table.

17.4 Determining Pool Table Standings

17.4.1 Position in the pool competition table shall be determined by competition points as set out above.

If at the conclusion of the pool stage two Teams are equal on competition points for any position in the pool, such position in the pool competition table will be determined on the result of the Match between the two equal Teams. The Team that won that Match shall be deemed to have finished higher in the pool

competition table. If the Match between the two Teams equal on competition points at the end of the pool stage was a draw, then the following process shall be used to determine the placing.

The margin of points scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of points shall be ranked higher in the pool competition table.

17.4.2 If the tie remains unresolved then; the margin of tries scored for and against a Team in all pool Matches shall be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table:

- If the tie remains unresolved then; The Team that has scored the highest number of points in the pool Matches shall be ranked higher in the pool competition table.
- If the tie remains unresolved then; The Team that has scored the highest number of tries in the pool Matches shall be ranked higher in the pool competition table
- If the tie remains unresolved then; the tie will be resolved by the toss of a coin between the Team Managers concerned. If at the end of the pool stage more than two Teams are tied on points then the following process shall be used to determine the placing.
- The margin of points scored for and against a Team in all pool Matches will be considered. The Team with the

highest positive margin of points shall be ranked highest in the pool competition table; if the tie remains then:

The margin of tries scored for and against a Team in all pool Matches will be considered. The Team with the highest positive margin of tries shall be ranked higher in the pool competition table, if the tie remains then;

The Teams concerned shall be ranked by reference to the number of points scored in all pool Matches. The Team with the highest number of points scored in the pool Matches shall be ranked higher in the pool competition; if the tie remains unresolved then;

- The Teams concerned shall be ranked by reference to the number of tries scored in all pool Matches. The Team with the highest number of tries scored in the pool Matches shall be ranked higher in the pool competition table: if the tie remains unresolved then;
- The tie will be resolved by the toss of a coin between the Team Managers concerned. Following the completion of the pool games, the Group winners and the second placed teams will progress to the Cup and Plate Competition.

17.4.3 The 9th and 10th placed teams will play in the Bowl competition. The 5th, 6th, 7th and 8th placed teams will play in the Plate competition. The 1st, 2nd, 3rd and 4th placed teams will play in the Cup competition.

- 17.4.4 During the Knock-out Competitions, in the event of a Match being drawn at the end of normal time, extra time will be played until a winner is determined. Extra time will be in periods of five minutes. After each period the Teams will change ends without interval. In extra time the Team which scores first will immediately be declared the winner without further play.
- 17.4.5 The Team that first kicked off will do so again in the first period of extra time, and subsequent kick-offs will alternate between the two sides.
- 17.4.6 The duration of Matches, other than the final of the Cup, will be seven minutes each half with a two-minute half time interval. The duration of the Cup final will be 10 minutes each half with a three-minute half time interval.
- 17.4.7 Apart from the willful abandonment of a match and the event of a Match having to be stopped after its commencement under the provisions of the Laws of the Game, then subject to confirmation by the Disputes Committee, the following procedure shall apply:

17.5 **Pool Matches**

Where a pool Match has been abandoned either at half-time or at any time in the second half the result and any points and tries scored by each team in the match shall stand.

Where a pool Match has been abandoned during the first half the result shall be declared a draw.

Where a pool Match has been declared a draw then for that Match

each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool matches

17.6 **Knock Out Matches**

17.6.1 Where a Match has been abandoned either at half time or at any time in the second half the result shall stand. If both Teams are tied then the Team having scored the most tournament points shall be declared the winner. If this does not produce a winner then a coin toss shall be used to ascertain a winner. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match.

17.6.2 If a Match has been abandoned during the first half the result shall be declared a draw a coin toss shall be used to ascertain the winner. However, if one of the Teams participated in a Pool where a Team was expelled, for whatever reason, then the matter will be referred to the Disputes Committee which shall decide the most appropriate method for determining the winner of the tied knock out Match.

17.6.3 A match shall be played by no more than seven players in each team on the playing area. A player may be replaced on account of injury or substituted. A team cannot nominate more than three replacements/substitutes; up to three players may be replaced or substituted. Temporary replacement for a blood injury to a player is permitted. A player who has been replaced through injury may not resume play in the same match except

if temporarily replaced for a blood injury. A player who has been substituted may not resume play in the same match except as a temporary replacement for a player with a blood injury. No replacement or substitution may be made except with the permission of the Referee, and only during a stoppage in play.

17.6.4 Only players, the referee, touch judges and medically trained persons in order to tend to an injured player may enter the playing area. During the interval coaches, water boys and camera crews may enter the playing area but they must leave it before resumption of play and must not do anything to delay the punctual resumption of play

17.6.5 The Standard Set of Variations for the Seven-a-Side Game in relation to Law 10 Kick-Off, Law 13 Kick at Goal After a Try, and Law 27 Penalty Kick apply, except that all infringements at a Kick-Off by the kicking team as specified below will result in a Free Kick at the centre of the half-way line awarded to the non-offending team.

- Ball not reaching opponents' 10 metre line, unless first played by an opponent;
- Ball kicked directly into touch;
- Players of the kicker's team in front of the ball when it is kicked;
- Ball kicked into in-Goal where it is immediately made dead by the non-kicking team, or the ball becomes dead by crossing the Touch-in-Goal or Dead Ball lines.

17.6.6 A player sent from the field, under Law 10, will not be permitted to play again until the matter has been dealt with, in accordance with the applicable Tournament Disciplinary rules.

17.7 Team Jerseys - Colour Clashes

Every Endeavour will be made to avoid clashes; however the participating Unions acknowledge that the issue of colour clashes between Team Kits normally worn by Participating Unions is of critical importance. Teams must play all matches in the registered jersey/shorts colours. No variations to these will be permitted except in the case of a pre-determined colour clash. Where pre-determined colour clashes do occur, the alternate colours must be registered.

The following rule shall be observed by Participating Unions and the Teams: For all matches where there is a colour clash, the team wearing the alternate kit will be determined by coin toss.

17.8 Toss

The toss to decide who will kick off and to choose ends will take place at half time in the preceding match. The toss shall be conducted by the match referee with the captain of each team in attendance

17.9 Technical appeals

Will be managed as per SARU and SASRA.

17.10 Competition fixtures

Official fixtures will be availed to managers on the 09 December 2012 after all teams have registered. A tentative fixture is available though.

17.11 Competition attire

All apparel must be IRB approved.

- Rugby jersey

- Rugby shorts
- Rugby socks
- Gum guard
- Protective head gear (optional)

17.12 Technical officials

- Provinces will NOT be required to provide technical officials for the tournament. SARU will select and provide officials for the tournament.

18. VOLLEYBALL

18.1 Age categories

- Under 13, born in or before 1999
- Under 18, born in or before 1994

18.2 **Competition rules**

- FIVB rules will apply.

18.3 Competition format

18.3.1 Schools will be divided into two pools. Pool A will consist of five (5) schools and Pool B will have four (4) schools.

18.3.2 All pool matches, semi-finals and finals will be played best of three sets for the primary schools and high schools sections. The top two teams in each pool will contest the semi-finals. Winner in each pool will play the runner-up in the other pool.

18.3.3 The first two sets of all matches will be capped at 27 points. A deciding set will be played to 15 points with a 2 point difference. There will be no capping in the deciding set.

18.4 **Technical appeals**

- All protests shall be in writing and shall be accompanied by a protest fee of **two hundred rand (R200)** which is non-refundable if the protest is not upheld.

18.5 **Competition apparel**

18.5.1 Teams must be uniformly dressed with at least one set of legal numbers on the front and back of playing shirts. The **libero** (player) must be attired according to the FIVB rules.

18.5.2 The numbers on the playing kit should be: front . 15cm and back 30cm.

18.6 **Team verification procedures**

18.6.1 All players to present certified copies of their Birth Certificates for primary school players. High school players to present their Green ID book (in the absence of ID book a certified copy with photo of BC)

18.7 **Technical officials**

- All referees must be dressed in white. An official referees shirt will be available at a cost.

19. **EXCLUSIONS**

All matters excluded from this manual shall be lodged to the Games appeals in writing. The appeals committee shall have final decision on the matter.

20. **ANNEXURE 1: Summary of Team Sizes**

SA SCHOOLS OLYMPIC GAMES									
10 - 16 DECEMBER 2012									
No	Sport Code	Category			Age			Technical	Total
			Male	Female	Group	Manager	Coach	Officials	
1	Athletics	Able Body	12	12	U/14	1	2	2	27
		Able Body	12	12	U/16	1	2	2	27
		Deaf	17	17	U/19	2	4	4	44
2	Basketball	Able Body	12	12	U/13	2	2	3	31
		Able Body	12	12	U/18	2	2	3	31
		Wheelchair	12	12	U/18	2	2	3	31
3	Chess	Able Body	7	7	U/13	2	2	1	19
		Able Body	7	7	U/15	2	2	1	19
		Able Body	7	7	U/18	2	2	1	19
4	Cricket	Able Body	0	13	U/17	1	1	1	16
5	Football	Able Body	17	17	U/13	2	2	2	40
		Able Body	17	17	U/17	2	2	2	40
		LSEN - MMH	17	17	U/20	2	2	2	40
		Deaf	17	17	U/18	2	2	2	40
6	Gymnastics	Rope Skipping	2	2	U14		1	1	6
		Women's Artistic	0	4	U14		1	1	6
		Men's Artistic	4	0	U14		1	1	6
		Aerobic Gymnastics	2	2	U14	1	1	1	7
7	Netball	Merit Team	0	12	U/17	1	1	1	15
		Development Team	0	12	U/17	1	1	1	15
		Deaf	0	12	U/18	1	1	1	15
8	Volleyball	Able Body	12	12	U/13	2	2	4	32
		Able Body	12	12	U/17	2	2	4	32
		Deaf	12	12	U/18	2	2	4	32
OVERALL TOTAL EXCLUDING RUGBY									590
9	Rugby								
		Province	Male	Age	Manager	Coach	Technical		
							Officials		
		Eastern Cape (4 teams)	48	U/16	4	8	0		60
		Free State (3 teams)	36	U/16	3	6	0		45
		Gauteng (3 teams)	36	U/16	3	6	0		45
		KZN (2 teams)	24	U/16	2	4	0		30
		Limpopo (1 team)	12	U/16	1	2	0		15
		Mpumalanga (2 teams)	24	U/16	2	4	0		30
		North West (1 team)	12	U/16	1	2	0		15
		N Cape (1 team)	12	U/16	1	2	0		15
		W Cape (3 teams)	36	U/16	3	6	0		35
RUGBY TOTAL									290