

Regulations

Team/Individual Fees

All fees charged are related to the direct provision of the game, this includes, but is not limited to - venue hire, initial marking, over marking, ground maintenance, ground security, other council requirements, appropriate insurances, staff expenses, staff training, playing equipment, third party fees, transport of goods etc...; for all defined "Leagues" your fees guarantee you a minimum of 6 games.

When available we add "extra value" products and service as supplied to us from time to time by our partners, sponsors, suppliers, associates etc..., this includes, but is not limited to - players shirts, touch rugby balls, club specials on food and refreshments, promotional goody bags etc...; any and all "extra value" added items are not part of the fees you pay to compete within the "League" and remain additional to your fees.

Premiership Touch Rugby maintains the right to make alterations, additions and/or withdrawal of any/all "extra value" items.

Start Times

Please see relevant Venue/ Club for details. The Official from time to time may alter game times due to light conditions or other circumstances.

Games

Please see relevant Venue/ Club for details. Typical length of games are 20 min, 30 min or 40 min, consisting of 2 halves with a straight turn-around.

The Official from time to time may alter game times by giving a minimum 24 hours notice to all effected teams.

Prior to game start

Teams must register with the Official 5 minutes prior to your first game.

Teams that have not registered or contacted the Official 5 minutes prior to the start of their first game for the evening(s) may be scratched from their first game and substituted with another team.

The team that is present for the round will record a 5 - 0 win (4 points); the scratched team will record a forfeit (0 points). Should your team not be able to make an evening's scheduled game for whatever reason you will unfortunately forfeit that game, which will not be replayed.

Players must be gathered on the halfway line of the field 5 minutes before the scheduled start time of the game, ready to take the field as instructed by the attending referee.

Late for your game

One (1) point is added to the opposition for every minute the game is delayed, starting from the referees whistle. If after five (5) minutes your team has not arrived, you forfeit the match.

Each team must have a minimum of four (4) players on the field to start play, or by mutual agreement of the respective team captains; for mixed leagues two (2) players must be female.

Start of games

All games will be started on time by the Official. The winner of a coin-toss/whistle-in-hand will chose the direction to play and have possession of the ball.

Scoring and game points

A touchdown will be scored by a player grounding the ball on or over the opposite teams score line.
Touchdowns: male = 1 pt, female = 1 pt, WIN = 4pts, DRAW = 2pts, LOSS = 1pt, BYE = 1pt, FORFEIT = 0pts.

Finals day

Depending on the Venue, Playoffs & Finals will be either on the normal evening that you play or on the weekend. This information will be confirmed by the 3rd week of the relevant league.

To be eligible to qualify to play in the league Playoffs & Finals, each player in that squad must be a registered member of the team and played a minimum of three (3) Touch Rugby games for that team. This does not include the Playoffs & Finals Night.

Semi's

1. The drop-off procedure is not in force.
2. In the event of a scoreless 0-0 draw at the conclusion of official time in any semi, the team with the most tries scored in the round games will be considered the winner for progression to the finals.
3. In the event of any draw (1-1, 2-2, 3-3 etc...) at the conclusion of official time in any semi, the team that scored first will be considered the winner for progression to the finals.

Final's

1. A modified drop-off procedure is in force.
2. In the event of any draw (1-1, 2-2, 3-3 etc...) at the conclusion of official time in any final, both teams will reduce onfield players to 3 with the attacking team maintaining possession of the ball. Play will continue until the first touch down is scored, the defending team will have the right of reply should the attacking team score within the first set of six touches. Mixed teams must have a minimum of 1 (one) female on the field at all times

Players Ages

All players must be a minimum of eighteen (18) years of age to play Touch Rugby, unless playing in specific aged grades.

Player Eligibility

A player may only register for one (1) team per league, per night, per venue. If a player is found to be in contravention of the 'Player Eligibility'; the team(s) that person played in, including the team in that league the person is registered to, will forfeit there game for that round.

Team Lists

All team Captains/Organisers are required to submit a Team List prior to playing your first game and whenever you make alterations to your team's composition. It is the Captains/ Organisers responsibility to ensure that only members on the Team List who have accepted the relevant terms and conditions take the field of play for official games.

The Official reserves the right to make checks on any/all Team Lists.

Team Members

On field teams consist of 6 players (teams consist of minimum 6 players, maximum 14 players).

Mixed teams

Must have at least 2 female players on the field at all times.

Female players

Can play in the men's leagues, providing they are not a national or international representative player (not in the Super League).

Stacking of teams

Will not be tolerated; the Official's decision on any disputes will be final.

Forfeiture of the Match

The opposition are awarded the win, four (4) points, plus five (5) tries

1. Not filling in the Team List Form correctly. Players details should be clearly printed).
2. Not showing up on the night.
3. Not having the required minimum of two (2) females on the pitch (Mixed Leagues).
4. Having less than four (4) players on the pitch.
5. Turning up late after the required five (5) minutes.
6. Playing more than the maximum fourteen (14) squad members on the night.
7. A team using a player in the Playoffs & Finals who has not qualified by playing a minimum of three (3) matches for that team prior to the Playoffs & Finals.
8. Playing an ineligible player for your team or another team.
9. Playing a person who is on a previous red card and currently serving his/her match suspension.
10. A team can forfeit a game both on and off the pitch for inappropriate behaviour at the discretion of the Official.

Playing kit

If you receive Official Players shirts as part of your registration, you must wear these Official Players shirts for all official games. Extra t-shirts can be ordered if needed at a cost of £12-00 per t-shirt. If after 2 warnings you fail to wear the correct players kit, at the discretion of the Official, your team may forfeit competition points or be excluded from the competition (without refund of fees).

This should not be an issue this season as all teams are being given free shirts. No alteration, additions or interference with the t-shirt and any of the logos on the t-shirt(s) is/are allowed without the express permission of Premiership Touch Rugby.

Jewellery and Fingernails

Players are not to participate in any match while wearing any item of jewellery, which might prove dangerous. Long or sharp fingernails are to be trimmed or taped.

Footwear

Shoes with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic boots with soft moulded soles are permitted, provided individual studs are no longer than thirteen millimetres (13 mm) in length, the measurement taken from the sole of the boot.

Protests

Should a team wish to protest regarding an opposing team and its members, it should do so by bringing the protest to the attention of the referee prior to the first whistle to commence the game being sounded. The referee will inform the offending Team and if the Protest is not resolved will mark 'Protest' on the scorecard - (Team Captain to ensure this is carried out). The Team Captain is then to inform the Official at the end of the evening. The Official will inform the teams of the decision after consulting with the attending referee and reviewing the necessary rules & policies.

Results dispute

In the event of a "Result Dispute", team captains or the nominated representative for the team are to query the result with the Official within a week of the disputed game being played.

To maintain correct records, all "Result Disputes" must be received via email to the given email address for each venue (this can be found on the Club Page of the relevant venue).

The Official is to check the Game Score Cards, review the dispute with the attending referee (if necessary) and make an Official's decision.

This decision must be communicated to the relevant party(s) in good time once the Official's final decision is made.

If the score is to be changed, this will be reflected in the Results the following week.

Please be aware that by signing the match card at the end of the game you are agreeing to the score recorded on that match card. All match cards that have been signed are final.

Wet weather

Premiership Touch Rugby, after consulting with the grounds person and checking the weather forecast, will make a decision at 5:00pm on the day concerned and update the relevant website page at this time. In the event that games are called off due to weather or other unforeseen circumstances, these games may be rescheduled or cancelled depending on the availability of both time and grounds. This will be at the sole decision of Premiership Touch Rugby.

First Aid

Initial First Aid for minor injuries will be administered at the venue. Any injuries that require specialist services including ambulances or the attendance of medical staff will be carried out at the cost to the individual concerned. Individual treatment including, but not limited to, blisters or provision of strapping tape is up to the Individuals.

PREMIERSHIP TOUCH RUGBY reserves the right, at any time, to modify, alter, or update these Rules & Regulations and any changes shall be notified to all users.