

RULES OF THE GAME

- The duration of a game is 12 minutes with an immediate changeover at half time.

Where venue space allows for it:

- The first half of a game will be contested with each team fielding 5 players.
- The second half of the game will be contested with each team fielding 4 players.
- In the event of scores being level at the completion of the game, a "Sudden Death" scenario will begin immediately with an immediate changeover and both teams being reduced to 3 players a side. The first team to score will win the game.
- Both teams must have at least one phase of possession for the game to be completed during "Sudden Death"
- The "Sudden Death" scenario is not applicable during the Pro Series Round Robin phase of the competition

- The game always starts and re-starts from the half way line. The referee will hand the ball to the starting team and will signal for play to commence. Play begins by immediately passing the ball. A "Touch Down" or "Try" is scored when the ball is grounded on or behind the try-line (downward pressure must be applied).

- A touch is on any part of the body, ball or clothing. It is "claimed" by raising one's hand and shouting, "Touch". The referee will use his discretion to decide whether the ball was passed or if the Touch was missed. If unsighted or unsure, the referee will honour the claim. PLAY TO THE WHISTLE at all times.

- When touched, the ball must be placed instantly. **FAILURE TO PLACE THE BALL INSTANTLY RESULTS IN A PENALTY.** The attacking side begins play where that ball is placed. In the case of a forward pass or a dropped ball, play may commence where the ball is picked up or stops rolling. The defending team may not interfere with a rolling ball.

- The offside line for the defending team is 4 METRES from where the attacking team commences play. (In most instances, the referee will position himself as a marker for the defending team). If a quick pass is taken, the defending player who is offside must cover a distance of 4 metres towards his own try line from where the infringement occurred, before being allowed to affect a valid Touch.

- A defender within the 4 metre "offside" area, making an effort to retreat and not interfering with play, will not be penalised. The referee will use his / her discretion. Obstruction by a retreating player doesn't apply if the player stays directly on one running line.
- Any holding of players or pulling of shirts will result in a penalty.
- Behind the defending teams own try-line the "no touch" rule applies. Once the player crosses the line the ball is alive. Players may only run back into the dead ball area once.
- The extra reserves may be continuously substituted at any time from one side of the field only.
- An intentional knockdown occurs when a player does not attempt to intercept the ball but knocks it down (generally with his/her palm facing downwards). This results in a penalty. After being warned, an intentional knockdown within 4 metres of the try line will result in a penalty try.
- Procedure for a penalty: The referee **MUST** indicate the line / mark on which the offence occurred. The penalty must be taken from this mark. The defending team must retreat a full 8 metres before making a valid Touch. On a penalty, **ONCE THE MARK IS GIVEN**, the attacking player may tap and run without passing.
- Play may never be allowed to commence within 4 metres from the attacking try line. A defending player does not need to retreat further beyond his/her try to be deemed on side.

DISCIPLINE

- No referee will accept any verbal abuse. Claims for forward passes and excessive claims for Touch will not be tolerated. After a warning, players may be sent to the Sin Bin for an appropriate "cool off" time. No substitute will be allowed to replace someone in the SIN BIN. Players will be sent off permanently for violence, inciting conflict and continual harassment.
- Anyone continuing to question a referee's decisions or deliberately and negatively communicate with the opposition in a manner that is against the spirit of game, ultimately inciting conflict, will be subject to a disciplinary hearing and if found guilty will be dealt with in the strictest possible way.

ALL GOLD

Tastes real good

HOT
SUMMER
OF TOUCH
2013

PRO SERIES,
OPEN TOURNAMENT
& KIDS SECTION WITH
GREAT PRIZES ON OFFER!



14 December: Strand
16 December: Onrus Beach (Hermanus)
21 December: Camps Bay
23 December: Struisbaai
26 December: Stilbaai
28 December: Diaz Beach Resort (Mossel Bay)
31 December: Hartenbos

Wellington
VO & COLA

DIE BURGER



For more information call 08600 TOUCH
or visit www.touchrugby.co.za



ADD "HOTSUMMEROFTOUCH"
ON WECHAT



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ON WECHAT



TEAM INDEMNITY FORM

TERMS & CONDITIONS

FULL TEAM NAME:

TEAM MANAGER/CAPTAIN

Name: Surname:

Cell: Fax:

E-mail:

TEAM MEMBER DETAILS

This form must be thoroughly completed before tournament registration is official. Before signing, please read the underlying clause, as well as the rules and conditions of entry.

	NAME AND SURNAME	EMAIL	CONTACT NUMBER
1			
2			
3			
4			
5			
6			
7			
8			

Indemnity:

I, on behalf of my team, hereby agree and declare that In 2 Touch, the venue authorities and all Sponsors shall not be liable for any claim, damages, injury, death or loss or damage to property, however caused, whether due to negligence of the above mentioned parties, their employees or their representatives, or not. I, on behalf of my team, also hereby agree to adhere to the Terms and conditions and rules governing this tournament.

SIGNED: DATE: PLACE:

CAPTAIN

Please take careful note of the following information and ensure that your team is fully informed about the contents herein.

Should a team not adhere to the tournament Terms, Conditions and Rules it will face disqualification.

REGISTRATION

- There will be 3 sections in this year's series; namely a Pro Series, an Open Tournament and a Kids Section.
- The Pro Series will be contested between 8 pre-selected teams. The Open Tournament is open to teams from the general public. The Kids section is open to all kids under the age of 15 (Must not have turned 15 before 31 December 2013).
- The Kids section is a fun section and the organisers maintain the right to eject any player who is found to be over-aged and / or found to be playing outside the spirit of the game.
- All sections will carry their own prizes.
- The winner and runner up of the Open Tournament has the added bonus of joining the Pro Series at the quarter final stage and competing against the Pro Series Teams.
- Entry fee for the Pro and Open Competitions is R250 per team per tournament. The Kids Section is free
- Registration will be open from 07h45 until 09h15.
- Tournaments will start at 09h30 subject to tides affecting the playing areas. Please ensure you register your team early to avoid any disappointment as most of the tournaments will be oversubscribed.
- Entries will be on a first come first served basis. Pre-registered teams must still be present at registration to ensure their place.

TEAM COMPOSITION

- In the Open and Kids Section, a team may consist of 8 players (or less) with a maximum of 4 or 5 players on the field at one time, depending on the size of the beach and the tides.
- A player may only play for 1 team on a day. If a player is found to be in contravention of this rule, all the teams he/she has played for (on the day) will be disqualified.
- All team members must be registered on the Team Indemnity Form.
- All Pro Series squad information can be found at www.touchrugby.co.za.

PRE-ENTRIES

- Fax and Website entries will be accepted until 11 December at 17:00
- Fax number: 086 641 8118 or website: www.touchrugby.co.za
- Competition format will be announced at registration and is subject to the numbers of entries and space available.
- Right of admission reserved.

TOURNAMENT FORMAT & PROVISOS

- In 2 Touch Beach Rules will apply.
- General competition format is on a straight knock-out basis. It is likely that a plate competition for first round losers, will exist at certain beaches depending on the beach lay-out, weather conditions and number of teams. This will be communicated at the captains briefings.
- At beaches where there are only 2 fields (Onrus, Struisbaai, Camps Bay), only 32 slots are available in the Open Tournament. Entries will be on a first come first served basis.
- Due to tidal conditions, the tournament may be suspended during the course of a day, all players are to ensure that they remain informed as to the goings on during the day. If they are not present when the tournament resumes, they will forfeit the game.
- A central timer and siren will be used to start and finish games. If a team is not present at the siren they will forfeit the game and face automatic elimination.
- The organisers maintain the right to shorten or lengthen games to keep to the schedule.
- There is an innovative rule pertaining to the number of players permissible on the field during the second half of games. Please refer to the playing rules for more information...

