



Tournament Guidelines

Rev 8

Revision History			
Item	Section	Description	Date
1	All	Updated for 2006	21/11/05
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3	17.0 & 18.0	Disciplinary Policy & FIT Rules added	16/02/07
4	4.0	Score Cards	27/03/07
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1.0	INTRODUCTION	3
1.1	Contact E-mail	3
1.2	User-group address	3
1.3	History	3
1.4	Aim	3
1.5	Behaviour	3
1.6	Liability	3
2.0	TOUCH TOP-TEN RULES	4
3.0	REGISTRATION FEES	5
4.0	REFEREES	5
5.0	FIRST AID	5
6.0	CARS	5
7.0	TOURNAMENT & EVENT DATES	5
8.0	THE FACILITY	6
9.0	THE TOUCH-UP BALL	6
10.0	FAIR PLAY AWARD.....	6
11.0	THE USER GROUP	6
12.0	THE GUIDELINES	6
13.0	THE GAME	6
13.1	Set-up	6
13.2	Rules	7
13.3	Personal Dress.....	7
13.4	Borrowing Players	7
13.5	Points system	7
13.6	Timing.....	7
13.7	Drop-off procedure in event of a draw	8
14.0	DISCIPLINARY POLICY.....	9
14.1	Players Code of Conduct.....	9
14.2	Referees Code of Conduct	9
15.0	F.I.T RULES	10
15.1	Field of play.....	10

1.0 INTRODUCTION

The guidelines have been developed over many years to assist all tournament participants.

1.1 Contact E-mail

info@aberdeentouch.com

1.2 User-group address

All competitors should join the Aberdeen Touch Rugby facebook page (<https://www.facebook.com/groups/16682683869/>) by requesting to become a member. Additionally information will be made available through the aberdeentouch.com website. Individual updates are not issued as a rule though direct emails may be sent to team contacts/co-ordinators if necessary.

1.3 History

The Aberdeen Touch Leagues were created by Aberdeenshire R.F.C. (ARFC). Since 1994/5 Touch Rugby has grown in popularity from six all men's teams to the current level. Woodside Sports Complex is rented by ARFC to hold the Leagues. All profit from the tournament is invested in supporting local sport provision including Touch and women's rugby.

1.4 Aim

ARFC, under the name of Aberdeen Touch Rugby (ATR), aim to administer the tournament in an efficient, well organised manner. ATR is run entirely by volunteers and the goodwill and cooperation of all participants is essential in order to have well run tournaments.

1.5 Behaviour

The Tournament is intended to be a FUN event and as such all competitors MUST behave in a friendly, honest, and cooperative manner. Verbal or physical abuse directed towards any individual player, organiser, competitor or referee will be severely dealt with by the tournament committee. This can result in some or all of the following measures:

- Individual Suspension
- Individual Expulsion
- Team loss of points
- Team Suspension
- Team Expulsion
- Combination of the above.

To date most teams have been self-regulating with no real action being required, we hope this continues. In the event of any individual or team suspension or expulsion no refunds are given.

As ATR is affiliated to the North East Touch Association (aka [NESTA](#)) and, ultimately, the Scottish Touch Association ([STA](#)), we are governed by, and will follow, the STA disciplinary procedures, however, summary action may be taken at the discretion of the Tournament Organiser for verbally or physically aggressive abuse of players or officials or for persistent dangerous play in order to protect players and officials and to provide a positive experience for all other participants. This is in line with STA disciplinary procedure outlined in Annex B of the STA Disciplinary Guidance.

1.6 Liability

Participants should read, understand, agree and promise to uphold the Aberdeen Touch Rugby Tournament guidelines and will comply with the rules and regulations in place at Woodside Sports Complex. All individuals agree that participation in any of the above events is at their own risk. The organisers, committees and owners of Aberdeen Touch Rugby, Aberdeenshire RFC, Woodside Sports Complex and the competing individuals and companies bear no liability for loss, damage or injury to any competitor, spectator, referee or any other individual connected with the associated programme of events.

All competitors must ensure that they are fit enough to take part.
All competitors should inform their team mates of any medical condition that may require specialist attention.

2.0 TOUCH TOP-TEN RULES

1. It's for **FUN**

2. Everyone takes part at their own risk
3. **First Teams arriving assist with equipment set-up**
4. Every team and referee **must** sign-in by ticking off their fixtures each night/day
5. Every team must supply at least 1 referee (STA Qualified or not)
6. Teams & Referees must take to the field and be ready for the hooter
7. **Last teams of the Night/Day help put away the equipment**
8. Referees must return score cards **immediately** after each game
9. Mutual respect for other players, officials and referees is expected as the norm.
10. Car share when possible, park responsibly and leave **NOTHING** of value on show

3.0 REGISTRATION FEES

- All cheques are to be made payable to “**Aberdeen Touch Rugby**”
- Send to: **Tournament Director, 7 Middleton Terrace, Bridge of Don, Aberdeen, AB22 8HW**
- Teams are not fully registered until fees are received
- Although every effort will be made to allocate teams to their preferred league, the Tournament Director reserves the right to allocate teams to another league at his/her discretion.

4.0 REFEREES

- All Team captains and referees must sign off their games at the beginning of each night
- Every team is expected to provide at least one referee (qualified or not), failure to do so may result in a loss of points
- **Continued failure to provide referees may result in expulsion from the tournament.**
- In areas of dispute the decision of the Tournament Director as advised by the NESTA referee co-ordinator is final.
- Referees may warn offending players and teams that they may lose a fair play point although Fair-play points may also be deducted without notice.
- ATR encourages all players and especially those expecting to referee to attend a NESTA-run refereeing course

5.0 FIRST AID

- A First-Aid kit is available at the control point and some of the regular competitors are trained in first aid.
- It is advised that all teams carry their own First Aid and other team supplies.
- Individuals should inform their team Coordinator/other players of any pre-existing conditions and the care required if an “event” occurs.
- **Usually** the NHS team are available to assist in **emergency** situations.

6.0 CARS

- Car share when practical, parking at Woodside is **VERY** limited.
- Drive **VERY** slowly on approach roads. (children play nearby and people walk in the shadows of the trees)
- Park considering others access and egress, an ambulance or fire engine may need through
- Do not use resident’s parking spaces or block access to Mill Court
- **Please remove anything of value from sight and lock your cars.**

7.0 TOURNAMENT & EVENT DATES

Are available by emailing: info@aberdeentouch.com

The following competitions are currently run:

1 Day tournaments:

Spring – April – Outdoors

Summer – July – Outdoors

Autumn – September – Outdoors

Leagues

Summer Mixed– April/May to July (10 weeks)

Summer single gender for Men or Women – May to July (6 weeks)

Autumn Mixed – August to September (6 weeks)

Aberdeen Touch Series:

Points for position reached in each ATR 1-day tournaments as well as those gained by entry to the Scottish Touch Series events in Edinburgh, Glasgow and Stirling will count towards the Aberdeen Touch Series (ATS) Awards at the end of the season. The points for ATS will be collated by NE Touch.

8.0 THE FACILITY

- The facility is run privately by volunteers.
- Players must observe the playing and non-playing areas as instructed
- The lounge should be used for purchase of refreshments.
- Please return glasses to the bar - it's a club
- Do not walk into the lounge with playing boots on
- Litter - If you bring it - take it away, especially plastic water bottles.
- Dogs - No dogs are permitted to foul the training areas or playing fields at Woodside Sports Complex.
- Changing rooms - Male and Female changing rooms and showers are available for use
- Personal Property - Do not leave any property unattended at Woodside Sport Complex.

9.0 THE TOUCH-UP BALL

The annual ball and awards ceremony for Autumn Leagues and ATS is held annually and is run by NE Touch. Any profits from the sale of tickets and raffle goes to NETouch to support development of Touch in the North-east

10.0 FAIR PLAY AWARD

- The team, player or referee thought to be the most sporting during the tournament will be awarded the Fair play award at the Ball. This is at the discretion of the Tournament Organiser and may or may not be awarded.

11.0 THE USER GROUP

- To keep up to date check the [Aberdeen Touch Rugby facebook page](#) or the aberdeentouch.com website.

12.0 THE GUIDELINES

- The Tournament Committee welcomes any constructive feedback related to the better running of the tournament
- The guidelines may be periodically updated.

13.0 THE GAME

13.1 Set-up

To ensure that the tournament gets underway and runs in a timely fashion:

- Teams are requested to help set up and put away pitch equipment (cones and post-protectors)
- Teams must stand in their starting half in preparation of the hooter.
- Referees are must stand in the middle of the field wearing a referees vest/shirt.
- If a referee has failed to turn up for a game or is late then the captains of the opposing teams should agree on a referee to get the game underway and send a player to the control desk to inform the organiser. In the event of no referee being available the captain (or a delegated team mate) from one of the competing teams will referee the first half and the captain of the other team will referee the second half.
- All referees are expected to wear a yellow referee shirt and have/use their own equipment – some spares and score cards are provided at the control point. Bibs are available at the control desk for those referees who do not have the appropriate shirt.
- If a team has not taken to the field within 5 min's of the hooter, they are permitted a grace period of 5 minutes, after which the points are awarded to the opposition. If in the case of a genuine error the fixture may be played in the remaining time or rescheduled.
- All games have to be played as scheduled and only in very exceptional circumstances will games be moved and only with the agreement of all teams involved. If a team is unable to play a fixture at the designated time but can play later in the same evening, they should inform the Tournament Organiser as far in advance as possible so that alternative arrangements may be made. While every effort will be made to accommodate teams, it is often not possible. If the game cannot be rescheduled and a team fails to fulfil the fixture as scheduled, the game will be treated as a no-show.

Aberdeen Touch Rugby
Guidelines
20/02/2016

- Where there are clashes in the schedule and due to an error on the part of the organiser, please inform the Tournament Organiser as soon as possible so that the schedule can be rectified, this may include games and refereeing duties being scheduled for the same time slot.

13.2 Rules

- Federation of International Touch Rules will be used throughout the tournaments unless stated otherwise.
- If an area of dispute arises between FIT rules and those being employed by a particular referee during a game the referee's interpretation will apply for the duration of the game, unless the matter can be resolved quickly at half time or by a brief stoppage of the game to all parties satisfaction.
- The Referee co-ordinator for the region, and ultimately the Tournament Director, will have the final say on the application of any local rules. In general, the main deviation from FIT rules will be in the dimensions of the pitch and length of games as well as penalties for late arrival and deduction of fair-play points (see 13.5).

13.3 Personal Dress

- No metal studded boots
- No jewellery or watches to be worn
- Players must wear a recognisable, consistent team strip and have numbered tops.
- Long finger nails should be taped over

13.4 Borrowing Players

- Although accepted, borrowing of players is not encouraged and should only be done as a last resort, common sense should prevail and the players borrowed should not be of too high a calibre as to make the contest unfair towards the team which has a fully registered compliment.
- Teams may borrow up to 2 players for any game. Only in exceptional circumstances will this rule be waived and only with agreement of the opposing team. If no agreement is reached or if a team captain objects to too many players being borrowed, the game will be treated as a no Show (and the offending team awarded a 0-3 loss) but a fair-play point may be retained unless that is lost during course of the game.
- No Expert players are permitted to play at Novice level unless the main aim is in training Novice teams
- If a team suspects another team of having more than 2 non-registered players, who are registered to other teams
 - Should inform the referee and the tournament organiser BEFORE the match commences or as soon as possible.
 - The referee will take note of all names in the squad and report these to the organiser after the game for investigation.
 - Any team found to have more than 2 non-registered players who are registered for other teams may face disciplinary action and disqualification.
- Teams and especially Captains are encouraged to be honest to avoid wasting time through name checking, by declaring whether or not they have met the borrowing players criteria.

13.5 Points system

Description	Points awarded / Penalty
Team No show	-3 points, Opposing team awarded a 3 -0 win
Referee No show	-1 point
Unfair play	-1 point
Win	+3 points
Lose	+1 point
Draw	+2 points
Dangerous/Violent play and other misdemeanours	At Tournament Directors discretion

Fair play points are included in the points award within the win, lose or draw.

13.6 Timing

- Games will be approximately 25 minutes long

Aberdeen Touch Rugby
Guidelines
20/02/2016

- There will be a hooter to signal the start of the game and one to signal the end of the game
- Referee will call half time

13.7 Drop-off procedure in event of a draw

If at the end of a knock out game or where a win or loss is required for ranking the score is a draw, the game proceeds to a drop- off until there is a winner. The drop-off procedure follows the FIT rules but briefly:

At the final Hooter each team is told by the referee to remove one player from the pitch, thus reducing the team to 5 people. Extra time is started within 1 minute (i.e. no break) with a tap at half way. The team who started the first half take the tap. Play continues for 2 minutes, and then a time keeper informs the referee or blows a hooter, the ref stops play at the next opportunity i.e. the next touch or turnover. Each team again drops one player, and play restarts immediately from where it left off (i.e. if the play is stopped due to someone getting touched, the team retains possession, and play continues from that number of touches.) This process is repeated until each team has 3 players left on the pitch, at which point the game continues until someone scores.

There are a couple of points to note however,

- 1) If a team has a player sent off or at any point during the full match then they will always play with 1 person less during extra time i.e. they still have to drop off a person every 2 minutes.
- 2) Substitutions work as normal during the drop off time
- 3) In a mixed game you can drop off players in any order but each team must have at least 1 male and 1 female on the pitch at any time i.e. you cannot reduce the team to 3 men by the end of the drop off time. The maximum number of males on the pitch at anyone time is 3.
- 4) The winner cannot be declared if both teams have not had possession i.e. if a team takes the restart to start extra time and scores they have not yet won. Play would continue with a restart at half way, and once the other team had lost possession, the first team can be declared as winners (assuming the second team do not score during their set of 6 touches). If the second team does score, the game continues until the next touchdown.

14.0 DISCIPLINARY POLICY

- All Persons involved in the Tournaments are expected to abide by the FIT rules of Touch.
- All disciplinary matters will be governed by the Scottish Touch Association but action may be taken by the Tournament Organiser to ensure the safety of, or ensure a positive experience for, the other participants in line with Annex B of the STA Disciplinary Guidance.
- Minor disciplinary matters will be dealt with on the day/night, if possible.
- If the Tournament Director is absent then reports will be issued to him within 24 hours of the incident by the game referee and or affected parties for investigation
- Major disciplinary matters will be referred to the Regional (NESTA) Disciplinary Officer but the Tournament Organiser may also elect to inform the STA or the local Police if he deems the incident serious enough to merit further action.
- The Tournament Organiser will decide on the level of penalty in line with the seriousness of the incident and STA Disciplinary guidelines for minor offences.
- All relevant Persons involved in the Tournaments are expected to abide by the following codes of conduct whether players or otherwise.

14.1 Players Code of Conduct

- Be positive always try to make the game better for yourself and your team
- Abide by the laws of the game
- Respect decisions made by match officials. Abuse of match officials is unacceptable
- Control your temper - use of foul language brings the game into disrepute.
- Be a good sport – Respect all good performance whether by your own team or the opposition
- The aim of playing is to have fun, improve your skills and do your best
- At the end thank your opponents and match officials for their involvement
- Win with humility - Lose with dignity

14.2 Referees Code of Conduct

- Make a personal commitment to keep abreast of refereeing principals
- Be fully aware of the context of the game you are refereeing, Expert, Intermediate or Novice
- Ensure that the spirit of the game is not lost by “too much whistle”
- Remember that players are there to have FUN , you can have a positive contribution to their enjoyment

15.0 F.I.T RULES

FIT rules are used at tournaments and Leagues. These can be found online at various sources such as Scottish Touch Association ([Touch rules](#)).

STA quick rules:

1. The attacking team must start with a tap from the middle of the field.
2. The defending team must be back 10m for the start of play and after each touchdown.
3. After a team scores the play begins again with a tap in the middle.
4. The person who takes the role of dummy half can cross the try-line but not score
5. If the half is touched while possessing the ball it is a turnover. ROLL BALL.
6. After being touched, the player touched must roll the ball between their legs.
7. The attacking team continues play until they have had 6 touches
8. After being touched 6 times the ball is handed over to the other side. ROLL BALL.
9. After touching the attacking player with the ball, all defending team members must retreat 5m.
10. Ball to Ground: When the ball is dropped on the ground it is a turnover.
11. Turnover: When the attacking side loses the ball to the opposition
12. No control: When the ball is thrown, dropped, knocked on, in a touch. ROLL BALL.
13. When someone is penalised their team must then retreat 10m.
14. If the defending players do not retreat they are offside. PENALTY
15. If a touch is considered to be too strong. PENALTY
16. Offside: when the defending players have not retreated 5m. PENALTY
17. Forward Pass: When the ball is passed in front of the player who possessed the ball. PENALTY
18. Touch and Pass: When the person who is touched then passes the ball. PENALTY
19. Voluntary Rolled Ball or No Touch: When the player is not touched and rolls the ball between their legs. PENALTY
20. More than a Meter: the ball must not be rolled more than one meter. ROLL BALL
21. Shepherd or Obstruction: Obstructing a touch from the defending side. PENALTY
22. Deviation: When a defender changes their direction before retreating straight back 5m. PENALTY
23. For minor offences i.e. bickering with refs, shouldering, leg trips etc. the player will be sin binned for five minutes without replacement.
24. Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field without replacement.

NOTE:

PENALTY: ball on the ground - let go of the ball - touch the ball with your foot - pick up the ball.

15.1 Field of play

