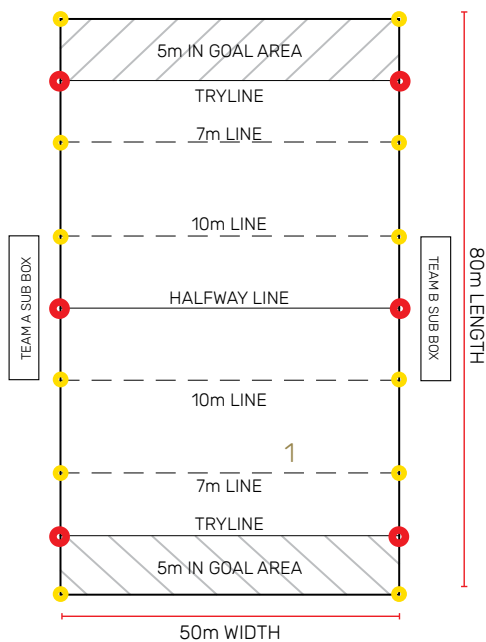


# TOUCH RUGBY: SCHOOLS FESTIVAL FORMAT SCHOOLS

## SET UP

1. A ball, some cones and a set of bibs is required for each Festival pitch.
2. A Touch Rugby pitch should be set up as follows (with cones at the end of each horizontal line).
3. The size of the pitch can be adapted to the ages of the children playing, as the below diagram is of a full-size Touch Rugby pitch for older children/adults. Younger children could play on a pitch 30m by 50m.



## THE RULES

1. Each game should have 2 teams of 6 players (*although there can be more players in the sub boxes who can interchange at any time*) and bibs should be provided to help them identify which team they are on. *Sub boxes are on the Side Lines of the pitch between the 10m Lines.*
2. The team in possession of the ball are the **Attackers** and the team without the ball are the **Defenders**. Nominate a Team Captain on each team who competes in a game of Rock, Paper, Scissors to win possession of the ball and start the game as the **Attacking Team**.
3. The aim of the game is to score a Try on or over the Try Line in the In-Goal Area, 1 Try equals 1 point.
  - ★ Encourage children to place the ball down with control and downward pressure and not just drop the ball.
4. Each team starts the game in their own half of the pitch (closest to the Try Line they will be defending). The Attacking Team start on the Half Way line, the Defending Team start on their 10m Line.
5. To start the game, a player from the Attacking Team must perform a **Tap Ball** by placing the ball down on the Half Way Line, releasing it with both hands, tapping it with their foot and picking it up – the ball is now “live”. This is also how the game restarts following a Try being scored.



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6. Once the ball is “live”, the ball carrier can run and try and dodge Defenders to get to the Try Line and score a Try or they can pass the ball sideways or backwards (not forwards) to another Attacker, who can also score a Try.
7. To stop the ball carrier from scoring a Try, a Defender has to catch them (using a one-handed touch ideally aiming for the shoulder area) and call “**Touch!**” after they have caught them. *Any touch on the ball carrier counts (including their body, hair, clothing and even the ball).*
8. An Attacker cannot score a Try if they have been touched by a Defender prior to scoring a Try. The Attacker must stop running and return to the location on the pitch where the touch occurred (“**the mark**”) and place the ball on the ground between their feet and step over it (“**the Rollball**”).
9. A player on the Attacking Team who is closest to the ball (“**the Half**”) should pick up and pass the ball sideways/backwards to another Attacker and play continues.
 

*There are two special rules concerning the Half:*

  1. They cannot score; and
  2. If they are touched in possession of the ball then it is a turnover so it is best for beginner players to pass the ball from the ground immediately (known as a **Half Pass**).

CONT...

## TOUCH RUGBY: SCHOOLS FESTIVAL FORMAT

# SCHOOLS

- 10.** Once a Touch occurs, the Defender who made the touch AND the whole Defending Team must retreat 7m (or 7 big steps for younger children on a smaller pitch) back towards their Try Line from the mark (this is referred to as “**getting onside**”) and wait there until the Half touches the ball. *If Defenders are not back onside, the referee will call them “offside” and “play on/play through”. Any touches made by an offside player will not count until they are back onside.*
- 11.** Once the Attacking Team has used up all of their 6 touches then the ball is turned over to the other team and the game continues. Every change in possession requires a Rollball to restart the game.
- 12.** Changeovers in possession can also occur when the Defending Team intercept the ball (*this restarts the touch count with the touch following the intercept counting as touch number zero*) or the ball carrier runs outside of the playing area. In the event that the ball is knocked down on the ground by a Defender, there is no change in possession and the Attacking Team is awarded a further 6 touches (the touch count is reset).
- 13.** The following infringements (which would normally result in a loss of possession in a standard game of Touch Rugby ) will instead count as 1 of the Attacking Team’s 6 touches in Festival Rules:
- Dropped ball
  - Forward pass (*the referee will call play on for slightly forward passes to facilitate play*)
  - Touch and pass (*i.e. forgetting to do the Rollball*)
  - Performing a Rollball “over the mark” (*the referee can also just ask children to bring the ball back to the mark rather than counting this infringement as a touch*)
  - A touch made on the Half or a player scoring when they are Half (*i.e. forgetting the Half can’t score*).
- 14.** Festival games can be any length depending on the number of teams participating, however, 2 x 10-minute halves with a 2-minute half-time break or 15-minutes straight through is recommended.

## ABBREVIATED TOUCH RUGBY RULES

See the abbreviated Touch Rugby rules (for reference) here:

@ [englandtouch.org.uk/develop/coaching/the-rules/](https://englandtouch.org.uk/develop/coaching/the-rules/)

