



wiltshire and swindon sport
 wasp

in partnership with



Wiltshire School Games 2023-2024

Touch Rugby

Event Details

Date	Wednesday 3rd July 2024
Venue	Dauntsey's School West Lavington, Devizes, Wiltshire SN10 4HE
Time	10.00am to 2.30pm
Age Groups	School year 7 & 8 girls
Eligibility	Selected competitors must be on the register of the school they represent.

Code of Conduct

All Schools will be held responsible for their players, officials and spectators and must ensure they adhere to the Code of Conduct

- No one is to approach the referee with any negative comments; all communication should go through the RFU official on the day
- Coaches and parents should respect the referee's decision; abuse and/or questioning of decisions will result in individuals being asked to leave the side line and possible ejection from the tournament
- Player questioning of referee's decision will result in a penalty to the opposition, then an extra 10m, and finally an enforced substitution of that individual

Team Requirements

Team size	Squads of 10 Teams of 6
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Event Format and Rules

Competition Rules	<ul style="list-style-type: none">• 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.• 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.• 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.
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- **The Dummy Half:** Is the player who picks up a rollball but may not score.
- **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.
- **Scoring:** A point is awarded when a player places the ball on or over the try line before being touched.
- **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.
- **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.
- **Penalty:** When a player/team is penalised the opposition restarts play with a tap taken at the mark, the defending team retiring ten metres from the mark. Play restarts with a tap 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 affect a touch
 - Claiming a touch when the touch was not affected.
 - Defenders offside at the rollball (5metres)
 - Defenders offside at the tap (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
- **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 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.
- **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

	<p>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.</p>
Competition format	<ul style="list-style-type: none"> • There will be 2 pools with the winners of each contesting the final and 2nd place schools contesting the 3rd place play-off • Matches will last 10 mins • Extra time will be used in the event of a draw in the final or 3rd place play-off
Extra Time (the drop-off)	<p>Should a knock-out match be a draw at full time, in a period of extra time:</p> <ul style="list-style-type: none"> • 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 referee stopping the game at the next touch or a 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 • During the drop off, for a winner to be declared, both teams must have had possession <p>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 loose possession</p>
Scoring	<p>In each pool game:</p> <ul style="list-style-type: none"> • 5 Points will be awarded for a win • 3 Points will be awarded to each team for a draw • 1 Point will be awarded for a loss
Score Draws	<p>If two or more teams in any pool have the same number of points, the winner shall be decided as follows:</p> <ul style="list-style-type: none"> • The winner of the game contested between the two teams shall be the winner. If after the teams are still tied then; • The team with highest number of tries scored. If after the teams are still tied then; • The team with the lowest number of tries conceded. If after the teams are tied then; • The winner shall be decided by a toss of a coin
Substitutions	<p>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</p>
Officials	<ul style="list-style-type: none"> • These will be provided by the RFU • A teacher from the 2 schools playing will be expected to stand together on the half way line and keep score • Trained young leaders will be officiating

