

MEDWAY

RUGBY FOOTBALL CLUB

Touch Rugby Festival

Saturday 9th May 2015

at Priestfields, Rochester, Kent ME1 3AD



2015 COMPETITION PACK



www.mrfc.net

MEDWAY

RUGBY FOOTBALL CLUB



Thank you for registering a team in the
Medway RFC Touch Rugby Festival 2015

Supported by
**England & Kent RFU and
Medway Council 2015 Festival of Sport.**

Our patrons and sponsors are thanked for their generosity and we hope you will all thank their representatives in person on the day.

**Medway Rugby Football Club,
The RFU and Kent RFU**

are pleased to be working in partnership with
Medway Council & O2 Touch
& to bring Touch Rugby to the Medway Towns of Kent.

Your first point of contact on the Festival Day is the

Competition Director
Sandie Thompson
Mobile 07799 112489
Email mrfcfixtures@gmail.com



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PLEASE READ THE FOLLOWING CAREFULLY

Competition Aims

The competition aims to cater for a wide range of abilities and for some participants will be their first experience of rugby. Everyone involved has a responsibility to ensure the experience is fun and safe.

Please draw **all** players, managers, coaches and spectators attention to the **Code of Rugby** on page 6. Failure to observe this may result in temporary or permanent exclusion from both the competition and the ground at the discretion of the Competition Director, whose decision will be final.

Communications

Notices, confirmations and all communications regarding the festival will be via the

Competition Director

Sandie Thompson

Mobile 07799 11248

Email mrfcfixtures@gmail.com

Teams

Squads will consist of up to ten players, with a maximum of six on the pitch at one time. Rolling subs are allowed. See detailed rules are set out below. Mixed teams are encouraged.

All players must be registered prior to playing.

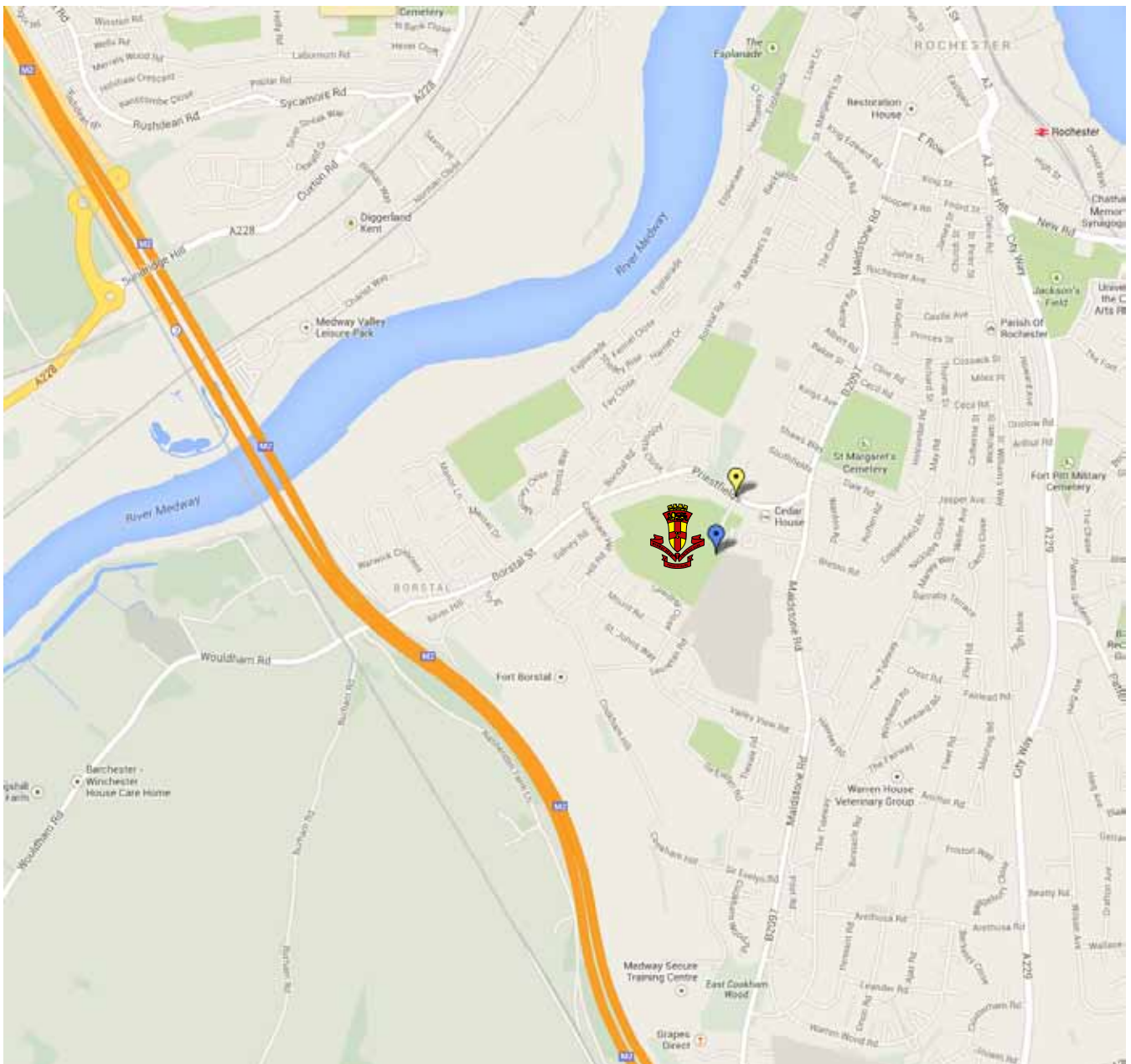
Please use the Squad Registration Sheet on the last page of this pack

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Medway Rugby Football Club
Priestfields Recreation Ground, Priestfields
Rochester, Kent ME1 3AD



www.mrfc.net/club/directions.htm

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Festival Fee & Refunds

The squad fee for the day is £20 Please make cheques payable to **MRFC or Medway Rugby Club though we prefer direct payment via;**

Competition Treasurer, Tracy Bullock
Mobile 07768 844626 **Email** tracy@bullocks.co.uk

Direct payment under reference “touch tournament 2015” to
Account name: Medway Rugby Football Club.
Account number 00123153
Sort Code 30-97-12

79 St. Margarets Street, Rochester, Kent ME1 3BJ (for cheques)

Please e-mail the competition treasurer & director confirming you have paid, thank-you.

Payment must be received by 1st May 2015.

Unfortunately no refunds can be made unless the competition is cancelled.

Sandie Thompson – Competition Director.
Mobile **07799 112489**
Email mrfcfixtures@gmail.com

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The Rules

The rules will be those defined by the RFU as the Rules of Touch Rugby and are detailed on page 7.

Call offs / cry offs

If you are unable to field a team it may be possible to borrow players so that the running order is not upset. Please inform us 48 hours prior to kick off if you are unable to field a full team.

Pitches

Pitches will be marked out on grass with dimensions of 70m x 40m.

Note: boots with moulded studs / blades or trainers are permitted.

Bad Weather

In the case of very bad weather the Competition Director may call off the festival, but only in the very last resort.....

Parking

Ample free parking is available at Medway RFC. If you park off site, please respect our neighbours and park considerately in surrounding residential areas.

Changing Facilities

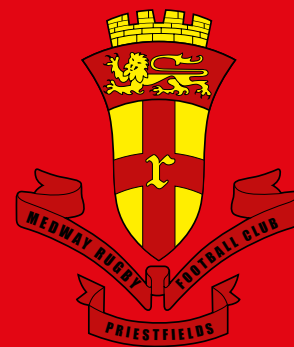
Separate changing areas for men and women will be provided.

Refreshments

The clubhouse and bar will be open to all participants as guests of the Medway RFC Chair & Vice Chair for the day. Your squad sheet will reflect your guest status.

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Referees

Referees will be arranged by the Competition Director and expenses can be paid. If you or someone you know would like to volunteer as a referee, please contact the Competition Director. Adult players may wish to referee youth games and youth players may wish to referee adult games.

First Aid

Emergency First Aid will be available.

Kit

Please ensure your squad members are all wearing the same shirts. A set of bibs will be available in the event of a colour clash. Boots with moulded studs / blades and trainers are permitted.

Kick Off Times and Format

Please arrive by 10:30 so that the competition can start on time at 11 am. Please arrive pitchside five minutes before kick off times.

Note that the minimum age is 13 years of age (boys and girls) and there is no maximum age.

The early stages will be played in a league format, with progression to Cup, Plate or Bowl knockout competitions determined by your team's placing. Everyone will get plenty of games and the chance of winning a trophy whatever their standard of play.


Most of all, it's going to be fun!

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SIMPLIFIED COMPETITION RULES



CODE OF RUGBY

Everyone involved in rugby in England, whether as a player, coach, referee, administrator, parent or spectator is expected to uphold the Core Values of our sport.

Teamwork · Respect · Enjoyment
Discipline · Sportsmanship

- Play to win - but not at all cost.
- Win with dignity, lose with grace.
- Observe the Laws and regulations of the game.
- Respect opponents, referees and all participants.
- Reject cheating, racism, violence and drugs.
- Value volunteers and paid officials alike.
- Enjoy the game.

THIS IS RUGBY.

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Rules

1) Passing

The ball must be passed backwards or directly sideways at all times. A forward pass results in a penalty to the other team. A touch and pass, when a touched player passes the ball after the touch, results in a penalty.

2) The Touch

A touch can be made on any part of the body, ball, clothing or hair. Minimum force is to be used at all times. The team in possession is entitled to six touches.

3) Rollball

Restarts play from a touch, the player on the mark and facing their opponents' defending line rolls the ball backwards between their feet a distance of not more than one metre. This player may not pick the ball up. The player picking it up is the dummy half.

4) The Dummy Half

The dummy half is the player who picks up a rollball but may not score.

5) Offside

An attacking player is offside when forward of another attacking player who either has possession or who last had possession of the ball. A defending player is offside when not retreating 5 metres for a rollball or 10 metres for a penalty or restart of play. Defending players cannot move forward until the dummy half has touched the ball.

6) Scoring

A point is awarded when a player places the ball on or over the scoreline before being touched.

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7) The Tap

The tap restarts play from a penalty, the ball being placed on the ground at the mark, where the touch was made, releasing it from both hands and tapping it with either foot a distance of not more than one metre before picking it up cleanly. Any player from the attacking team may take the tap. See diagram.

The Tap



The ball must be placed on the mark.



The ball must be released from both hands.

8) Possession

A change of possession occurs when

- the ball is dropped to ground.
- The dummy half is touched while in possession.
- The sixth touch occurs.
- The dummy half places the ball on or over the scoreline.
- A rollball is performed incorrectly.
- A tap is performed incorrectly.
- The player in possession steps on or over the touchline

At a change of possession play is restarted with a "Rollball" (pic)



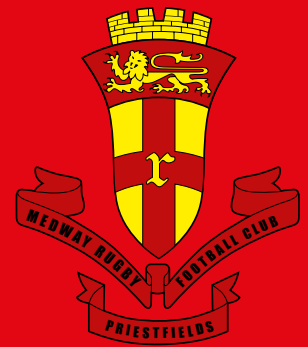
The ball is tapped with either foot in any direction, a distance of not more than one (1) metre.



The ball must be picked up cleanly.

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9) Penalty

When a player/team is penalised the opposition restarts play with a tap penalty taken at the mark, the defending team retiring ten metres from the mark. Play restarts with a tap penalty when the following infringements occur:

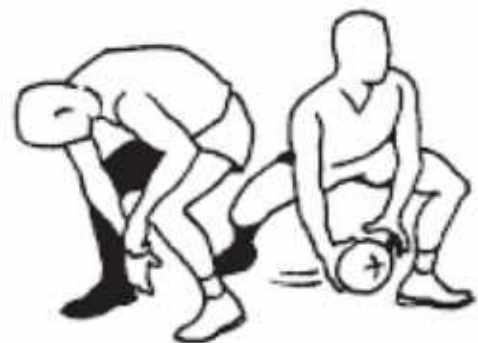
- Forward pass.
- Touch and pass.
- Performing a rollball prior to a touch being made.
- Performing a rollball off the mark.
- Using more than the minimum force to effect a touch.
- Claiming a touch when the touch was not effected.
- Defenders offside at the rollball (5 metres).
- Defenders offside at the tap penalty (10 metres).
- Incorrect substitution
- Falsely claiming a touch
- Misconduct
- Playing more than the allowable number of players
- Deliberately delaying play
- Obstruction - defending players must not obstruct/interfere with attacking players supporting the ball carrier.



At the mark the player must perform the rollball without delay. They must face their opponents' defending scoreline.



The ball must be picked up cleanly.



The Dummy Half is the person who picks the ball up after his/her team mate has performed the rollball. The ball must be picked up without delay.

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I 0) Substitution

Teams may interchange players at any time but substitutes may not enter the pitch until the replaced player comes off and must start in an on-side position. The only exception is following a touchdown, when players may change over without having to wait for the substituted player to leave the pitch.

I 1) Defence dropping 10m

The defending team will have to retreat 10 metres, in a straight line, from the team with the ball at the start of the game and after a penalty (tap penalty ball). If the defending team concedes a penalty, the referee will insist they are back the full 10 metres and will call the players back until satisfied.

I 2) Defence dropping 5m

The defending team will frequently have to retreat 5 metres, in a straight line, from the team with the ball. This occurs after each touch and subsequent roll ball. When defending players don't have time to retreat the full 5 metres they must allow the attackers to run unimpeded for 5 metres before affecting the touch. The referee will let the defenders know where the 5 metre point is.

I 3) Extra Time (The Drop Off)

Should a knock-out match be a draw at full time, in a period of extra time:

- Each team loses one player.
- Play restarts with a tap from the centre by the team who won the toss at the start of the game.
- After two minutes, the hooter sounds, the referee stops the game at the next touch or dead ball, each team then loses one more player.
- Once teams have only three players each, play continues until a touchdown is scored. If a team has a player sent off or sin binned at this point, they forfeit the game.

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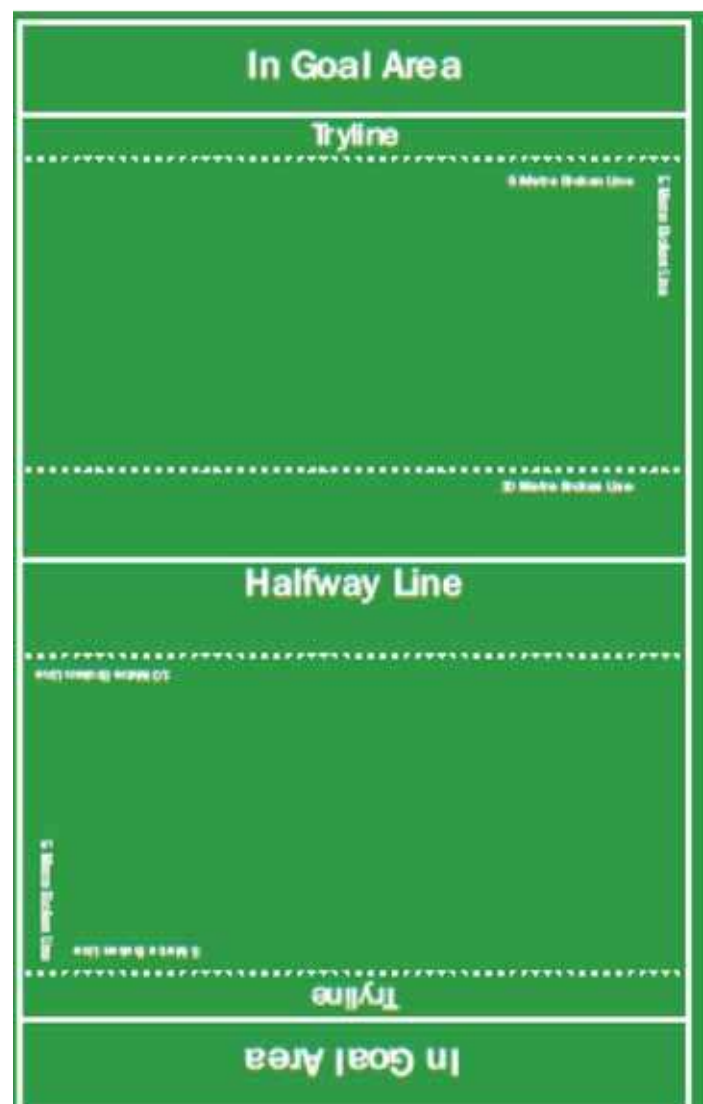
- During the drop off, for a winner to be declared, both teams must have had possession. If a team scores straight from the restart at the beginning of the drop off, the other team should restart as normal, and play until they either score or lose possession.
- In a mixed competition, the gender balance can be adapted appropriately while seeking to keep both genders represented at all times.

14) Ball

Matches will be played with a Size 4 ball.

15) Pitch

Pitches will be marked out and will resemble the pitch pictured. The pitch will be 70m x 40m (including 5m dead ball area).

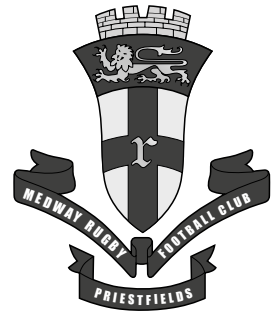


ENJOY THE COMPETITION

Touch Rugby Festival

Saturday 9th May 2015

at Priestfields, Rochester, Kent ME1 3AD



Squad Registration Sheet

This can be completed and emailed to: mrfcfixtures@gmail.com

Team Name

Entrance Fee paid £20 Yes No

Squad Names (all 13 years or over)

These names and this sheet may be produced & e-mailed before the Festival but MUST BE produced & handed in on the day of the Festival (9th May 2015) with all of your squads names & date of birth!

YOU MUST please e-mail at least the team name to the Competition Director & pay the £20 entrance fee (send to the competition Treasurer) by 1st May 2015

Good Luck to one & all