

OLD SENNOCKIANS

Old Sennockians Rugby Event - Saturday 4th September

Timings

9.45am – Arrival

10.15am – 11.45am – Touch Tournament

11.45am – 12.15pm – Change (M4 Changing room provided)

12.30pm – 1.45pm – Lunch in the school dining hall

2pm – 1st XV Touch Fixture V Caterham School on DM1

3:45pm Onwards – Function in town (The Oak Tap)

Format

5 or 6 Teams (Round Robin)

Final Game (if time) will be 1st v 2nd from the league stage

Game duration: Ten-minute matches/no 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
- During a roll ball, all defending players must retire to the onside line set by the referee, 7m back from the roll ball. 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 roll ball). Players may not delay the game by deliberately delaying a roll ball
- 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 roll ball 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 roll ball over the mark, claiming a touch when none was made, using more than minimum force to make a touch, interfering with the roll ball 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 10m). 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'