

Information & Conditions of Entry – Summer Season 2009

1. What's New For The Summer 2009 League?

ALL SPORTS CLUBS NO LONGER RECEIVE RATES & TAX DEDUCTIONS ON WATER, LIGHTS ETC... AND HAVE LEVIED 30 - 40% HIRE FIELD RENTALS. IN 2 TOUCH HAS ABSORBED THESE COSTS, HOWEVER A SMALL INCREASE WAS NEEDED TO COVER THE STANDARD RISING COSTS OF BUSINESS

- 1.1 In order to maintain the standard and integrity of the league, In 2 Touch reserves the right to make an overruling decision over any points listed below in the terms & conditions.
- 1.2 Please note due to unforeseen circumstances leagues may run past the scheduled end date, teams will still be required to play these games, we do apologize if some of your payers are unable to play the remainder of these games. These games will not be re-scheduled.
- 1.3 The Gauteng, Cape Town Summer season will run for 13 weeks from 26th January until 24th of April 2009
- 1.4 The KZN summer season will run for 13 weeks from 9th February until 4th May 2009
- 1.5 Port Elizabeth & Bloemfontein league dates are still to be confirmed.
- 1.6 This is for a season of touch rugby. League Cost is R1800 – R3400 venue depending
- 1.7 Golden Try Award (see 3.5)
- 1.8 ID Number Required for registration (see 2.1.5)
- 1.9 Cheques will no longer be accepted due to the high rate of fraudulency. (see 2.4.1)
- 1.10 **League Prices (Alphabetically Listed)**
 - Bloemfontein: (To Be Confirmed)
 - Brackenfell: R2850
 - Centurion: R2850
 - Edenvale: R2850
 - Eastrand: R2200
 - Kwa-Zulu Natal (Durban): R1800
 - Harlequins: R2850
 - Port Elizabeth: (To Be Confirmed)
 - Randburg: R2850
 - Sandton: R3400
 - Vaal Triangle (Vereeniging): R2850
 - Villagers Mens & Mixed: R2850
 - Villagers Ladies R1900
 - Zoo Lake Mixed: R2850
 - Zoo Lake Ladies: R1900

2. League Fees & Payments

- 2.1 The total cost of participating in the league is ranges from R1800 – R3400 depending on the venue and the league
 - 2.1.1 **Only upfront payments will be accepted!! Teams who do not pay will not be placed into the league after grading games.**
 - 2.1.2 **Any teams that register for the season and fail to arrive for any games will be liable for a R600 Administration Fee.**
 - 2.1.3 **Any team that pulls out after any game that has been played will be liable for the full season's fee.**

- 2.1.4 ID Numbers will be required in order to register your team. If a team's debt has not been resolved after the round robin stage, teams may be removed from the league and will not be allowed to participate in the playoff stages (Semis, Finals etc...). The organisers of those teams will also be banned from entering a team in the future until the debt has been paid. In 2 Touch may take further legal action in order to recoup the outstanding money.
 - 2.1.5 Please keep all receipts given to you by the league manager. This will help clear up any money complications if they were to arise.
- 2.2 In an effort to simplify registration and to avoid bad debt In 2 Touch will be scrapping the separate "Admin", "Registration" and "Game" fees in favour of an all inclusive 'League Fee'.
- 2.2.1 Indemnity forms / Team sheets need to be filled out on the first league night when payments are made. All players' details need to be completed on this form including e-mail addresses and contact numbers. No team will be allowed to play unless this form has been filled out.
- 2.3 The League fee is the total fee that a team is liable to pay to participate in the league and reflects a season long service that is rendered in the promotion and administration of your TOUCH RUGBY league.
- 2.4 The 1st round of games traditionally known as "grading" games will become known as "registration games". All administrative duties should be handled in this week and should games count towards log standings, teams will be timeously informed.
- 2.4.1 Payments can be made; online by credit/debit card (www.touchrugby.co.za), by direct transfer into the respective leagues bank account or cash on the night. Due to the high rate of fraudulency cheques will no longer be accepted.
 - 2.4.2 All direct transfers / deposits MUST be followed with a fax confirmation so we can credit your team account.
 - 2.4.3 PLEASE USE YOUR TEAM NAME AND LEAGUE VENUE AS A REFERENCE.**
 - 2.4.4 Fax details: Gauteng (011) 888-7189, Cape Town (021) 429-9176, Kwazulu-Natal, (031)572-5838

3. General Information

- 3.1 Teams must arrive on time and at the correct field 10 minutes before they are scheduled to play
 - 3.2 Every captain must confirm the names of the players that are present on the night, onto the score sheet before the start of the game. Names will automatically appear if they have been entered into the team profile with a correct e-mail address. This will allow players to qualify for the golden try award and for play-offs.
 - 3.3 Referees won't start the game unless the score sheet is completed.
 - 3.4 To qualify for semi-finals, a player must have played in at least 4 of the league games.
 - 3.5 A Golden Try Award will be given at the end of the season to a player in each division who scores the most tries. (This can be monitored weekly on the website). Players have to be registered in their team profiles with active e-mail and cell phone numbers in order to be eligible for this award.
- 3.6 **Divisions, Fixtures & Formats**
- 3.6.1. Each team will play a registration or warm up game, this game can be used to determine the team's ability, skill and appropriate division to be placed in.
 - 3.6.2. Teams are then placed into division's equal strength.
 - 3.6.3. The divisions vary from super-league to social, ladies and mixed.

- 3.6.4. Divisions will generally be made up of **6 teams or 8 teams**; however exceptions will be made where circumstances warrant them.
- 3.6.5. Teams play one night per week against other teams in their respective divisions.
- 3.6.6. Teams must check their fixtures online at www.touchrugby.co.za. An automated e-mail will be sent to players whose e-mail addresses are under their team profiles the two days before the scheduled league game. This is the confirmed time for the game. Future game times may change due to: a formal request by the team captain, to prevent clashes between mixed and men's teams or availability of referees.
- 3.6.7. Should at least 4 players not be present to begin a game, the team with sufficient players will receive 1 try for every 2 minutes lost, until the game can commence.
- 3.6.8. A friendly game will be organised if the opponents are unable to make the scheduled game or your team is scheduled to play a bye team. Games will not be rescheduled.
- 3.6.9. Leagues may fall behind schedule owing to circumstances beyond our control, such as rain, power failures and public holidays. In 2 Touch reserves the right to:**
 - 3.6.9.1 Hold teams accountable for match fees for games missed and forfeit these points.
 - 3.6.9.2 The league manager will arrange a friendly for the team, which has arrived. This game will stand and the team will record a 10-0 victory irrespective of the friendly game result.
 - 3.6.9.3 Schedule more than 1 game per evening
 - 3.6.9.4 To move playing venues as well as the "week days" in order to complete the league.
 - 3.6.9.5 At least 7 days notice will be given should any major changes to the schedule be considered.
 - 3.6.9.6 Whilst we will endeavour to accommodate everyone, teams are liable to play their catch-up games and no refunds will be given
 - 3.6.9.7 If 75% of the game has been played and it has to be stopped for rain, power failures etc... the score at that time will stand.

3.7 League Rules

- 3.7.1. A central timer will be used to start and finish games.
- 3.7.2. Only moulded boots with a **minimum of 10 studs** are allowed. No exceptions will be made i.e. any metal studded rugby boots.
- 3.7.3. Points scoring as follows: Win = 4 points, Draw = 2 points, Loss = 1 point, No Show = 0 points, Identical T-Shirts = 1 point. Thus a maximum of 5 points can be achieved on 1 night
- 3.7.4. From the first league game 1 bonus point will be awarded if a whole team wears identical t-shirts. Bonus points will not be earned in the registration / grading game.
- 3.7.5. After each game the captain will be required to sign the referees score sheet and confirm the score and accept that a t-shirt point has or has not been awarded, by signing the referee's score sheet. Once the score sheet has been signed by both captains, the result is deemed final.
- 3.7.6. In most instances the top 4 teams in each division will contest the finals and the rest of the teams will play friendly or positional matches i.e 5 vs 6.
- 3.7.7. In exceptional instances only, teams who are drastically over or under performing in their graded divisions will be moved to a higher or lower division respectively. The team will be either swapped with another team from that respective division, or alternatively they will be allocated the average points of its new division.
- 3.7.8 All participating players are to be registered with the teams they play with in the league (Not more than two teams). Team captains playing unregistered or unauthorized players must bring it to the attention of the referee and opposition**

captain before the game. Teams may be liable to forfeit the points if these players are not registered for the team or do not adhere to the leagues rules. (3.7.9)

- 3.7.9 Any discrepancies regarding an illegal player must be brought immediately to the attention of the referee, if he/she can not resolve the issue; the game must be paused and the league manager on the night must make a decision.
- A player may not play for 2 teams in the same division if this occurs In 2 Touch will be allowed to forfeit the game and award a win to the opponents.
 - However a player is allowed to play for a **maximum of two** teams in different divisions so long as the divisions mirror each other. I.e. Division 1 and Division 2, not Division 1 and Division 4. However, no more than 3 players from a higher division may play in a lower division team.
 - **In 2 Touch cannot guarantee that the game times for these respective teams will not clash.**
- 3.7.9. Any serious violation of the league rules or conditions will result in a player being summoned to a hearing by the league organisers.
- 3.7.10. If any players or teams do not abide by In 2 Touch rules specified above In 2 Touch reserves the right of admission and may expel any individual or team if necessary.

4. Venues & Contact Details

4.1 Gauteng

- 4.1.1. **Randburg** – 1 Touch – Somelelo “Budgie” Diya– (011)888-7157 – Old Parktonians Sports Club – C/o Jan Smut & Garden Rd, Bordeaux (Monday Nights)
<http://randburg.touchrugby.co.za>
- 4.1.2. **Centurion** – 1 Touch – Reinhard Van Wyk– (011)888-7157 –Centurion Rugby Club – West Road, Lyttleton (Tuesday) <http://pretoria.touchrugby.co.za>
- 4.1.3. **Pretoria** – 6 Down – Reinhard Van Wyk– (011)888-7157 – Harlequins Sports Club: Totius Rd., Groenkloof (Thursday) <http://pretoria.touchrugby.co.za>
- 4.1.4. **Sandton** – 6 Down – Armand Wait (011)888-7157– George Lea Sports Club, C/o William Nicol & Sandton Drive (Monday) <http://sandton.touchrugby.co.za>
- 4.1.5. **Edenvale** – 6 Down – Armand Wait (011)888-7157– Jeppe Quondam: Boeing Rd East, Edenvale (Wednesday) <http://edenvale.touchrugby.co.za>
- 4.1.6. **Eastrand** – 6 Down – Francois – 084 620 4748 or Reinhardt Greyvensteyn – 0833077660 Bosman Stadium in Brakpan. (Monday) <http://eastrand.touchrugby.co.za>
- 4.1.7. **Vaal Triangle** – Kobus Dreyer – 082 787 5889 – HTS Vereeniging Sports Ground, Beethoven Str, Duncanville, Vereeniging (Wednesdays)
<http://vaaltriangle.touchrugby.co.za>
- 4.1.8. **Zoo Lake** - 1 Touch & 6 Down – Somelelo “Budgie” Diya (011)888-7157 – Zoo Lake Sports Club, C/o Lower Park & Westwold Way Parkwood. (1-Touch Wednesday; 6-Touch Thursday) <http://sandton.touchrugby.co.za>

4.2 Cape Town <http://westerncape.touchrugby.co.za/>

- 4.2.1. **Claremont** – 6 Down – Kurt Jonkers – (021)439-8646 – Villagers Rugby Club: Landsdowne Rd, Claremont (Monday and Wednesday)
- 4.2.2. **Brackenfell** – 1 Touch – Kurt Jonkers – (021)439-8646 – Brackenfell Rugby Club: Wittels Road, Brackenfell (Monday)
- 4.2.3. **Durbanville-Belville** – 1 Touch – Kurt Jonkers (021)439-8646 – Durbanville-Belville Rugby Club; 1 Sport Road, Durbanville.

4.3 Kwazulu-Natal <http://durban.touchrugby.co.za>

4.3.1. **Durban** – 6 Down – Jenna Nortier 072 117 3322 – Collegians Rugby Club: 67 Walter Gilbert Rd, Morningside. (Below 80's Night Club) (Wednesday)

4.4 *Bloemfontein* <http://bloemfontein.touchrugby.co.za>

4.4.1 **No leagues currently being run**

5. Format

There are two variations of Touch Rugby that can be played “1 Touch” or “6 Down”.

“In 2 Touch” 1 Touch Rules and “FIT” 6 Down Rules will be applied

“1 Touch” is South Africa’s traditional form of Touch Rugby.

- It involves a single phase of possession/touch and can be played effectively with not too much practice.
- “1 Touch ” is played at leagues in Bloemfontein, Brackenfell, Centurion, Durbanville, Port Elizabeth, Randburg, Vaal Triangle, Zoo Lake
- Team squads on each night consist of 12 players for 1 touch (5 on the field), (only 10 players will be eligible for medals). Additional medals can be purchased.
- Currently we only have men’s divisions (Although women are welcome to participate).
- Rules can be downloaded from <http://www.touchrugby.co.za/>

“6 Down” is the international version of the sport.

- It involves six phases, or touches, and is a more structured game than “1 Touch.”
- Mens, ladies and mixed teams can enter into the leagues.
- Players can achieve provincial and national representation selection.
- “6 Down” is played in leagues at Sandton, Harlequins, Edenvale, Eastrand, Villagers & Durban North.
- Team squads on each night consist of 12 players for 6 Down (6 on the field), in a mixed game a minimum of 3 ladies must be on the field at all times (only 10 players will be eligible for medals) additional medals can be purchased.
- Abbreviated rules can be obtained from: <http://www.touchrugby.co.za/>
- Official rules can be obtained from: <http://www.internationaltouch.org/> (Game Development)

6. Proprietary Clause

“The information contained herein, as well as rules and systems associated with IN 2 TOUCH’s of method of promoting of the sport of Touch Rugby have been developed exclusively by IN 2TOUCH. The developed systems, information and conditions of entry, and the respective pricing are considered by IN 2 TOUCH to be of proprietary nature. In this respect, the touch player, company or any 3rd party reviewing this information must honour IN 2 TOUCH’s proprietary/intellectual rights in this regard and must refrain from copying or disclosing its contents to any third party”