BUCS TOUCH REGULATIONS

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TOU i The BUCS Touch Championships shall be conducted in accordance with the following sport specific regulations, the BUCS general regulations, and the Federation of International Touch (FIT) 5th Edition Rules of the Game, subject to mixed team variations. Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each event.

TOU ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

TOU iii In the event that these regulations contradict the Federation of International Touch (FIT) 5th Edition Rules of the Game, subject to mixed team variations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

TOU iv The gender eligibility criteria for the BUCS Touch Championships will be determined as per REG 4.3.

TOU 1 Championships The England Touch Association (ETA), on behalf of BUCS, will host annually a Touch Championships as listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers. All competition specific information will be available in the event entry information and pre-event information.

TOU 2 Affiliations

TOU 2.1 All institutions/Playing Entities must be a member of the England Touch Association, regardless of which country within the UK that said institution resides as per the requirements of the BUCS Sport Specific Affiliations Document. Failure to affiliate to the England Touch Association by the deadline stated in the BUCS Sport Specific Affiliations Document will result in sanctions being imposed as outlined in the BUCS Sport Specific Affiliations Document and the possibility of further disciplinary action.

TOU 2.2 All players must be a member of the England Touch Association, as per the requirements of the BUCS Sport Specific Affiliations Document. Memberships must be obtained by the deadline stated in the BUCS Sport Specific Affiliations Document. Failure to obtain membership by the deadline stated in the BUCS Sport Specific Affiliations Document will lead to sanctions as outlined in the BUCS Sport Specific Affiliations Document and possibly further disciplinary action.

TOU 3 Competition Rules

TOU 3.1 Squad and Team Selection

TOU 3.1.1 Squad Size At an event, each squad will consist of a maximum of 16 players, minimum of eight players. In the case where institutions enter multiple teams, players must only play for the team for which they are named on the team sheet.

TOU 3.1.2 Reference FIT Rule 5: during a single game, a maximum of 14 players may take part in that game. In the case where the squad consists of 15 or 16 players, one or two of the playing squad will be required to not take part in that game.

TOU 3.1.3 Reference FIT Rule 5.1: no more than six players are permitted on the pitch at any time.

TOU 3.1.4 As per FIT Rule 5.2: A Team must have a minimum of four players on the field for a match to commence or continue, except during a drop-Off.

TOU 3.1.5 There is no restriction on which players are rested for each game.

TOU 3.1.6 Team Composition on the Pitch As per FIT Rule 5.4: In mixed gender competitions, the maximum number of males allowed on the Field of Play is three, the minimum male requirement is one, and the minimum female requirement is one.

TOU 3.1.7 Following teams being entered on BUCS Play, players who wish to be eligible for selection for a team must apply to join, and be accepted into, the team's squad on BUCS Play by the deadline listed in the entry information.

TOU 3.1.8 When registering at an event (or in advance), each team will be required to complete a team sheet listing their chosen players (maximum 16, minimum eight, as per TOU 3.1.1) for the event from those listed in the team's squad on BUCS Play. Individuals who are not in the team's squad on BUCS Play will not be eligible to compete.

TOU 3.1.9 Upon registering at event control, the team captain must ensure the vest number of every team member is filled out on their squad team sheet.

TOU 3.1.10 In the case of institutions entering multiple teams into events, individuals are not permitted to be named, or play, for more than one team at the same event.

TOU 3.1.11 In the case of institutions entering multiple teams into an event, the strongest team must be fielded as the '1st team' and so on.

TOU 3.1.12 In the case of institutions entering multiple teams into events, there is no restriction on which team a player can be selected for, regardless of their selection at previous events. The strongest team available for the specific event should be selected as per TOU 3.1.10.

TOU 3.2 Interchanges As per FIT Rules, there is no limit on the number of interchanges that take place during a game. Throughout interchanging, team composition must be in accordance with TOU 3.1.6.

TOU 3.3 Clothing and Equipment Regulations on attire and footwear are outlined in FIT Rule 4 and are imposed without amendment.

TOU 3.4 Referee's Decision Any referee's decision will be final and no person, player or supporter can challenge the referees, control or sideline, following a decision.

TOU 3.5 Forced Interchange Please refer to FIT Rule 21

TOU 3.6 Sin-Bin Please refer to FIT Rule 22

TOU 3.6.1 The sin-binned player is to remain in the sin-bin area for four possessions.

TOU 3.6.2 If a player is sin-binned twice in the same game, the player will be dismissed from the game, see TOU 3.7.

TOU 3.6.3 If a player is sin-binned twice in two separate games during the same event, that player shall receive an automatic (one) game suspension.

TOU 3.7 Dismissal Please refer to FIT Rule 23.

TOU 3.7.1 If a player is dismissed from a game, they receive an automatic suspension from playing in any further games during the event. This supersedes FIT Rule 23.2. Examples of potential dismissible offences are listed in the FIT Rules.

TOU 3.7.2 Any dismissed player may be subject to a further disciplinary review, defined in the ETA Disciplinary Policy, linked here.

TOU 3.8 Field of Play Only players, referees, and medically trained persons (in order to tend to an injured player) may enter the playing area. During the interval, coaches and water-carriers may enter the playing area. Coaches and water-carriers must leave the playing area before the resumption of play and must not delay the punctual resumption of play.

TOU 3.9 Length of Matches All games, including finals, will be 20 minutes, with try scored turnaround being utilised.

TOU 4 Competition Structure

TOU 4.1 Competition Points and BUCS Points

TOU 4.1.1 Competition Points Competition points are not equivalent to BUCS points. They are the points awarded at the end of each event and are used to determine rankings for future events and the final standings at the end of the National Championship events. The number of points awarded to a team is dependent on their finishing position at an event and the number of teams that take part in the event.

TOU 4.1.2 Competition Points available at an Event The maximum number of competition points available at each event is calculated by multiplying the number of teams that take part by two. The first placed team will receive the maximum number of competition points. (For example, in a 16-team Regional Qualifying event, 32 points will be awarded to the first placed team.) The second placed team will receive two points less than the maximum etc. resulting in the last placed team receiving two points regardless of the number of teams that take part.

TOU 4.1.3 Qualification into the National Championship Events Teams are ranked into the National Championship Round 1 event based on their ranking after the Regional Qualifying events are complete. Competition points and any tries scored for or against are not carried over from Regional Qualifying events

TOU 4.1.4 Final Standings The winner of the BUCS Touch Championships will be the team who has accumulated the most competition points over the National Championship events.

TOU 4.1.5 Tie for Position During, between or concluding regional or national events, the position of any teams tied on competition points will be determined by the highest finishing position of each team in individual competitions. For example, a team that has finished first at an individual competition will be ranked higher than a team that has not. If the tie remains unresolved; the positions will be determined by the margin of tries scored for and against each of them, the team with the highest positive margin being ranked higher in the standings. If the tie remains unresolved; the team that has scored the highest number of tries will be ranked higher. If the tie remains unresolved; the tie will be resolved by a coin toss.

TOU 4.1.6 Awarding of BUCS Points BUCS Points will be awarded based on the final standings after the National Championship events. The BUCS Points on offer are listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points').

TOU 4.2 Regional Qualifying Events

TOU 4.2.1 North/South Boundary The North/South boundary defines which Regional Qualifying events institutions are eligible to compete at.

Institutions residing in the following counties are eligible to compete in the Southern events:

- Berkshire
- Bristol
- Buckinghamshire
- Cornwall
- Devon
- Dorset
- East Sussex
- Essex
- Glamorgan
- Gloucestershire
- Greater London
- Gwent
- Hampshire
- Hertfordshire
- Kent
- Monmouthshire
- Oxfordshire
- Somerset
- Surrey
- West Sussex
- Wiltshire

Institutions residing in all other counties, including those remaining in Wales, Scotland and Northern Ireland, are eligible to compete in the Northern events. This boundary is subject to change year on year, depending on entries into the competition.

TOU 4.2.2 Event Entry Spaces All Regional Qualifying events will have a maximum of 24 entry spaces. Teams must be entered via BUCS Play before the given deadline.

TOU 4.2.3 Second Wave Entry In the case that spaces are still available for entry into an event after the initial deadline has passed, a second wave entry will be opened. The entry fee for the second wave will be increased by 20% over the original first wave fee.

TOU 4.2.4 Over Subscribed Entry for Round 1 In the case that more teams have requested entry than there are spaces for Round 1, preference will be given to teams who entered the previous season's Championships. If there are still too many entries for spaces, preference will be given to teams who finished higher in the previous season's Championships. In the case that there are more teams wishing to enter, who did not enter the previous season's Championships, than there are remaining spaces, preference will be given to 'First' teams over 'Second/Third' teams etc. In the case

multiple 'First' teams who did not enter the previous season's Championships wish to enter, lots will be drawn to fairly decide who is given the remaining entry spaces.

TOU 4.2.5 Over Subscribed Entry for Round 2 In the case that more teams have requested entry than there are spaces for Round 2, preference will be given to teams who entered Round 1. If there are still too many entries for spaces, preference will be given to teams who finished higher in the Round 1. In the case that there are more teams wishing to enter, who did not enter Round 1, than there are remaining spaces, preference will be given to 'First' teams over 'Second/Third' teams etc. In the case multiple 'First' teams who did not enter Round 1 wish to enter, lots will be drawn to fairly decide who is given the remaining entry spaces.

TOU 4.2.6 Ranking for Regional Round 1 Teams are ranked into the draw according to their finishing position in the previous season's Championships. Any team entered who did not enter the previous season's Championships will be ranked after that of the lowest finishing team in the previous season's Championships. In the case of multiple teams entering the event who did not compete in the previous season's Championships, they will be ranked in alphabetical order respectively, after that of the lowest finishing team in the previous season's Championships.

TOU 4.2.7 Ranking for Regional Round 2 Teams are ranked into the draw according to their finishing position in Round 1. Any team entered who did not enter Round 1 will be ranked after that of the lowest finishing competitor in Round 1. In the case of multiple teams entering the event who did not compete in Round 1, they will be ranked in alphabetical order respectively, after that of the lowest finishing competitor in Round 1.

TOU 4.2.8 Regional Qualifying Final Standings The Northern and Southern final standings will be determined by the number of competition points gained across all completed rounds within the relevant region. The team with the highest accumulated points will rank highest etc. In the case of a tie, please see TOU 4.1.5.

TOU 4.3 National Championship Events

TOU 4.3.1 Event Entry Spaces All National Championship events will have a maximum of 40 entry spaces. Teams must be entered via BUCS Play before the given deadline.

TOU 4.3.2 Second Wave Entry In the case that spaces are still available for entry into an event after the initial deadline has passed, a second wave entry will be opened. The entry fee for the second wave will be increased by 20% over the original first wave fee.

TOU 4.3.3 Over Subscribed Entry for Round 1 In the case that more teams have requested entry than there are spaces for Round 1, preference will be given to teams who entered the Regional Qualifying events. If there are still too many entries for spaces, preference will be given to teams who finished higher in the Regional Qualifying final standings. In the case that there are more teams wishing to enter, who did not enter the Regional Qualifying events, than there are remaining spaces, preference will be given to 'First' teams over 'Second/Third' teams etc. In the case multiple 'First' teams who did not enter the Regional Qualifying events wish to enter, lots will be drawn to fairly decide who is given the remaining entry spaces.

TOU 4.3.4 Over Subscribed Entry for Round 2 In the case that more teams have requested entry than there are spaces for Round 2, preference will be given to teams

who entered Round 1. If there are still too many entries for spaces, preference will be given to teams who finished higher in the Round 1. In the case that there are more teams wishing to enter, who did not enter Round 1, than there are remaining spaces, preference will be given to 'First' teams over 'Second/Third' teams etc. In the case multiple 'First' teams who did not enter Round 1 wish to enter, lots will be drawn to fairly decide who is given the remaining entry spaces.

TOU 4.3.5 Over Subscribed Entry for Round 3 In the case that more teams have requested entry than there are spaces for Round 3, preference will be given to teams who entered Rounds 1 and 2. If there are still too many entries for spaces, preference will be given to teams who are ranked higher in the competition standings. In the case that there are more teams wishing to enter, who did not enter Rounds 1 and 2, than there are remaining spaces, preference will be given to 'First' teams over 'Second/Third' teams etc. In the case multiple 'First' teams who did not enter Rounds 1 and 2 wish to enter, lots will be drawn to fairly decide who is given the remaining entry spaces.

TOU 4.3.6 Ranking for National Round 1 Teams are ranked into the draw according to their finishing position in the Regional Qualifying final standings. Any team who did not enter the Regional Qualifying events will be ranked after that of the lowest finishing team in the Regional Qualifying final standings. In the case of multiple teams entering the event who did not compete in the Regional Qualifying events, they will be ranked in alphabetical order respectively, after that of the lowest finishing team in the Regional Qualifying final standings.

TOU 4.3.7 National Competition Tiering National Championship events are tiered into two competitions, Cup/Plate and Bowl/Shield/Salver/Vase respectively. For Round 1, the eight highest ranked teams from each of the Northern and Southern final standings who enter will be placed in the Cup/Plate competition for Round 1. The 9th to 20th highest ranked teams from each of the Northern and Southern final standings who enter (or any teams ranked as per TOU 4.3.6 who did not compete in the Regional Qualifying events) will be placed in the Bowl/Shield/Salver/Vase competition for Round 1.

TOU 4.3.8 Ranking for National Round 2 Teams are ranked into the draw according to their finishing position in Round 1. Any team entered who did not enter Round 1 will be ranked after that of the lowest finishing competitor in Round 1. In the case of multiple teams entering the event who did not compete in Round 1, they will be ranked in alphabetical order respectively, after that of the lowest finishing competitor in Round 1.

TOU 4.3.9 Promotion and Relegation for National Round 2 The teams that reach the Bowl Final in Round 1 will be promoted into the Cup/Plate Competition for Round 2. The teams in the 7th/8th Plate Play-Off from Round 1 will be demoted to the Bowl/Shield/Salver/Vase Competition for Round 2.

TOU 4.3.10 Ranking for National Round 3 Teams are ranked into the draw according to the number of competition points they have accumulated from Rounds 1 and 2. In the event of a tie for positions, please refer to TOU 4.1.5. Any team who did not enter Round 1 or 2 will be ranked after that of the lowest ranked team in the existing standings. In the case of multiple teams entering the event who did not compete in Round 1 or 2, they will be ranked in alphabetical order respectively, after that of the lowest ranked team in the existing standings.

TOU 4.3.11 Promotion and Relegation for National Round 3 The teams that reach the Bowl Final in Round 2 will be promoted into the Cup/Plate Competition for Round 3. The teams in the 7th/8th Plate Play-Off from Round 2 will be demoted to the Bowl/Shield/Salver/Vase Competition for Round 3.

TOU 5 Playing Regulations

TOU 5.1 Group Games

TOU 5.1.1 No drop-offs will be played in group games. Group points will be awarded on the following basis:

- Win: 4 Points
- Draw: 2 Points
- Loss: 1 Point
- Forfeit: 0 Points

NOTE: Group points are not equivalent to competition points

TOU 5.1.2 If a team cannot fulfil a group fixture and/or wilfully refuses to play, or wilfully abandons a game in progress, without prior consent of the referee team, the team will forfeit the game. The team will be awarded 0 group points as per TOU 5.1.1. The opposition for the game will be awarded 4 group points and a 5-0 winning margin.

TOU 5.1.3 Where a group game has been abandoned with the decision being made by the referee and/or event team, either at half-time or at any time in the second half, the result and tries scored by each team in the match shall stand.

TOU 5.1.4 Where a group game has been abandoned with the decision being made by the referee and/or event team, during the first half, the result shall be declared a draw. In this instance where a match has been declared a draw, each team will be awarded two group points and tries scored will count towards the total points and tries scored by each team in all their group matches.

TOU 5.1.5 If at the conclusion of the group stage two teams are equal on group points for any position in the group, their position in the group competition table will be determined on the result of the game between the two equal teams. The team that won the game shall be deemed to have finished higher in the group competition table. If the game between the two teams equal on competition points at the end of the group stage was a draw, then the following process shall be used to determine the placings:

TOU 5.1.6 The margin of tries scored for and against a team in all group games shall be considered. The team with the highest positive margin of tries shall be ranked higher in the group competition table. If the tie remains unresolved;

TOU 5.1.7 The team that has scored the highest number of tries in the group games shall be ranked higher in the group competition table. If the tie still remains unresolved;

TOU 5.1.8 The tie will be resolved by the toss of a coin between the team captains concerned.

TOU 5.1.9 If at the end of the group stage more than two teams are equal on group points for any position in the group, the following process shall be used to determine the placings:

TOU 5.1.10 The margin of tries scored for and against a team in all group games will be considered. The team with the highest positive margin of tries shall be ranked higher in the group competition table. If the tie remains unresolved;

TOU 5.1.11 The teams concerned shall be ranked by reference to the number of tries scored in all group games. The team with the highest number of tries scored in the group matches shall be ranked higher in the group competition table. If the tie remains unresolved;

TOU 5.1.12 The tie will be resolved by the toss of a coin between the team captains concerned.

TOU 5.2 Knockout Games

TOU 5.2.1 During the knockout stages, in the event of a game being drawn at the end of normal time, a drop-off will be used to determine the winner, as per FIT Rule 24. The drop off period will initially last two minutes. If a winner has still not been determined at the end of the two-minute period, the game will continue until a try is scored.

TOU 5.2.2 Apart from the wilful abandonment of a game, in the event of a game having to be stopped after its commencement under the provisions of the FIT Rules, then the following procedure shall apply:

TOU 5.2.2.1 Where a game has been abandoned either at half time or at any time in the second half the result shall stand. If both teams are tied, then the event organisational panel shall determine a method for deciding a winner.

TOU 5.2.2.2 Where the game has been abandoned during the first half, the result shall initially be declared a draw. Then the event organisational panel shall determine a method for determining a winner.

TOU 6 Disputes at Events In line with REG 7.7, should a dispute occur at an event, the event appeal panel for Touch Rugby shall comprise of the Tournament Director, at least one ETA Staff member and at least one BUCS staff member.

TOU 7 Referee Provisions and Nominations

TOU 7.1 Definitions

- **Full-Time Referee:** Someone who attends an event solely to referee, is not part of a team or named on a team sheet to play. Someone who attended a Level 1 Referee Course as a minimum.
- **Player Referee:** Someone who attends a tournament to play but will referee games when they are not playing to facilitate the tournament.

TOU 7.2 Provision of Referees

TOU 7.2.1 Nominating a Full-Time Referee Each team attending an event is expected to nominate and bring a Full-Time Referee. This is an expectation, not a requirement.

TOU 7.2.2 In the case that the event does not have a full provision of Full-Time Referees, teams will be asked to provide Player Referees. The number required will be a maximum of three.

TOU 7.2.3 Nominating Player Referees Upon registering at event control on the day of the event, teams who have not nominated a Full-Time Referee will be required to mark their players who will act as their Player Referees on their team sheet.

TOU 7.2.4 Distribution of Player Referee Slots In the case that Player Referees are required, slots will be allocated in the following order:

- Clubs who have entered multiple teams and not provided Full-Time Referees
- Teams that have previously qualified in the Cup or Plate Tiers and have not provided Full-Time Referees
- Teams that have not previously qualified in the Cup or Plate Tiers and have not provided Full-Time Referees
- Teams that have provided Full-Time Referees
- Teams that did not enter the previous season's Championships

TOU 7.2.5 Player Referee allocations will be made clear in the event schedule and teams should report to their allocated Player Referee games five minutes prior to kick-off.

TOU 7.2.6 Missed Player Referee Slot In the case that a team misses a Player Referee slot, a penalty deduction of two will be placed upon their total at the end of the event.