

Hartpury Corporate Challenge Cup 2019

Tournament Information

Tournament Schedule

Date: Friday 19 July 2019

10.00 Team Registration
10.45 Captains Briefing
11.00 Tournament commences
15.30 Finals
16.15 Trophy Presentations
17.15 Tournament concludes

** Tournament draw, participating teams, match times and field allocations will be provided closer to the event.
Timings may be subject to change.*

Main Contact

Max Lueck

Mobile: 07864177476

Email: max@7bamboosrugby.com

Venue

Hartpury College
Sports Academy
Hartpury
Gloucester – GL19 3BE

From the M5:

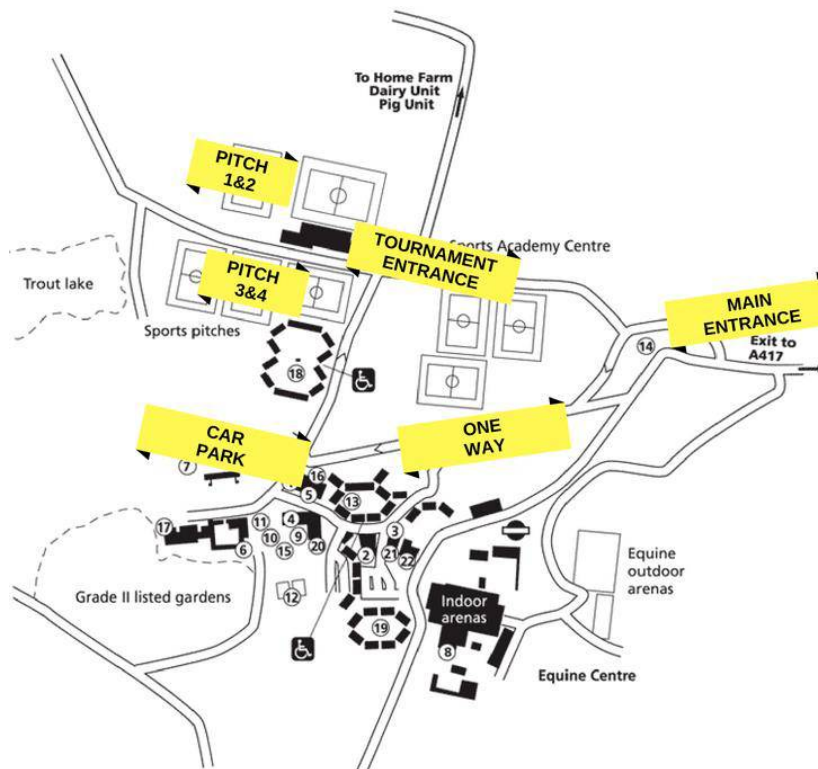
Leave at Junction 11 and follow the A40 towards Gloucester. At the first roundabout, turn towards Ross-on-Wye. At the third roundabout, take the A417 towards Ledbury. After leaving Maisemore, the College is signposted at the second turning on the left.

From the M50:

Leave at Junction 2 and follow the A417 south towards Gloucester to Hartpury. Continue for approximately 10 miles. The College is signposted to the right.

From London and the M4:

Leave the M4 at Junction 15 and follow the A419 towards Cirencester. At Cirencester the A419 becomes the A417. Follow the A417 towards Gloucester and the M5. At the roundabout at the Air Balloon pub, take the first exit towards Gloucester. Take the second exit at the next roundabout. At the next roundabout take the third exit (A40) towards Ross-on-Wye. Continue on the A40, heading straight on at the next two roundabouts. At the third roundabout, take the A417 towards Ledbury. After leaving Maisemore, the College is signposted at the second turning on the left.



Car Parking

Parking is free of charge at the Main Car Park of Hartpury College.

Player Facilities

- **Changing Rooms:** for male and female players including shower and toilets facilities are located in the Sports Academy building.
- **First Aid:** facilities will be available on the day.
- **Toilets:** will be provided and located in the Sports Academy building.
- **Water Station:** for filling up water bottles will be located in the Sports Academy building.
- **Sports massages:** A sports massage tent will be available onsite.

Tournament Rules

- **Team Composition:** You can enter up to 14 players, 6 players on the pitch at any one time, with a minimum of 2 female players on the pitch at each time.
- **Who is eligible to play?:** 12 of the 14 players MUST be working for team company (can include husband, wife, brother/sister, children of employees with a minimum age of 16). The other 2 players can be anyone of your choice.
- **Playing Kit:** For safety reasons, metal studs are not allowed. Permitted footwear include trainers, blades or standard moulded soles
- **Timings:** Please ensure that you arrive well in time for registration and warm-ups.
- **Entry Fees:** Unfortunately, we cannot refund paid entry fees if your team is unable to attend the competition.

Touch Rugby Rules

The conventional rules of the game as laid out by the Federation of International Touch (F.I.T) will apply.

1. **Scoring:** A touchdown will be worth one point. The Dummy Half is not permitted to score touchdowns.
2. **Substitution Box:** Teams may interchange players at any time. Players coming on to the field may not do so until the player being replaced has come off. Substitutions must occur at or within the team's substitution box. The substitution box is between the 10m lines.
3. **Possession of the Ball:** A change of possession shall occur when:-
 - the ball goes to ground.
 - the Dummy Half is touched while in possession.
 - the Dummy Half places the ball in the Touchdown zone.
 - the 6th Touch occurs.
 - the player in possession steps on or over the boundary of the field of play.
 - a rollball is performed incorrectly.
 - a tap is performed incorrectly.

*At a change of possession play is restarted with a rollball.
4. **Passing:** A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.
5. **The Tap:** The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving the ball cleanly. Any player from the attacking team may take the tap.
6. **The Penalty:** When a player/team is penalised the non offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten metres from the mark until the ball has been tapped. Play restarts with a tap when the following infringements occur:-
 - Forward Pass
 - Touch and Pass
 - Rollball performed off the mark
 - Performing a rollball prior to a touch being made
 - Defenders offside at the rollball (5 metres)
 - Defenders offside at the tap (10 metres)
 - Deliberately delaying play
 - More than six players on the field
 - Incorrect substitution
 - Falsely claiming a touch
 - Using more than the minimum force to make a touch
 - Misconduct
7. **Rollball:** A means of restarting play. Players must perform the rollball on the mark while facing their opponent's defending scoreline and rolling the ball backwards between their legs a distance of not more than one metre. Players must not delay performing the rollball.
8. **The Touch:** Players from both teams are permitted to affect the touch. A touch is contact with any part of the body, ball, clothing or hair. A minimum of force is to be used at all times. The team in possession is entitled to 6 touches.

9. **Touch and Pass:** A player is not to pass the ball after a touch has been made.
10. **The Dummy Half:** The dummy half is the person who picks up the ball after a team-mate has performed a rollball.
11. **Offside/Onside:** After a touch has been made all defending players must retire 5 metres from the mark. Defenders cannot move forward until the dummy half has touched the ball.
12. **Sideline:** If a player with the ball touches or crosses the sideline s/he is deemed to be out of play and a change of possession occurs. Play restarts with a rollball 5 metres in from where the player went out. If a touch is made before the player goes out, the touch counts.
13. **Obstruction:** Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.
14. **Team Composition (mixed):** A team may consist of up to 14 players.
 - A maximum of six (6) are allowed on the field at any one time. A minimum of four players are required for the match to be played.
 - A mixed team is made up of a ratio of male/female players. Teams are not permitted to field more than four male players or not less than one male player at any time. There has to be a minimum of two female players per team on the field at each time.
15. **The Toss:** The captain winning the toss shall receive possession of the ball and a choice of direction. The Referee will supervise the toss.
16. **Duration:** Each match will be 18 min, increasing to 20 min for play-off games. Please note, match duration may change once the final tournament draw has been finalised.
17. **Extra Time and the Drop Off:** When a match is drawn and a single winner is required, extra time is played and teams drop off players every 2 minutes until down to 3. The first team to score a Touchdown wins the match.
18. **Player Attire:** All team members must be correctly attired in team uniforms. Footwear with moulded soles are permitted. Bare feet, spikes and footwear with screw in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.
19. **The Referee:** The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the referee.
20. **Foul Play will Not be Tolerated:** Any foul play (the referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.

If you want to study the rules in more detail, click on the links below to download a copy of the full Federation of International Touch (F.I.T) playing rules:

[F.I.T Playing Rules, 4th Edition](#)