



**SCHOOL
GAMES**

**A GUIDE TO THE
L&S SCHOOL GAMES IN THE
LIVERPOOL CITY REGION (LCR)
YEAR 7/8 GIRLS'
TOUCH RUGBY
FESTIVAL 2018**



COMPETITION INFORMATION:

DATE:	5 th July 2018
TIMES:	9.30am arrival. 9.45am Opening Ceremony. 10.15-10.30am competition start, until 3.30/4pm approximately
VENUE:	Wavertree Sports Park
FACILITY:	Grassed area to rear of 4G pitch (4 pitches of 60yds x 40yds plus 5 yds behind each goal)
YEAR GROUP(S):	Years 7/8 combined
GENDER:	Female
SQUAD SIZE:	Maximum 12 players
TEAM SIZE:	6 players
NUMBER OF TEAMS:	Up to 30
EVENT ORGANISER:	John Foster, RFU
EVENT ORGANISER CONTACT DETAILS:	Please contact either the sport organiser, John Foster via johnfoster@rfu.com , or MSP via schoolgames@merseysidesport.com or 0151 427 3889 for any queries regarding this sport



PRESENTATIONS:

- As this is a participation-focussed event, any recognition on the day will be around fair play, centred around on the School Games Values, rather than around establishing a winning team.

IMPORTANT POINTS TO NOTE:

- **A Team Manager's Declaration Form must be completed online in advance of the event.** Details of the web address where you can access the form and deadlines by which it must be completed will be provided to you by the Sport Organiser, John Foster (RFU) No declarations forms will be available on the day of the event and teams who have not been registered in advance by the deadline will not be able to compete.
- **Players should bring a packed lunch and plenty of water to keep them hydrated throughout the day.** There are no on site facilities for purchasing food or drinks throughout the day.
- **A Traffic Management Plan will be available via John Foster (RFU) closer to the event date** to advise on parking.
- **Team Managers and their teams are responsible for ensuring that no litter is left by your school at the end of the competition.**
- **All teams should come equipped with clothing and footwear to suit both the sport and the weather conditions.** Please bear in mind that sun cream may also be required and that players must bring their own as none will be available via MSP due to health and safety guidelines. N.B. players are advised to bring trainers and studded boots.



COMPETITION RULES:

O2 Touch Rugby Laws - quick guide.

- Substitute players must remain within the interchange area. All interchanges must take place in this area and only when the player being substituted has crossed the side line.
- The attacking team must start with a tap-off from the centre of the half way line.
- The defending team must be back 10 metres for the start of play, and after each touchdown.
- After a team scores, the play begins again with a tap in the middle by the non-scoring team.
- The person who takes the role of dummy half can cross the try-line but cannot score.
- If the dummy half is touched while in possession of the ball, it is a turnover.
- A Touch is contact between a player in possession and a defending player. A Touch includes contact with the ball, body, hair or clothing and may be made by the defending player OR the player in possession.
- After being touched, the player touched must roll the ball between her legs. This is a ROLLBALL.
- The attacking team continues play until they have had 6 touches. After being touched 6 times, the ball is handed over to the other side.
- After touching the attacking player with the ball, all defending team members must retreat 5 metres.
- No control: When the ball is thrown, dropped, knocked on, in a touch, this results in a turnover.
- When someone is penalised, her team must then retreat 10 metres.

Rules continue overleaf.



COMPETITION RULES CONT'D:

PENALTIES: To take a penalty, place the ball on the ground, let go of the ball, touch the ball with your foot, and pick up the ball and pass.

- If the defending players do not retreat, they are offside. PENALTY.
- If a touch is considered to be too strong. PENALTY.
- Offside: When the defending players have not retreated 5 metres. PENALTY.
- Forward pass: When the ball is passed in front of the player who was in possession of the ball. PENALTY.
- Touch and pass: When the person who is touched then passes the ball. PENALTY.
- Overstep or off the mark: When the player who has been touched goes past the point where they were touched. PENALTY.
- Voluntary Rollball or no touch: When the player is not touched and rolls the ball between their legs. PENALTY.
- More than a metre: The ball must not be rolled more than one metre. PENALTY.
- Shepherd or obstruction: Obstructing a touch from the defending side. PENALTY.
- Deviation: When a defender changes his/her direction before retreating straight back 5 metres. PENALTY.

For minor offences, e.g. bickering with referees, shouldering, leg trips, etc. the player will be sin-binned without replacement.

Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field of play without replacement.





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