

**THE ANNUAL**

# PARK HOUSE



**21<sup>ST</sup> AUGUST**



**HARD.**



**FAST.**



**FUN.**

***For more information please contact Paul Russ on 07976 008 868 or email [paul.russ@mouchel.com](mailto:paul.russ@mouchel.com)***

***Now in its seventh year, the Park House Rugby 10's competition is Kent's premier pre-season challenge. The event comprises of mini leagues followed by knockout Cup and Plate competitions, giving everybody a great day of rugby that is ideal as a pre-season warm up and great for squad preparation.***

***Competition is very high with representatives from the South East's top teams including the reigning champions from the Honorary Artillery Company alongside local teams from Westcombe Park, Charlton Park and Bromley. Invitational sides from universities and senior clubs are also very welcome.***

***“In a spectacle of bone crunching tackles and super fast running more than 150 rugby players from across Kent and South London descended on Park House”*** *Tim Ashton, News Shopper August 2006*

***In addition to the rugby there will be plenty of entertainment on offer including Live Music, DJ, a BBQ and Bar serving food and drinks.***

***There will also be Bouncy Castles, Face Painting, Competitions and much more so bring the family and friends for a fun day out!***



# Tournament rules



## Ten-A-Side Law Variations

01. Rules for the tournament shall follow the spirit of the Laws for Seven-A-Side, i.e:
  - a) The team that scores shall restart.
  - b) All kicks at goal and at the kickoff shall be drop kicks, the try scorer has to take the kick.
  - c) All infringements by a team taking a kickoff/restart shall result in a free kick to the opposition.
02. The scrum must have five players from each team at all times. However, if a team is reduced to fewer than 10 players for any reason, then the number of players of each team in the scrum may be similarly reduced. A team must not have fewer than three players in the scrum.
03. If a team elects to take a penalty kick at goal, a drop kick must be used and must be taken within 40 seconds of the nomination to kick at goal.

## Sending Off and Sin Bin

04. A player sent off by a referee will not play again in the tournament. The referee will send a written report to the Constituent Body of Rugby Union to which the player's team and the player belong.
05. A player who is sent to the sin bin will be suspended from play for three minutes of actual playing time. The three minutes will start from the time the player crosses the touch line closest to the sin bin area. The player shall return to the nominated sin bin area and await permission to rejoin the game after the three minutes of playing time has expired.
06. All referees appointed by Park House FC. A replacement from each side must act as a touch judge during each game.

## Composition of the Teams

07. Each team shall comprise ten players selected from a squad of up to 15 players who must all be registered before the start of play. A replacement from each side must act as a touch judge during each game.
08. Unlimited interchange of players will be allowed during the course of the match. The incoming interchange player shall first report to the fourth official at half way who will bring the replacement to the attention of the touch judge or referee. Changes can only be effected during breaks in play (not including penalties or free-kicks), and from the halfway line.
09. A team which has less than 15 players because of injuries may borrow reserve players. They can borrow only players who have been registered prior to the event, from teams which have already been eliminated from the tournament, such teams being either in the same or lower level of the tournament (eg Cup, Plate, Bowl). A reserve player may only be used as a replacement in a match and only after all members of the team originally registered have been deemed unfit to play, and must be retained in that team for the remainder of the tournament unless he is injured.
10. No persons shall enter the playing area during a match except medically trained persons who may enter at any time to tend to an injured player. Team members, but not coaches or managers, acting as water boys may enter the playing area during a stoppage in play but only with the permission of the referee or touch judge. They must wear distinctive clothing to identify themselves.

## Tournament format

11. There will be 20 teams in four pools of five teams.
12. All decisions regarding the seeding of teams are the sole responsibility of the tournament organizers.
13. Play will commence with the teams in each pool playing against each other in their respective pool.
15. In each pool game, two points will be awarded for a win and one point per team for a draw. There will be no extra time.
16. On completion of the pool games there will be two knockout competitions, the Cup and Plate.
  - a) The top team in each pool will advance to the Semi-Finals of the Cup.
  - b) The runners up in each pool will advance to the Semi-Finals of the Plate.
17. The winners of the Semi-Finals will advance to the respective Finals.
  - a) The winners of the Cup Semi-Finals will advance to the Cup final.
  - b) The winners of the Plate Semi-Finals will contest the Plate Final.

## Pool standings

18. If two or more teams in a pool finish level on points awarded to them under rule 15 above, the team that has scored most tries is the winner. If the try count is equal, the team that has scored the most converted tries is the winner. If the converted try count is equal, the team that has the highest for/against point's difference is the winner. If the for/against point's difference is equal, the winner is determined by the toss of a coin.

## Duration of Games

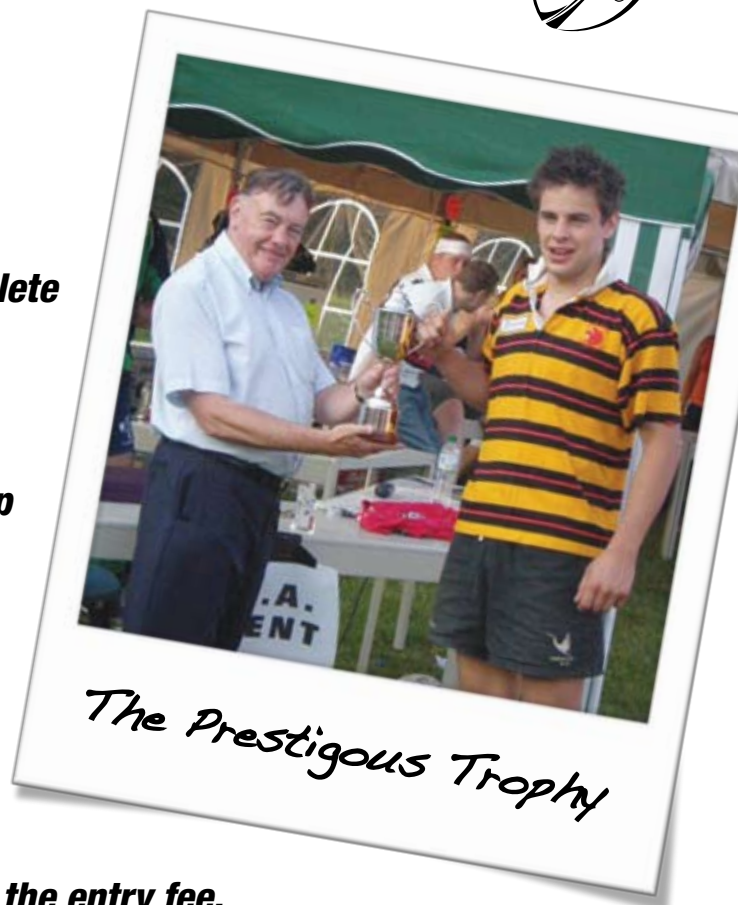
19. The duration of all pool games and Semi-Finals is ten minutes each half with a two-minute interval.
20. Finals are 12 minutes each half with a three-minute interval.
21. In the event of a tie in a Cup or Plate game, sudden death extra time is played. Extra time is in periods of five minutes and teams will change ends without an interval. The side that first kicked off will do so in the first period of extra time. Any subsequent kickoffs, as required, will alternate between the sides. The team that scores first in extra time will be declared the winner. If it is still even after extra time the game will be decided by the toss of a coin.

***The rules of the tournament, including their interpretation and any additional rules, are at the sole discretion of the tournament organisers, whose decisions shall be final.***

**ONLY £75  
PER TEAM**



***If you would like to enter a team, please complete the entry form and send it with two cheques, both for £75.00, by post to Paul Russ at the address shown below. The first cheque for £75.00 includes the entry fee for your team (up to 15 players) to cover the running of the day, with the remaining £75.00 cheque being a refundable deposit upon registration of your team on the day. If you do not register then the £75.00 is deemed non-refundable and your entry will be void.***



***Travel, food and beverages are not included in the entry fee.***

***Teams can eat and drink in the bar area, or from one of the many stalls.***

***Teams MUST register by 11.45am on the day of the event. First group games kick off at 12pm. Failure to show will mean elimination from the tournament and loss of deposit.***

***The Registration/Control tent will be situated nearest to the clubhouse.***



***Please enter my team into the Park House Rugby 10's competition, I enclose two £75.00 cheques.***

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone: \_\_\_\_\_ Fax: \_\_\_\_\_ email: \_\_\_\_\_

Team Name: \_\_\_\_\_ Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Cheques should be made payable to Park House Football Club. This entry form must be signed by an authorised representative of the team entering the competition. Signing this form implies acceptance of the following conditions: The organisers cannot accept any responsibility for injury to players, whether occurring on or off the field of play; once an entry form has been submitted and funds have been cleared through the organiser's bank, we regret that no refund will be possible in the event of cancellation. £75.00 will be refunded upon registration of your team on the day.

Please return to: Paul Russ  
PH 10's Competition Organiser  
'Spindrift'  
The Drift  
Keston  
Kent  
BR2 8HL



# DO YOU FANCY A CHALLENGE?

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The Forces Children's Trust is dedicated to helping children in need whose father or mother has died, or has been seriously injured, whilst serving as a member of the British Armed Forces.

We at The Challenge 2010 are dedicated to raising funds for the trust during 2010, up until March 2011. Therefore, we are encouraging people who are thinking of raising money for a charity, by whatever means, to think of the Forces Children's Trust and join our 'Challenge' to raise funds.



**LONDON TO KENT MARATHON**  
**25<sup>TH</sup> SEPTEMBER 2010**



**THE CROSS CHANNEL SWIM**  
**26<sup>TH</sup> SEPTEMBER 2010**



**CALAIS TO SENNELAGER CYCLE**  
**28<sup>TH</sup> SEPTEMBER 2010**

Full details can be found at [www.fctchallenge.org.uk](http://www.fctchallenge.org.uk) where you can register for the marathon or cycle ride events (sorry, swim is already over subscribed!!) or register your event/challenge.

***TO HELP A CHILD IS AN HONOUR.***  
**WE LOOK FORWARD TO YOU JOINING US!**

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The Forces Children's Trust  
[www.forceschildrenstrust.org](http://www.forceschildrenstrust.org)  
Reg. Charity No. 1104212

