



CLACTON ON SEA SATURDAY 3 JULY 2010

The tournament will start at 12 noon and finish at around 6pm.

The event is being staged at Martello Bay, on the beach adjacent to Hastings Avenue, Clacton-on-Sea. Postcode is CO15 1XY.

Directions: From the A12 take the A120 towards Clacton and Harwich. Take the A133 towards Clacton. As you come into Clacton keep following signs for the seafront. Once at the front turn right and follow the road until you see the Martello Inn on the left next to a coach park. Take the next left into Hastings Avenue. There are car parks on both sides of the road.

There is no age limit, but teams are encouraged to create squads with men, women and children if possible. Children under 18 must be supervised. Rules for the Competition and for Beach Tag Rugby are attached.

There is a registration fee of £35 per team; teams will receive 10 complementary T-shirts. The registration form should be completed and sent with a cheque payable to ECRU Ltd to: Susan Lee, 137 Old Road, Clacton-on-Sea, CO15 3AT

A maximum of 24 teams will take part on a first come, first served basis.

The RFU will be bringing its promotional trailer, and will support the event with various other promotions on the day.

Balls, tags, and referees will be provided, but clubs should bring their own rugby shirts or t-shirts.

There will be Portaloos available, a beach barbecue, and there is a beach bar situated 50 yards away providing food and drink. Public toilets and a standpipe are a further 100 yards away.

All are invited to Clacton Rugby Club after the tournament for the post tournament Awards Ceremony and barbecue. All participating clubs will receive a commemorative award.

The event is part of the National Beach tag series supported by the RFU, with a number of events being run around the country.

Queries to Susan Lee 07854 728754 susan.lee2711@btinternet.com
or Andrew Sarek 07958 138083 andrewsarek@therfu.com.



RFU BEACH RUGBY 2010



Please fill in all the details you possibly can and send to: **Susan Lee, 137 Old Road, Clacton-on-Sea CO15 3AT**

| | |
|---------------------|--|
| Team Name: | |
| Contact Name: | |
| Contact Address: | |
| Telephone Number/s: | |
| Email Address | |

My team will abide by the rules of the tournament and decisions made by the officials and of the referees (which we will provide) of the tournament and we will enjoy ourselves.
(Please sign below)

Signed:

Date: / /



RFU BEACH RUGBY 2010



YOUNG PERSONS (U18) CONSENT FORM

I confirm that I give permission for _____ (name of young person) to take part in the Beach Rugby Festivals.

I also consent to the photographing / videoing and publication of any images of the individual named above, in accordance with the RFUs child protection and best practice guidelines. I confirm that I am legally entitled to give such consent.

I also confirm that _____ is not under a court order

I give permission for the RFU to use the data provided by the young person for the purposes detail above YES/NO

Parents / Carers Name (BLOCK CAPITALS) _____

Emergency Contact Tel. No.(s) _____

Signature of Parent / Carer _____





Mixed Tag Rugby 2010 Rules

Team requirements

- A squad shall consist of no more than 10 players.
- Playing teams shall be no more than 5 players per side.
- Teams can be mixed gender or age (no lower than 6yrs old).
- Adult supervision and responsibility for Under 18's needed by parent/ guardian.
- Any combinations welcome (i.e. all male, all female, mixed).

Competition Format

- Each team will play a number of pool games against randomly selected opponents
- In pools the winner will be decided upon total game points accumulated throughout the day (5 points for a win, 3 points for a draw and 1 point for a loss). In the event of a tie the following rules will determine which team will be placed higher: the total tries scored for, and then lowest tries scored against, then the winning team from the game between the two sides. If still no separation, the decision will be made by the toss of a coin, the captain/ coach in charge of the team according to alphabetic order will call (e.g. Bournemouth v Poole, the Bournemouth captain/coach will call).
- Games will be a minimum of 7 minutes and a maximum of 10 minutes one way without a break for half time.
- A try is worth one point.
- Choice of ends will be decided by the toss of a coin – the team named first in the match schedule will call heads or tails. The winning team will take the free pass; the losing team will choose ends.
- Roll on substitutions can be made only at a natural breakdown in play.
- Any dispute must be raised immediately after each game.

Sport Rules

- The game format will be Tag Rugby a non contact form of the game in which the tackle is replaced by a tag.
- The object of the game is to score a try by placing the ball with downward pressure on or just behind the opponent's 'goal line' (3 steps), within the in-goal area i.e. before the dead ball line (if marked).
- A free pass is used to start the game and to restart after an infringement has occurred i.e. forward pass, ball out of play, knock on, off side, obstruction (when a player attempting to make a tag on the ball carrier is obstructed by another member of the ball carrier's team). At a free pass, the opposing team must be 5 metres back.
- During a game all players wear a tag belt, which has two ribbons (tags) attached to it with Velcro. The belt is worn around the waist and on the outside of the clothing (plastic buckles to the front). Shirts must be tucked in. The tags are positioned on either side of the hips and the teams are distinguished by the colour of the tags and / or shirts they wear.
- Only the ball carrier can be tagged. A tag is simply the removal by a defender of one of the two ribbons
- Ball carriers can run or dodge potential taggers but cannot fend them off or guard their tags in any way. It is recommended that players carry the ball in two hands.
- Ball carriers can not spin to avoid being tagged (no 360 degree turns)
- Once tagged the player in possession must stop and pass the ball to a team-mate as soon as possible within three seconds. Even at full pace the ball carrier will be expected to stop in 3 strides. However the game is continuous and tagged players may pass within the act of stopping.
- Players are only allowed one step to score a try after being tagged.
- Players must stay on their feet at all times, even when securing a loose ball or scoring a try
- The defending player who makes the tag must hold the tag above their head and shouts 'tag' for all to hear, and along with the rest of their team, stand back on their own side allowing the attacker to pass. After the pass has been made the defender must immediately give the tag back to the tackled player before rejoining the game
- Referees may shout 'Tag' to assist players followed by a three second count then the command 'Pass', after which the tagged ball carrier must pass the ball.
- Defenders are not allowed to snatch the ball from the player's hands.
- No player can take any further part in the game without both tags properly in place on their belt or with tags in their hands.
- If a tag is on the floor play will cease.
- Restarts will be formed 5 metres in from goal lines and on the line of touch
- Offside – once a tag has been made, the offside line runs from the touch lines through the middle of the ball parallel to the goal line. All defenders must make an effort to get back on their side of the ball and not deliberately stand offside blocking the pass or waiting for the interception. Offside is penalised by awarding a free pass to the non-offending team. As a general rule the first pass after a tag must be allowed to be made cleanly.
- A free pass will be awarded to the non offending side for the following infringements; off side, blocking, contact, obstruction (when a player attempting to make a tag on the ball carrier is obstructed by another member of the ball carrier's team). At a free pass, the opposing team must be 5 metres back.
- Kicking – there will be no kicking allowed.
- There will be no scrums, and no line outs.
- Pitch size = 25/ 30m - 50/ 60m (subject to location)



Fair Play Award

There will be one overall Fair Play Award. The Award will be based on a points system. All teams will be assessed on their behaviour on and off the field of play, and they will be awarded points according to the Fair Play Charter.

- Good sport, endeavour & showing enjoyment of competing
- Fair Treatment of others
- Acceptance of victory & defeat
- Respect of officials & acceptance of their decisions from players, coaches & supporters
- Calm and controlled temper
- Appreciation & recognition of good play in opposing team as your own
- Encouragement not criticism of all players
- Acknowledging & thanking officials & opposing players
- Playing by the rules
- Using correct and proper language

Participants

- Try to enjoy competing
- Do my best
- Play by the rules
- Accept all decisions of the officials
- Be a good winner and a good loser

Parents and Spectators

- Encourage and support all players
- Respect the officials and the decisions they make
- Not get involved with the action on the field
- Congratulate whatever the result

Coaches

- Teach my players to play by the rules and to value their performances not the results
- Be generous with praise and be positive when criticising
- Not tolerate violent play and cheating
- Promote fair play
- Show respect for the opponents, and for the officials and their decisions

Sports Organisers, Officials and Volunteers

- Promote and encourage fair play
- Ensure that the rules are fairly and consistently enforced
- Treat all participants the same regardless of their gender, creed, colour, race, ethnic origins, disability or class