



# PUBLIC SERVICE FUN BEACH TOUCH RUGBY CHALLENGE 2024

## EVENT INFORMATION

Date	: Saturday, 29 June 2024
Tentative Time	: 12.30pm to 6pm
Venue	: Diamond, 8 Siloso Beach Walk, Sentosa
Registration Fee	: \$24 per team (excluding GST)
Closing date for entries	: Monday 10 June 2024
Virtual Draw Date	; Wednesday ,12 June 2024 (3.40 pm)

Note: Participants must show the image of the Sentosa ticket at the gantry point (only via Monorail, Taxi and Drive in) for free entry into Sentosa.

## RULES & REGULATIONS

### 1 ENTRY REQUIREMENTS

- 1.1 Sports Liaison Officers can register their players online at [www.csc.sg/stargames](http://www.csc.sg/stargames).
- 1.2 Registration must be accompanied by online payment of registration fee otherwise it will be void.
- 1.3 An agency is allowed to register players from other government agencies. The agency registering the mixed-agency team must ensure that all the team members are eligible players.
- 1.4 A player is allowed to play for one agency only. Multiple representation of agencies by a player is strictly not allowed.
- 1.5 Switching of players among teams after submission of Registration Form is not permitted. Team Managers/Captains are not allowed to make any additions or changes to the list of registered players once the Challenge commences at 1pm.
- 1.6 Pregnant ladies are not allowed to play in the tournament and if found playing

with the knowledge of the team, that team shall be disqualified.

- 1.7 Each team shall comprise a maximum of 7 players (with minimum 1 female player on the field of play at all times).
- 1.8 Only 4 players are allowed to be on the field of play at any point in time whilst a team is in possession of the ball, and a maximum of 3 whilst a team is defending.

## 2 **REPORTING**

- 2.1 All participating teams must report at least **20 minutes** before their first match on day of the Beach Touch Rugby Challenge. Team Captains must register their teams' presence with the tournament official.
- 2.2 Teams must report punctually to the referees at their designated court for their matches. Late reporting may result in disqualification of the team.
- 2.3 No match may start unless each team has the required number of players (See rule 1.5) on the scheduled court. In the event that any team being unable to field the required number of players within 1 minute of starting time, that is 1 minute grace period, the referees shall give a walkover against such team that has less than required.

## 3 **FORMAT**

- 3.1 The Challenge will be played under the Laws of the Game of Touch Rugby as framed by Touch Singapore.
- 3.2 In the preliminary round, teams will play a round robin format in their respective groups. Teams will receive 3 points for a win, 1 point for a draw and 0 point for a loss. Teams with equal points on completion of the round-robin round, will be placed according to head-to-head results, goal difference (i.e. difference between goals for and goals against) and no. of goals scored
- 3.3 Top two teams from each group will qualify for the knock-out round.
- 3.4 The winners of semi-finals will play in the final to determine the first and second placing, while the losers of each semi-final will play for third and fourth placing.
- 3.5 If a match in the knock-out round, semi-final or finals ends in a draw, the sudden-death rule apply. The first team that scores, wins the match. The team that last held possession when the game ended will commence attacking first.
- 3.6 Each game shall comprise two **5 minutes** halves with 1 minute rest interval.
- 3.7 Duration of play will be subjected to change if there are any delays (i.e. inclement weather).
- 3.8 Central timing shall be managed by the Organiser. The clock will not stop in event of injuries.

- 3.9 Rolling substitutions are allowed after a point is scored or anytime to substitute an injured player. A substitute player is allowed to enter into the court only after the player that is being substituted has left the court on an onside position.

#### 4 **DRAW**

4.1 The system of draw shall be as follow:

- a) For agencies with more than one team, the teams from the same agency shall be drawn into different grouping first.
- b) After completion of (a), the rest of the teams shall then be drawn into the different groups.

#### 5 **ATTIRE**

5.1 Members of a team should wear similar colour jerseys. When the colours of two teams are similar, each team will send a representative to play scissors-paper-stone to determine which team will wear the bibs. Players must have a shirt underneath the bibs for hygiene purposes. Teams with players who wear random attires would be asked to put on the bibs too.

5.2 Players must not wear jewellerys, watches or fancy rings.

5.3 Bare body is not allowed.

5.4 No footwear is allowed. However, players are allowed to wear socks and/or elastic ankle guards.

#### 6 **GAME RULES**

##### 6.1 Starting Play

- a) Each team will send a representative to play scissors-paper-stone. The team which wins the scissors-paper-stone can choose to either attack or defend first as well as a choice of ends.
- b) The opposing team, which does not start the game, will start the 2<sup>nd</sup> half.
- c) There will be no time-out throughout the game. If a player is injured during the game, he/she must leave the court immediately.

##### 6.2 Out of Play

- a) Any ball that goes beyond the demarcated playing area will be considered to be out of play.

- b) When the ball goes out of play, defending team will restart the play at the mark where the ball went out of play. If an infringement take place within 5 metres of the goal line, defending team will restart the play 5 metres away from the goal line.

## 6.2 Scoring a point

- a) A point is scored when the attacker ground the ball on or over the score line and within the touchdown zone without being touched.
- b) After a point is scored, the opposing team will start the game by placing the ball anywhere along the score line. Upon the referee's whistle, an attacking player picks up the ball and taps it on the ground before commencing attack at the centre line. A pass to another teammate after the ground tap is required to commence play.

## 6.3 Penalties

- a) Penalties are awarded in the following cases:
  - i. Obstruction
  - ii. Forward passes
  - iii. Player misconduct
  - iv. Offside infringement by defending team
  - v. Failing to play the ball at the mark where the touch was effected
  - vi. False call by defender for a touch
  - vii. Defending team has more than 3 players
- b) Defending team must retreat 5 metres back from the mark. If the defending team fails to retreat the 5 meters, the referee will award an additional 5 metres advantage. The attacking team must tap the ball with the foot to restart play.

## 6.4 Touch

- a) Any contact on any part of the body, hair clothing or ball and can only be made by a defender.
- b) Male players are to use the minimum force necessary and **exercise caution** to effect touches.
- c) Players in opposition to a tackled player must immediately retire to behind the ball and if they are in front of the ball, they must not attempt to obstruct opponents.
- d) Team in possession are allowed up to 4 touches before the ball is turned over.
- e) All players on the defending team must move back 3 metres from the attacking player. A touch by players that are not onside will not be considered as a valid touch.

- f) The defending team may move forward to effect a touch as soon as the opposition team passes the ball. The attacking team can recommence the game after a touch regardless of whether the opposition team has 3 players on the court as long as a tap of the ball is effected.
- g) If a defender intercepts the touch ball, the referee will call 'play on' if no touch is made. A player from the new defending team must then leave the field when the first touch is made. At the same time, an attacker can come onto the field of play.
- h) Whether a touch is made, the attacking player who was touched needs to perform a "tap and pass". He / She needs to halt or move back to the mark where the touch happened, tap the ball on the ground and pass. The player cannot move with the ball until the pass is made.
- i) The above will apply if you are restarting play off a changeover, opponent going out of bounds or when restarting the game after a touchdown was scored (tap and pass from own score line).

## **7 DISCIPLINE**

- 7.1 The referee's decision is final. No appeals will be entertained whether during or after the match.
- 7.2 Players will be given a warning for repeated infringement of the game rules or intentional commitment of fouls during the match.
- 7.3 Any team that cause a game to be abandoned by walking out shall be liable for disciplinary action.

## **8 PHOTOGRAPHY**

- 8.1 The Civil Service Club reserves the right to use any photographs (including those of Participants), motion pictures, recordings, or any other media records of any STAR Games, for any legitimate purpose, including commercial advertising and distribution to sponsors and partners.
- 8.2 Photography and/or videography will be taken during the event for news and publicity purposes by the official photographer and/or videographer, and may be used for print and on online/electronic platforms of the Civil Service Club. The Organiser owns all rights to the photographs and video recordings. Any participants who do not wish to have their photographs or video recordings taken can notify inform the Organiser at the event site.

## **9 PERSONAL DATA PROTECTION**

- 9.1 All participants consent to their personal data being collected and processed for purposes of administration and communication in a particular event. Participants also agree to receive postings on other events organised by the Civil Service Club.

**10      COVID-19 SAFE MANAGEMENT MEASURES**

- 10.1      All participating agencies and teams must comply with prevailing COVID-19 Safe Management Measures (SMMs) issued by Ministry of Health and Sport Singapore.
- 10.2      Players must exercise social responsibility and not show up for matches if feeling unwell or exhibit any symptoms of Covid-19 infections.

**11      LUNCH**

- 11.1      Players are advised to take their lunch before the tournament. Lunch will not be provided.

**DISCLAIMER**

The Civil Service Club reserves the right to cancel, postpone or change the game format, venue, date and/or time of the competition at its discretion due to inclement weather, facility problem or any other situation deemed as appropriate.

The Civil Service Club and its servants and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.