

## NATIONAL FEDERATION OF YOUNG FARMERS' CLUBS

Competitions Programme 2015 - 16

Status FINAL  
02 March 2015  
Eliminator

### NFYFC Mixed Touch Rugby

14 - 17 Years

RULES

Supported by



#### Competition Aim

To provide members with the opportunity to take part in a national Touch Rugby competition.

#### Learning outcomes

Rugby skills, teamwork, adhering to rules, exercise, fun, winning/losing and personal development skills.

#### 1. DATE

1.1. After Area Eliminators, the Final will be held on Sports Day in Staffordshire on Sunday 3<sup>rd</sup> July 2016.

#### 2. REPRESENTATION

2.1. Counties may enter one team per 600 members or part thereof in Area Eliminators.

2.2. English Areas and Wales will be represented by one team per 3,000 members or part thereof in the Competition Final.

#### 3. ELIGIBILITY

3.1. **A squad of ten (10) players, from whom six (6) players will be on the pitch at any one time. There must be a minimum of three (3) females and three (3) males on the pitch during each match. All players must be aged between 14 years and over and 17 years of age and under on 1st September 2015 (this age range must be adhered to), and full members of a Club affiliated to NFYFC may be nominated. This means competitors have attained their 14<sup>th</sup> birthday on the 1<sup>st</sup> September 2015 and may be 18 on the day of the national final.**

3.2. All competitors are required *in person* to produce on the day of each round of the competition (County, Area, Region and NFYFC final) their own current, **signed** NFYFC membership card with suitable ID, or a fine of **£20** will be imposed for non production.

#### 4. SUBSTITUTION

4.1. If over half of the original team is unable to go forward to subsequent rounds, then the next highest placed team will represent the Area.

4.2. **All substitutes must have been eligible to compete in the County Final.**

#### 5. LATE WITHDRAWAL OF ENTRIES

5.1. No deposits will be required from county teams prior to the NFYFC final.

5.2. **However**, withdrawals or cancelations made in the two (2) weeks before the day of the final will result in a fine of **£25** to the county federation.



5.3. If a team withdraws within 48 hrs of the start of the competition final a **£40** fine will be issued.

## 6. PROCEDURE

6.1. The matches will be played either in 2 leagues with the winner of each league playing for 1<sup>st</sup> and 2<sup>nd</sup> place, or as a round robin tournament depending on the number of teams taking part and number of pitches available on the day of the National Final. Each game will be played seven (7) minutes each way, with a 1 minute interval.

6.2. League points will be awarded as follows:

Win	3
Score Draw	2
No Score Draw	1
Lose	NIL

6.3. Play starts and restarts at the centre with a “tap”. Penalties are performed by the same procedure. On both a re-start and penalty the defending team must retreat at least 10 metres.

6.4. Six (6) players are allowed on the field at any one time. Reserves can be continuously substituted at any time from one side of the field. The substituting players must make contact with each other behind the sideline.

6.5. A try is scored by grounding the ball on, or behind, the try-line. One point is awarded in mixed leagues. A try by a male member of the team is worth one (1) point, to encourage mixed teams to pass the ball around a try scored by a female is worth two (2) points.

6.6. A legal touch is on any part of the body, clothing and ball. A player must claim a touch by raising a hand and shouting, “Touch”. The referee is the sole judge of the touch and has the discretion to overrule a claim. (Play to the whistle). An attacking player may affect the touch by deliberately touching the opposition.

6.7. 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 1 metre. A player may not perform a rollball unless touched.

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

6.9. After 6 touches possession changes. The attacking team begins play on the “first down”, starting with a “rollball”.

6.10. All defending players must retire more than 5metres in line with the mark of touch. The defending team cannot move forward until play restarts, nor interfere with play whilst retreating. A restart occurs the moment the ball is tapped or the dummy-half touches the ball at the roll ball. If there is no dummy-half in position (within 1 metre of the mark) defenders may advance from an on-side position.

6.11. If the attacking player, when making a quick start, is touched by an off-side defender, play is allowed to continue. If an attacking side gains no advantage, a penalty tap for the first down will be given.

6.12. When a rollball is taken within 5 metres of the score 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 touchdown zone before grounding the ball the touch counts and play is restarted on the 5 metre line. At all times no team may delay the game by deliberately delaying a rollball.

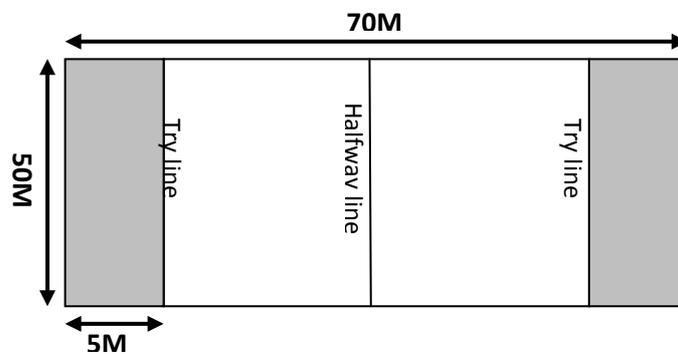
6.13. If the ball is dropped or if a player crosses the sideline before being touched, change of possession will occur. This is by means of a rollball.

6.14. A penalty is awarded for the following infringements; a forward pass, offside play, performing a roll ball over the mark, claiming a Touch when none was made, interfering with the roll ball (running around the ruck) and passing



the ball once touched. When a penalty is awarded, the referee will advance 10 metres from where the infringement occurred. The referee must give the exact mark from where the Tap Ball must be taken. The defending team must retire 10 metres from the mark or behind the try-line.

- 6.15. If the defending team unsuccessfully intercepts the ball or it is intentionally knocked down, the attacking team starts from a “first down” roll ball.
- 6.16. The principle of advantage will be applied.
- 6.17. No obstruction, excessive contact, verbal abuse or foul play will be tolerated – the referee is sole judge. A penalty will be awarded in such cases and a player can receive two (2) minutes in the SIN BIN. Serious or continual foul play of any nature will result in the player being sent off without a replacement.
- 6.18. Players must wear appropriate footwear and clothing, including team shirts/colours. Shirts must be tucked in at all times. Players are not allowed to wear anything that may prove dangerous to other players e.g. jewellery or watches.
- 6.19. At the National Final the maximum pitch dimension will be as per diagram below. It is advised that County and Area Rounds use dimensions to suit the space they have available.



For further information please go to <http://o2touch.rfu.com/>

## 7. AWARDS

7.1.1. **Bernard Bailey Perpetual Trophy** and NFYFC Award to the winning team only.

7.1.2. NFYFC Certificate of Achievement will be awarded to all competitors in the Final.

## 8. NOTES

- 8.1. **IMPORTANT:** Competitors are reminded to read carefully the General Rules relating to National Competitions if they are taking part in this Competition. These are available from the NFYFC website.
- 8.2. This competition **WILL** carry points towards the NFU Trophy.
- 8.3. It is advised to have either St John Ambulance or The British Red Cross with an ambulance in attendance at both County and Area Rounds, and only use qualified referees in order to minimise any risk to members.
- 8.4. Members will be disqualified if they are not at the Presentation of Awards without prior permission being granted.
- 8.5. The matches must be officiated by competent persons.

