

**TRINIDAD & TOBAGO RUGBY UNION**  
**THE SOLOMON HOCHOY RUGGERAMA TOURNAMENT**  
**Saturday, April 18, 2026**

**RULES OF THE TOURNAMENT**

1. The Name of the Tournament shall be "The Solomon Hochoy Ruggerama Tournament".
2. The Tournament is open to all Clubs who have been invited by the Organizing Committee.
3. The aim of the competition is to improve the standard of rugby and the image of the game as a spectator sport.
4. The Tournament will be played under the Laws of the Game of Rugby.
5. Team Managers shall register their Teams with the Tournament Umpire fifteen (15) minutes before the start of their first match in the tournament.
  - SDL will be 15-A-Side and a maximum of twenty-three (23) players may be registered.
  - U19 Select will be a 15-A-Side and a maximum of twenty-four (24) players may be registered. Twenty-three (23) must be selected per game.
6. The names of the players who will begin each game must be handed to the Tournament Umpire during the interval of the previous game.
7. Team Officials are responsible for getting their teams onto the field by the time shown on the draw. For teams participating:
  - 15-A-Side – Failure to field at least ten (10) players will result in the points for a walk over being awarded to the team which is ready to play.

**The Tournament Umpire is NOT allowed any discretion in this matter.**
8. A Round Robin will be played to determine Pool Standings for Play-Off matches.
9. If at the end of the round robin matches, two (2) sides have the same number of points awarded to them, the higher seed will be decided as follows:
  - a) The team that has scored the greater number of tries, if the teams are still tied,
  - b) The team that has scored the greater number of converted tries, if the teams are still tied,
  - c) The team with the largest positive difference between points and points conceded.
  - d) If the teams are still tied, after considering (a), (b), and (c) above, the higher seed will be decided by the toss of a coin.
10. During all the Play-Off games, 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 (5) minutes with one (1) minute interval. The side that first kicked-off will do so in the first period of extra time and subsequent kick-offs will alternate between the two (2) sides. The team that scores first in extra time wins the match.
11. The duration of all matches will be ten (10) minutes each half with a two (2) minute interval.

12. A team will be allowed a total of eight (8) substitutes/replacements in a game for tactical purposes or for injury. Substitutes/Replacements cannot take the field of play without the consent of the Referee or the Assistant Referee. A player who has left the field other than for the treatment of a wound, and has been replaced, may not play again during the match but will be eligible for subsequent games if deemed fit. The only exception to RULE 11 is for the substitution of a front row player, who has been substituted, can return to the field of play to replace a front row player who has been injured (LAW 3.32); a player with a blood injury (LAW 3.24); a player injured as a result of Foul Play (confirmed by the Referee). **NO ROLL-ON ROLL-OFF ALLOWED.**
13. Only medically trained persons other than Players and the Referee, may enter the playing area. Coaches may brief their teams at half time from the touch line but the interval will not be extended to allow such team talks to be completed. The Coach may not enter the field of play or the players leave it without the consent of the Referee.
14. In the case of a bleeding player, that player can be temporarily replaced by a player who has not yet entered the game or who was previously substituted. The "Blood Bin" awarded allows the bleeding player to be off the field for a maximum of five (5) minutes. If the player has not returned at the end of five (5) minutes, the Referee shall request of the Team Captain to make a permanent replacement for that player. If the player returns within the five (5) minute period, he must satisfy the Referee that the wound has been adequately covered and does not pose a danger to other players. A player cannot return to the field of play until instructed to do so by the Referee.
15. **TEAMS ARE NOT ALLOWED TO BORROW PLAYERS FROM ANOTHER TEAM.**
16. When a conversion is being taken, all players of the opposing side must stand on their own 10-meter line or behind their own goal line. Failure to do so shall not prevent the conversion from being taken, but an unsuccessful attempt may be retaken if the scoring team wishes to do so.
17. If the scoring team elects to take a kick at goal after a try, it shall be a drop kick on a line through the place where the try was scored.
18. Yellow and Red Cards will be in use. A Yellow Card automatically denotes two (2) minutes in the Sin Bin and will be used not only for minor instances of foul play, but for professional fouls, i.e. repeated infringements, etc. A Sin Bin offence is a temporary sending off. The position for the Sin Bin shall be at the half line in a designated area. The time for the Sin Bin does not start until the Referee re-starts the match time. The player will be allowed refreshments while in the Sin Bin and one (1) minute prior to their return to the field of play, will be allowed to warm up or exercise with Team Management. It is up to the Player and/or Coach to ensure that no spectators or other players congregate with the player while in the Sin Bin. If this is not adhered to, the Referee will have the option of not allowing the player to return to the field. A player can only return to the field of play after the two (2) minute period, once there is a stoppage of play. The player can only re-enter the field of play with the Referee's permission. Should the same player commit a second Sin Bin offence in that match, this will result in a Red Card, and an immediate sending-off. If a player is issued a Yellow Card three (3) times in the tournament, that player will be banned for the remainder of the tournament. Note: If the Referee stops his/her watch for the stoppage of play, the time in the Sin Bin also stops and restarts only when the referee resumes play.

19. In the Final, all Touch Judges are Referees and are appointed by the TTRRS to assist the Match Official. Law 6 (23) will apply in respect of the reporting of Law 9 Foul Play and Misconduct to the Referee during the match.

### **Declaration of Championship Division Winners**

20. The Winners will be decided as a Play-Off in the following format:
- The 1<sup>st</sup> and 4<sup>th</sup> seeded teams after the round robin will play each other.
  - The 2<sup>nd</sup> and 3<sup>rd</sup> seeded teams after the round robin will play each other.
  - The winners of these matches will play in the Final.
  - The losers of these matches will play the 3<sup>rd</sup> place play-off.
21. The U19 Select will not be allowed to play for the Ruggerama Title and if seeded in the top 4, their opponent in the play-off matches will automatically be seeded to the Final.

### **Additional Observations**

22. Teams playing against the U19 Select will observe U19 Laws at the scrum. All other Laws will remain the same.
23. Legal Tackle Height will remain below the line of the shoulders for infringements. Clubs are encouraged to practice tackling below the sternum.