



Law Society RFC

Law Society Rugby 7s & Netball Tournament Sunday 17th September 2023

‘The Rules of Play’

The following set out the rules of play and expected Tournament structures for the three Tournaments we will be running in 2023. Most important to note is the friendly nature of the Tournament. Whilst we expect a good quality standard of competition, this is a family friendly Tournament, with various levels of skill on display. We appreciate all teams playing the game in the spirit intended.

RUGBY TOURNAMENT

1. Registration

One representative of each competing team must report to Registration **at the Tannoy Hub (outside the main bar area)** at least 30 minutes before the start of their team's first match to receive their captain's welcome pack containing their competition's schedule and rugby balls provided by Brockwell Capital.

2. Tournament Format

Pool Matches

- Twenty teams will compete in a pool format tournament, with each team guaranteed at least three games.
- Four points for a win, two points for a draw. A bonus point will be awarded to a team scoring four or more tries and to a team losing by seven points or less.

Cup and Plate

- The top 8 teams will enter the quarterfinals of the Cup, with the winner of each pool being joined by the best placed runners up.
- The next 8 placed teams will enter the quarter finals of the Plate.
 - (i) The pool winners will be the team, with the highest number of match points in each pool. The best-placed runners-up will be the team with the next highest number of match points out of the teams that finish second in their respective pools, and so on.
 - (ii) If two teams in the same pool are equal on match points at the end of the pool stage, their ranking will be determined by the results of the match played between the relevant teams. If ranking remains unresolved qualification/ranking will be determined based on the best aggregate points difference from the pool

stage. Should the teams still be equal the outcome will be decided by a coin toss.

- The 4 bottom ranked sides will be knocked out of the tournament at this stage.

3. Playing Rules

- Squads can include up to 12 named players, but only 7 players can be on the field of play at any time.
- Rolling substitutions may be used throughout.
- Seven-minute halves will be played throughout the tournament. A minute will be allowed for half-time change of ends.
- If scores are level after regular time in a knock-out match, teams compete in a period of 5 minutes of “golden try” extra time. Should there be no score in this extra time period the winner will be decided by a best of 3 drop goal competition (from in front of the posts on the 22) followed by sudden death if the teams remain level.

4. Player Information

- Players are reminded that it is entirely their individual responsibility to insure themselves adequately against personal and third-party injury, including all financial loss resulting directly or indirectly from such injury.
- We have a ‘reasonable’ ringer’s policy which is aimed at ensuring entering teams have as many lawyers from their firm as possible, however we understand that some regular players (to your team) will not be from your firm. We remind firms that this is a social event and ask them to respect this policy accordingly.

NETBALL TOURNAMENT

1. Registration

One representative of each competing team must report to Team Registration (**at the netball hub**) at least 30 minutes before the start of their team’s first match to receive their captain’s welcome pack containing their competition’s schedule and rugby balls provided by Brockwell Capital.

2. Tournament Format

- Thirty two teams will compete in a pool format tournament, with the results of the matches deciding pool places.
- Two points for a win, one for a draw.

Cup, Plate & Bowl

- The winner of each pool will enter the quarterfinals of the Cup.
- The runner up in each pool will enter the quarter finals of the Plate.
- The third placed team in each pool will enter the quarter finals of the Bowl.
 - (i) The pool winners will be the team, with the highest number of match points in each pool. The runners-up will be the team with the next highest number of match points, etc.
 - (ii) If two teams in the same pool are equal on match points at the end of the pool stage, their ranking will be determined by the results of the match played between the relevant teams. If ranking remains unresolved qualification/ranking will be determined based on the best aggregate points difference from the pool

stage. Should the teams still be equal the outcome will be decided by a coin toss.

- The 8 bottom ranked sides will be knocked out of the tournament at this stage.

3. Playing Rules

- Squads can include up to 12 named players, but only 7 players can be on court at any time.
- Rolling substitutions apply throughout.
- Seven-minute halves will be played throughout the tournament. A minute will be allowed for half-time change of ends.

4. Player Information

- Players are reminded that it is entirely their individual responsibility to insure themselves adequately against personal and third-party injury, including all financial loss resulting directly or indirectly from such injury.
- We have a 'reasonable' ringer's policy which is aimed at ensuring entering teams have as many lawyers from their firm as possible, however we understand that some regular players (to your team) will not be from your firm. We remind firms that this is a social event and ask them to respect this policy accordingly.
- Players must remove all jewellery before the start of a match to avoid injury to you as a player and your opposition. This rule includes all ear piercings, including piercings high on the ear lobe. Covering piercings up with a plaster is not adequate. (per official Netball Rules - IFNA).
- Umpires will check the length of nails before the start of the tournament. Participants whose nails can be seen past their finger-tips when umpires examine their hands will have to cut their nails before playing.

MIXED TAG TOURNAMENT

1. Registration

One representative of each competing team must report to Team Registration (**at the Mixed Tag hub, as you enter Richmond Athletic Association**) at least 30 minutes before the start of their team's first match in order to receive their captain's welcome pack containing their competition's schedule and rugby balls provided by Brockwell Capital.

2. Tournament Format

Pool Matches

- Twenty-four teams will compete in a pool format tournament, with each team guaranteed at least three games.
- Four points for a win, two points for a draw. A bonus point will be awarded to a team scoring four or more tries and to a team losing by seven points or less.

Cup, Plate & Bowl

- The top 8 teams will enter the quarterfinals of the Cup, with the winner of each pool being joined by the best placed runners up.
- The next 8 placed teams will enter the quarter finals of the Plate.

- The next 8 placed teams will enter the quarter finals of the Bowl.
- (iii) The pool winners will be the team, with the highest number of match points in each pool. The runners-up will be the team with the next highest number of match points, etc.
- (iv) If two teams in the same pool are equal on match points at the end of the pool stage, their ranking will be determined by the results of the match played between the relevant teams. If ranking remains unresolved qualification/ranking will be determined based on the best aggregate points difference from the pool stage. Should the teams still be equal the outcome will be decided by a coin toss.
- The 4 bottom ranked sides will be knocked out of the tournament at this stage.

3. Playing Rules

- Squads can include up to 12 named players, but only 7 players can be on the field of play at any time.
- A maximum of 4 male players on the pitch at any time.
- Rolling substitutions may be used throughout.
- Fifteen-minute matches will be played throughout the tournament.
- If scores are level after regular time in a knock-out match, teams compete in a period of 5 minutes of “golden try” extra time. Should there be no score in this extra time period the winner shall be the first team who scored during regular time in the match.

4. Player Information

- Players are reminded that it is entirely their individual responsibility to insure themselves adequately against personal and third party injury, including all financial loss resulting directly or indirectly from such injury.
- We have a ‘reasonable’ ringers policy which is aimed at ensuring entering teams have as many lawyers from their firm as possible, however we understand that some regular players (to your team) will not be from your firm. We remind firms that this is a social event, and ask them to respect this policy accordingly.

The Mixed Tag Tournament will be following the rules as set out by ‘Try Tag Rugby’. These have been documented below:

- The objective of the game is to be the team that has accumulated the most points at full time by scoring tries.
- A try is scored by the attacking team when they place the ball on ground on or over the try line.
- A try is worth one point. In a mixed game, female tries are worth two points. There are no conversions in Tag Rugby.
- Defenders must remove the ball carrier’s tag to stop their progress. The defender then holds up the tag and drops it to the ground marking where the player was tagged.
- After a tag is made, play resumes by the attacker going back to where they were tagged, placing the ball on the ground and rolling it backwards with their foot. This is called a ‘play the ball’ or ‘roll ball’.

- The defensive side is allowed one marker at the roll ball. The marker is a defender who is allowed to stand directly in front of the attacker within one metre during the roll ball.
- The remainder of the defending team must be back seven metres from the attacking player during the roll ball and in line with the referee.
- A dummy half is the attacking player who picks the ball up from the roll ball and distributes it. The dummy half is allowed to promote the ball whilst having only one or no tags on as long as they only take one step.
- The defensive line – which will be back seven metres with the referee – can only move forward when the dummy half touches the ball. The dummy half can run with the ball and is allowed to be tagged. The dummy half can also score a try.
- The marker must remain square with the attacking player rolling the ball and not move until the dummy half has touched the ball.
- The dummy half has a limited time to pick up the ball after the roll ball. If delayed, the referee will start a three second count. If the ball has not been picked up by the end of the count, a turnover shall be awarded to the defending team and they will roll the ball from the same position. In NO instance is the marker allowed to dive on, pick up the ball or move around during the play the ball process until the dummy half has touched the ball. If this occurs, a penalty will be awarded to the attacking team. The referee may opt to start the 3 second count before the play the ball if the player who is playing the ball doesn't play the ball immediately when returning to the mark.
- Each team has six tags / plays to promote the ball before a changeover occurs and the defending team becomes the attacking team.
- An attacker must stop and play a roll ball if he or she is caught in possession with only one tag or no tags on.
- Players are not allowed to surrender. Surrendering is a voluntary tackle, which will result in a penalty.
- The ball is allowed to touch the ground as long as it is not propelled from hand/arm in a forward motion.
- The game is minimal contact; an attacker cannot deliberately bump into a defender. A defender cannot change direction and move into an attacker's path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid the defender.
- The ball carrier is not allowed to protect his tag or fend off defenders. This is to say move a hand, elbow or the ball over the tags or push/knock away a defender's hand, either accidentally or deliberately, as the defender is attempting to take off a tag.

- If an attacker is tagged simultaneously to releasing the ball, the referee will call play on. (If the referee is unable to decide, the pass is allowed – play on. The advantage goes to attacking team).
- If a player trips/falls and lands on their knees, it will be play on if a defender is not within tagging distance. If a player trips/falls and lands on their knees and a defender is within tagging distance, it will be deemed a tag.
- A player can go down on their knees to score a try over the try line as long as there are no players from the opposing team within tagging distance.
- A player cannot dive to score a try if a defender is within tagging distance.
- An attacking team player cannot dive on a ball if there is a defending team player within 2 metres of the ball.
- A player can on releasing the ball from hands, kick the ball in any direction as long as it is not a 'drop kick' and as long as it stays below the height of the referee's shoulder before bouncing.
- A player can kick a loose ball as long as nobody from the opposing team are reaching for the ball with their hands and the kick goes stays the height of the referee's shoulder before bouncing.