

# SURVEYORS SEVENS RUGBY & NETBALL 7<sup>s</sup>

January 2024

Dear Team Captains,

## THE NATIONAL SURVEYORS SEVENS WOMEN'S TAG RUGBY TOURNAMENT FRIDAY 24 MAY 2024 ENTRY FORM & TOURNAMENT RULES

I take pleasure in writing to you enclosing an entry form together with rules of entry and qualification for this year's Women's Tag Rugby Tournament. The event will take place, as usual at The Richmond Athletic Ground, South West London.

The event will be held on Friday 24 May. The day will likely commence around 1300 with the last game – the Men's final around 2000. It is expected that as a result the event will be attended by many throughout the day. I would ask you all to encourage your companies to try and participate in the event whether it is for the afternoon or the evening.

The closing date for entries will be **Wednesday 14<sup>th</sup> March 2024**. All entry forms and accompanying cheques must have been received no later than this date. This year, again Colliers International is to handle the Treasury function of the tournament. The committee would like to thank Colliers International for taking on this role.

I would like to draw your attention to point six on the accompanying notes of entry concerning entry qualifications which requires that team members are to be bona fide employees or partners/ directors of the firm in question. A squad sheet, together with photographs will be required one week prior to the tournament which will be verified.

I would also point out that each competing team is responsible for its own insurance for all players in their squad and it is up to the entrants to ensure they are fully and correctly covered. Each party will be asked to sign a form to confirm this.

I look forward to receiving your form back. Should your company be unable to field a full women's team but you have players that want to participate, please let me know as a Barbarians team can be created.

I hope that you will find the information to be self-explanatory, however should you have any questions please don't hesitate to contact me.

Yours sincerely,



**Phyllis Agbo for and on behalf of The National Surveyors Rugby Sevens Committee**  
Stories, The Record Hall, 16-16a Baldwins Gardens, London EC1N 7RJ  
07825 402 734 [phyl@stories.partners](mailto:phyl@stories.partners)



**THE NATIONAL SURVEYORS SEVENS WOMEN’S TAG RUGBY TOURNAMENT THE RICHMOND ATHLETIC GROUND FRIDAY 24 MAY 2024  
ENTRY FORM CLOSING DATE FOR ENTRIES – WEDNESDAY 14 MARCH 2024**

We wish to enter a team for this year’s tournament and enclose here with our entry fee for **£750**. We confirm that all players in the team are bona fide partners/directors or employees of the firm as at the date of the competition, also that a full list of the names of squad members will be returned to the committee one week prior to the event. If an illegal player is fielded or if there is failure to present the full team the organising committee have full discretion to take any decision they see fit as being in the interest of the Tournament.

We understand the conditions of entry and rules of the tournament and agree to abide by such.

Name: ..... Signed: .....  
**Team Captain (Block Capitals)**

Name: ..... Signed: .....  
**Partner/Director (Block Capitals)**

Please make cheques payable to: **“Colliers International Property Consultants Limited”**  
*BACS details are available upon request*

.....

**Company Name:** .....

**Name of Team Captain** .....

**Address** .....

.....

**Tel No:** .....

**Email:** .....

**Team Shirt Colours**

**Shirts:** .....

**Tag shorts:** .....

**(Regulation Tag shorts must be worn as per the rules. These can be ordered from <https://trytagrugby.com/london/custom-kit/>)**

**Socks:** .....



Date ..... Signed .....

*If the Team Captain is not the person to whom correspondence should be addressed, please complete the following:*

Contact .....

Address .....

.....

Tel No: .....

Email: .....

Date ..... Signed .....

### 1. DATE & VENUE

This year's tournament takes place on **Friday 24 May 2024** and will be held as usual at the RICHMOND ATHLETIC GROUND.

### 2. CLOSING DATE

The closing date for entries this year is **WEDNESDAY 14 MARCH 2023**

### 3. TOURNAMENT FORMAT

- Matches will be seven minutes each way with a one minute halftime break.
- The structure of the tournament will either be run on a group basis or as a round robin. Each team. Thereafter the tournament will be on a knockout basis with two semi-finals and a final. There will also be a third/fourth place game.
- A timetable will be issued closer to the date of the tournament.

### 4. ENTRY FEES

The entry fee will be **£750**.

### 5. ENTRY APPLICATIONS

Entries should be on the attached form and sent in the first instance to:

**Phyllis Agbo, Stories, The Record Hall, 16-16a Baldwins Gardens, London EC1N 7RJ**

or [phyl@stories.partners](mailto:phyl@stories.partners)

but your cheque for **£750** should be made payable to:-

**"Colliers International Property Consultants Limited"**

**BACS details available upon request.**

## 6. ENTRY QUALIFICATIONS

The Tournament is open only to those firms of estate agents, Chartered Surveyors or valuers **whose teams consist of bona fide partners/ directors or employees of that firm**, as at the date of the tournament; or other teams at the sole discretion of the committee.

For the avoidance of doubt, in terms of eligibility, any player representing a team **must obey to the following:** -

- a. Currently working or studying within the property industry;
- b. A **full time** bona fide employee at the date of the tournament

## 7. INSURANCE

By entering the competition, it is the responsibility of each team and their players to be covered by necessary insurance with all necessary and appropriate insurance to cover all liabilities in case of injury to themselves or any third party. The National Surveyors Committee cannot be held responsible if appropriate insurance is not in place.

## 8. HEALTH & SAFETY

It is the responsibility of all teams, their staff, guests, and visitors to have honour to health & safety legislation and to act responsibly.

## 9. TROPHIES

It is the responsibility of each team, their participants and the company, should they be successful, to safeguard and to be responsible for any trophies received.

## THE NATIONAL SURVEYORS WOMEN'S TAG RUGBY SEVENS TOURNAMENT THE RICHMOND ATHLETIC GROUND FRIDAY 124 MAY 2024 COMPETITION RULES

Games will be played under Try Tag Rugby rules. An outline of the rules can be found below however the full rulebook can be downloaded from <https://www.trytagrugby.com/play-tag-rugby/rules/>.

1. Tag Rugby is a non-tackle, minimal contact version of rugby.
2. The objective of the game is to be the team that has accumulated the most points at full time by scoring tries.
3. A try is scored by the attacking team when they place the ball on ground on or over the try line.
4. A try is worth one point. There are no conversions in Tag Rugby.
5. Defenders must remove the ball carrier's tag to stop their progress. The defender then holds up the tag and drops it to the ground marking where the player was tagged.
6. After a tag is made, play resumes by the attacker going back to where they were tagged, placing the ball on the ground and rolling it backwards with their foot. This is called a 'play the ball' or 'roll ball'.
7. The defensive side is allowed one marker at the roll ball. The marker is a defender who is allowed to stand directly in front of the attacker within one metre during the roll ball.
8. The remainder of the defending team must be back seven metres from the attacking player during the roll ball and in line with the referee.
9. A dummy half is the attacking player who picks the ball up from the roll ball and distributes it. The dummy half is allowed to promote the ball whilst having only one or no tags on as long as they only take one step.
10. The defensive line - which will be back seven metres with the referee - can only move forward when the dummy half touches the ball. The dummy half can run with the ball and is allowed to be tagged. The dummy half can also score a try.
11. The marker must remain square with the attacking player rolling the ball and not move until the dummy half has touched the ball.
12. The dummy half has a limited time to pick up the ball after the roll ball. If delayed, the referee will start a three second count. If the ball has not been picked up by the end of the count, a turnover shall be awarded to the defending team and they will roll the ball from the same position. In NO instance is the marker allowed to dive on, pick up the ball or move around during the play the ball process until the dummy half has touched the ball. If this occurs, a penalty will be awarded to the attacking team. The referee may opt to start the 3 second count before the play the ball if the player who is playing the ball doesn't play the ball immediately when returning to the mark.
13. If the ball goes out of bounds, a roll ball is taken five metres in from the side line.
14. Passing over the try line or crossing back over the try line will result in a tag, not a turnover. If a player is trying to pass to a team mate, they must do so before crossing the try line. If they pass to a team mate after crossing the try line (or after crossing the try line and running back into the field of

play), the try is disallowed and a further tag is called. A play the ball five metres out is awarded to the attacking team.

15. Each team has six tags / plays to promote the ball before a changeover occurs and the defending team becomes the attacking team.
16. An attacker must stop and play a roll ball if he or she is caught in possession with only one tag or no tags on.
17. Players are not allowed to surrender. Surrendering is a voluntary tackle, which will result in a penalty.
18. The ball is allowed to touch the ground as long as it is not propelled from hand/arm in a forward motion.
19. The game is minimal contact; an attacker cannot deliberately bump into a defender. A defender cannot change direction and move into an attacker's path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid the defender.
20. The ball carrier is not allowed to protect his tag or fend off defenders. This is to say move a hand, elbow or the ball over the tags or push/knock away a defender's hand, either accidentally or deliberately, as the defender is attempting to take off a tag.
21. If an attacker is tagged simultaneously to releasing the ball, the referee will call play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to attacking team).
22. If a player trips/falls and lands on their knees, it will be play on if a defender is not within tagging distance. If a player trips/falls and lands on their knees and a defender is within tagging distance, it will be deemed a tag.
23. A player can go down on their knees to score a try over the try line as long as there are no players from the opposing team within tagging distance.
24. A player cannot dive to score a try if a defender is within tagging distance.
25. An attacking team player cannot dive on a ball if there is a defending team player within 2 metres of the ball.
26. A player can on releasing the ball from hands, kick the ball in any direction as long as it is not a 'drop kick' and as long as it stays below the height of the referee's shoulder before bouncing.
27. A player can kick a loose ball as long as nobody from the opposing team are reaching for the ball with their hands and the kick goes stays the height of the referee's shoulder before bouncing.
28. Kicking is allowed at any point in the game, providing it abides by the rules stated above.
29. Kick offs are taken by the team which scored the try. As a matter of courtesy, if you score a try, please take the ball back with you as your team will be kicking off next. This kick does not need to stay below the referee's shoulder however it does need to have its first bounce before the try line. If the ball is not stopped by the receiving team before crossing the try line, the ball is turned over. The attacking team becomes the defending team and kicks off.