



## Player Information

House of Commons & Lords XV v Hemel Hempstead (Camelot) RUFC

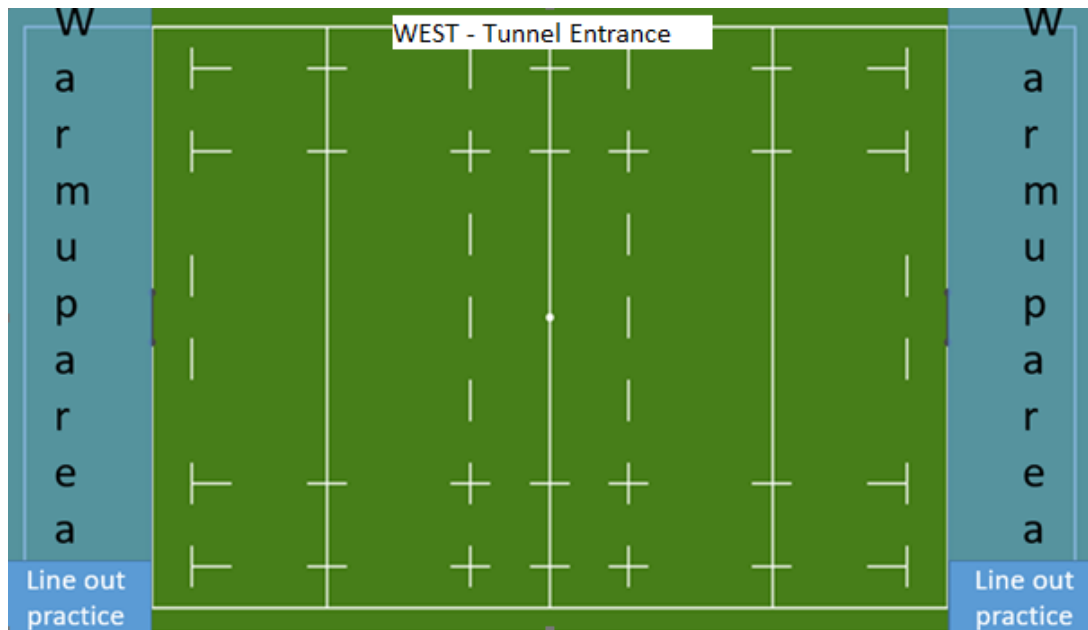
May 12<sup>th</sup> Twickenham Stadium

### Changing Rooms

- Home Changing Room (England) -Commons and Lords RUFC.
- Away Changing Room – Hemel Hempstead (Camelot) RUFC.
- Male Match Officials Changing Room – Male Match Officials.
- Female Match Officials Changing Room – Female Players and Officials.
- No glass in the changing rooms and tunnel areas.
- Studs recommended

### Warm Up and Match:

- Injured Players Foundation to provide match balls.
- Water will be available pitch side. Recommend bringing own refillable water bottles too.
- Areas to warm up on areas in below diagram only.
- Scrumming practice to be done on Astro/artificial turf only.
- Line out practice to be on the east corners.
- No individuals on the pitch post-match as the grounds team will be working on the pitch immediately after the game.



### Medical Support:

X2 Paramedics have been sourced through the Stadium Team.

## Squads & Match Officials



### **Commons & Lords RUFC**

Lord Robert	Addington	(Club Captain)
Carl	Anderson	
Richard	Austin	
Mat	Bates	
Richard	Beevers	
Lord Robert	Booth	
Luke	Brennan	
Staffo	Butt	
Robert	Callaway	
Hannah	Clemson	
Rhys	Cleverly	
Dean	Cometson	
Stephen	Crabb MP	
James	Crabb	
Robert	Davis	
Sean	Eley	
Ben	Evritt MP	
Paul	Farrelly	
Kieran	Harris	
Chris	Herneman	
Jug	Johal	
Mark	Johnston	(Medic)
Simon	Joslin	
Stuart	McDonald	
Rosie	Meek	
Jon	Moore	
Tim	Mordeci	
Martin	Owen	
Mark	Pawsey MP	(Chairman)
Sir Mike	Penning MP	
Chris	Pierce	
Jai	Purewal	
Morgan	Reeves	
Lloyd	Reeves	
Sam	Tarry MP	
Jon	Tyler	
Simon	Tyler	
Matt	Warman MP	
David	Wyn-Jones	

**Coach:** Chris Moon

**Assistant Coaches:** Robert Engelhardt & Ioan Crabb



### **Hemel Hempstead (Camelot) RUFC**

Tom	Aitken	
Jamie	Beck	
Tim	Button	
Jon	Byrne	
Matt	Cannon	
Kristian	Cooves	
Joe	Cox	
Andy	Curtain	
Mike	Green	
Terry	Hare	
Andy	Hinton	
Nick	Hoyes	(Chairman)
Ben	Kay	
Mike	Killeen	
Ryan	Long	
Jason	Lowde	
Paul	Maddison	
David	St George McKenzie	
Damon	Marii-Metuarii	
Daniel	O'Brien	
Sir Mike	Penning MP	
Darren	Perry	
Mark	Pyneart	
Matt	Rance	
Tim	Richardson	
Charles	Riches	
Will	Temperley	
Barry	Thorne	
Simon	Tillyer	
Sam	Townsend	(Coach)
Jamie	Waterman	
Ross	Willoughby	
Richard	Woodard	(Captain)

**Manager:** Nikita Jackson

**Coach:** Sam Townsend

**Water:** Harry Woodard & Albert Newbury-Kemp

### Match Officials

**Referee:** Paul Murphy LSRFUR

**Asst. Referee:** Lord Robert Hayward LSRFUR

**Asst. Referee:** James Savage LSRFUR

**Asst. Referee:** Dean Nixon HHRUFC

## **Match Format & Rules**



### **Format**

Match will be played over 4 quarters of 20-minutes each with a 5-minute break between quarters. The match will be played according to the following modified laws.



### **The Scrum**

All scrums are uncontested. In an uncontested scrum the teams do not compete for the ball and the team putting in the ball must win it. There is to be no pressure scrummaging and neither team is allowed to push the other team away from the mark or to wheel the scrum.

All 8 forwards must participate in every scrum and all 8 must remain fully bound until the scrum ends.

The scrum ends when the scrum half clears the ball from the scrum. The scrum half must not follow the ball around the scrum. The offside line for the non-feeding scrum half is either the centre line of the scrum on the side from which the scrum is fed or behind the last man's feet of his team's scrum.



### **Lineouts**

There are to be no quick lineouts. A lineout must consist of 8 players. The lifting or supporting of players in the lineout is not permitted. Players jumping for the ball must not be assisted by other players in the lineout.



### **Offside**

The offside laws must always be observed. Failure to fully comply with the offside laws results in player frustration and niggles which can quickly destroy any game of Rugby.

Among other things, being onside means remaining behind the foot of your team's hindmost player at rucks and mauls, remaining 5 metres behind your last man's feet at scrums and remaining 10 metres back from the centre line of a lineout.

Entry to rucks and mauls must be "through the gate" from an onside position and not from the side.



### **Kicking**

A player may kick the ball in general play but only when inside his team's 22 metre area. Kicking in general play outside a team's 22 metre area will result in a scrum being awarded to the non-kicking team from where the kick took place.

If a free kick is awarded to a team inside their 22-metre area the ball may be kicked directly into touch if they wish, and they get the gain in territory (although their opponents will have the throw in to the ensuing lineout). If the ball is kicked directly into touch from a free kick awarded outside a team's 22 metre area, there is no gain in territory for them and their opponents will have the throw in to the ensuing lineout. A team awarded a penalty kick may kick the ball in whatever way they choose.

There are to be no quick tap kicks when either a penalty kick or free kick has been awarded.

Players from the offending side must quickly retire 10 metres from the mark.



### **Start and Restart Kicks**

Prior to the start of a match the team captains will toss a coin, the winner may choose either to kick off or to nominate the direction in which his team will run. If the winner of the toss decides his team will kick off, the opposing team captain will choose the direction in which his team will run and vice versa.

All kick offs will be by way of a drop kick and must travel at least 10 metres.

Teams scoring a try will restart the game by kicking off to the non-scoring team.



### **Substitutions**

Substitution of players is permitted at any time and a player substituted earlier may return to the game at any time.

A player who has been cautioned and temporarily suspended for infringing the foul play law (i.e. shown a yellow card) may be immediately substituted by another player. The period of temporary suspension will be 10 minutes of actual time.

A player who has been sent off (i.e. shown a red card) may be immediately substituted but will not be permitted to return to the playing field for the duration of the event. If the event involves more than one match day (e.g. an International Festival), the offending player will be required to attend a judicial hearing before being allowed to resume playing.



### **Tackles, Rucks and Mauls**

To minimise the chance of injury there will be no "cleaning out" of players at tackles, rucks or mauls. Over vigorous rucking and counter rucking and reckless driving into tackles, rucks and mauls are not permitted.

Tacklers must immediately release a tackled player.



### **Options**

**15 metre run:** Some regions have adopted this as a Golden Oldies Law. However, it has never been included in the official Golden Oldies Rugby Laws and is only included here as an option for teams who really want it and agree to play it. This "optional" rule may be introduced into a game with the agreement of both team captains and the referee prior to the kick off. If one team captain is not happy playing this option, then the game will be played under normal Golden Oldies Laws.

Currently, the intention is to play this rule at Twickenham on May 12<sup>th</sup>.

**Coloured Shorts:** Different restrictions must be observed on the tackling of players wearing coloured shorts.

Currently, it is **NOT** the intention to play this rule at Twickenham on May 12<sup>th</sup>.

**Gimmicks:** On occasions some teams employ game elements such as "short lineouts", "long scrums" and the like during a game. However, while these fun elements are permitted, it is suggested that they not be overdone.

Other options may be organised with the prior agreement of both captains and the referee.

**END**