

OLD SENNOCKIANS

Old Sennockians Touch Rugby Tournament

Saturday 7 September 2024

Timings

9.45am – Arrival at Sennocke Centre (changing rooms provided)

10am-11.45am – Touch Tournament at Dukes Meadow

11.45am-12.30pm – Change (changing rooms provided)

12.45pm-1.45pm – Lunch in the school dining hall

2pm – 1st XV vs Caterham School

4pm Onwards – Post-match function in town (The Oak Tap)

Touch Tournament Format

2 x groups of 4 teams

3 x group matches

Final Game vs Opposing Group: 1st vs 1st, 2nd vs 2nd, 3rd vs 3rd, 4th vs 4th

(This will decide final positions 1st – 8th)

Game duration: Two 8-minute halves with a 2-minute half time.

Teams will be decided upon arrival. Feel free to arrange teams ahead of Saturday but not a necessity.

Rules

Please have a brief scan to save time explaining on the day

Play starts and restarts at the centre with a “tap”. This is performed by moving the ball on the ground with the foot, free from the hands, and then picking it up. Penalties are performed using the same procedure. On both a re-start and penalty the defending team must retreat at least 10 metres.

Five players are allowed on the field at any one time, additional substitutions based upon numbers.

Reserves can be continuously substituted at any time from the side of the field.

A try is scored by grounding the ball on, or behind, the try-line. One point is awarded for a try.

A touch is legitimate and minimal contact between a player in possession and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession. The referee is the sole judge of the touch and has the discretion to overrule a claim (so play to the whistle!). An attacking player may affect the touch by deliberately touching the opposition.

When touched, the player in possession must place the ball on the ground at the exact point of the touch.

Play is re-started by stepping over the ball. It can be controlled with a hand or foot. This is known as a rollball. The ball may not roll more than a metre. A player may not perform a rollball unless touched.

The player picking up the ball (the half) may run, but if touched a changeover occurs. The half may not score and a changeover (rollball) will be awarded if this occurs.

After six touches with no score, possession changes. The attacking team begins play with a rollball.

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During a rollball, all defending players must retire to the onside line set by the referee, 7 metres back from the rollball. The defending team cannot move forward until play restarts, nor interfere with play while retreating. A restart occurs the moment the ball is tapped (for a tap) or the half touches the ball (for a rollball). Players may not delay the game by deliberately delaying a rollball.

If the attacking player, when making a quick start, is touched by an offside defender, the referee may call for play to continue to see if an advantage can be gained or give a penalty tap.

When a rollball is taken within 5 metres of the try line the defending players must retreat with both feet to behind their score line before they can make the touch. If a player is touched in the in-goal area before grounding the ball the touch counts and play is restarted on the 5-metre line.

If the ball is dropped or if a player crosses the sideline before being touched, a change of possession will occur.

A penalty is awarded for infringements including a forward pass, offside play, performing a rollball over the mark, claiming a touch when none was made, using more than minimum force to make a touch, interfering with the rollball and passing the ball once touched. When a penalty is awarded, the referee will give the mark where the tap must be taken and set the onside line for the defence (at least 10 metres). Play cannot re-start until the referee is ready.

If the defending team unsuccessfully intercepts the ball or it is intentionally knocked down, the attacking team restarts their possession ('six again') with a zero touch. If the interception is successful, then the next touch of the ball carrier will be 'zero touch'.

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Group Schedule

Round 1 (10.15 – 10.30)

DM1 (Top)

Team 1
Team 3

DM1 (Bottom)

Team 2
Team 4

Round 2 (10.30 – 10.45)

DM1 (Top)

Team 1
Team 2

DM1 (Bottom)

Team 4
Team 3

Round 3 (10.45 – 11.00)

DM1 (Top)

Team 1
Team 4

DM1 (Bottom)

Team 3
Team 2

3rd & 4th Place Play Off (11.15 – 11.30)

3rd V 3rd (5th & 6th Place Decider) DM1 (Bottom)

4th V 4th (7th & 8th Place Decider) DM1 (Top)

1st & 2nd Place Play Off (11.30 – 11.45)

1st V 1st (1st & 2nd Place Decider) DM1 (Bottom)

2nd V 2nd (3rd & 4th Place Decider) DM1 (Top)