TRC CUP 2026 · SAT 28 – SUN 29 NOVEMBER 2026

Full Tournament Rules and Regulations

Kampong Java & Australian International School (AIS), Singapore. For team managers, coaches, club officials and match officials.

U9 U10 U11 U12 U13 U14 U15

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Live schedule and results: **tournifyapp.com/live/trc-cup-2026** · Questions: **tournaments@trc.sg**

1 INTRODUCTION

1.1 **Title.** The tournament shall be officially known as the TRC Cup 2026.

1.2 **Purpose.** The TRC Cup is an international junior contact rugby tournament organised by Tanglin Rugby Club (TRC) to foster competitive excellence, sportsmanship and player development in a safe and structured environment. Apart from the JRCS League, it is the only youth rugby tournament in Singapore to feature the full-format game (12-a-side for U9–U11 and 15-a-side for U12–U14).

1.3 **Dates.** The TRC Cup 2026 takes place over two days: Saturday 28 November 2026 and Sunday 29 November 2026. Play starts at about 08:00 each day. Timings may change because of weather, lightning or delays, so always check Tournify for live match times.

1.4 **Host venues.** The tournament operates across two venues in Singapore: TRC @ Kampong Java, and the Australian International School (AIS).

1.5 **Age groups.** The 2026 competition has seven age divisions. The Under-17 division has been left out of the 2026 tournament because of limited team entries. U15 plays on Saturday 28 November 2026 only, at AIS.

U9	U10	U11	U12	U13	U14	U15
Born 2017	Born 2016	Born 2015	Born 2014	Born 2013	Born 2012	Born 2011

1.6 **Hierarchy of governing laws.** All matches are played under the following regulations. Where rules conflict, the higher-ranking document takes strict precedence:

1. **TRC Cup 2026 Rules and Regulations (this document)**
2. **JRCS League Rugby Laws 2026**
3. **World Rugby U19 Variations (2025/2026 edition)**

2 TOURNAMENT FORMAT AND PITCH LAYOUT

2.1 **Digital registration.** All participating clubs must register their teams on the official Tournify app and submit player rosters before the registration deadline (see 4.1). Live schedules, pitch allocations and results are at **tournifyapp.com/live/trc-cup-2026**. Teams sign up at **tournifyapp.com/live/trc-cup-2026/signup**. Send all tournament queries to **tournaments@trc.sg**.

2.2 **Tournament structure.**

SATURDAY 28 NOV · POOL STAGE	SUNDAY 29 NOV · KNOCKOUT STAGE	U15 · SATURDAY ONLY · AIS
Teams play pool fixtures to set the division rankings.	Teams go into Cup, Trophy or Plate brackets based on pool standings and team entry numbers.	Three teams (SCC, Dragons and TRC) play a 10-a-side round robin. There is no Sunday knockout. Final ranking is by pool points (see section 11).

2.3 **Awards.** At the end of Sunday's finals:

Cup Winner's Trophy	Plate Winner's Trophy
U9 U10 U11 U12 U13 U14	U9 U10 U11

No runner-up or U15 trophies are awarded.

2.4 **Pitch allocation.** Matches take place on designated pitches at TRC @ Kampong Java and AIS. Pitch assignments, field markings and match schedules are tracked in real time on Tournify. Teams must report to their assigned Pitch Marshal 15 minutes before their scheduled kick-off.

3 FIRST AID AND MEDICAL COVERAGE

3.1 **On-site medical coverage.** A professional first aid and medical service is stationed at the tournament venues, covering all fields at all times while games are in progress.

> **3.2 Stationed ambulance and match suspension**
> An ambulance is stationed on site at all times and is reserved strictly for critical emergencies. If it has to leave the venue to take a player to hospital, all games on all pitches are suspended immediately until the ambulance returns or a replacement is on site.

3.3 **Hospital transport.** If a player needs to go to hospital, call 995. If the injury is less serious, a taxi may be used instead. The medical staff will advise which is appropriate and will tell the Team Manager where the player is going.

3.4 **Player medication.** Teams must make sure that players who need personal emergency medication (for example Ventolin inhalers, insulin or EpiPens) bring their own and keep it readily accessible pitch-side during matches.

3.5 **Team Guardian and medical authority.** Each team must appoint an adult at the venue (the Team Manager, Head Coach or a designated parent guardian) who is ready and able to go with any injured player to hospital. This person must hold explicit parental authority to consent to emergency medical treatment and must have up-to-date emergency contact details for every player's parent or next of kin.

3.6 **Insurance.** Competing clubs and players must hold adequate personal medical and accident insurance for the duration of the tournament.

4 TEAM AND PLAYER REGISTRATION ON TOURNIFY

4.1 **Roster deadline.** All squad lists, with players' full names and dates of birth, must be uploaded to Tournify no later than one week before the tournament (Saturday 21 November 2026).

4.2 **Squad size caps.** Pitch Marshals enforce these caps.

U9 U10 U11	U12 U13 U14	U15
22 on the roster	26 on the roster	15 on the roster
18 per match	23 per match	15 per match
Half pitch, 12-a-side	Full pitch, 15-a-side	Half pitch, 10-a-side

4.3 **Roster lock.** Team rosters lock on Saturday 21 November 2026 (see 4.1). No players may be added to or removed from a team list after this date without express written dispensation from the Tournament Director.

4.4 **Dual squad playing.** A player registered for one team cannot play for another team in the same age group or club without prior authorisation from the Tournament Director.

5 PLAYER ELIGIBILITY, PROOF OF AGE AND UNIFORMS

5.1 **Age cut-off date.** Eligibility is strictly by birth year, with a cut-off date of 1 January 2026 (see the age groups in 1.5).

5.2 **Proof of identity.** Team Managers must carry physical or digital copies of official photo ID showing date of birth (passport, NRIC, FIN or official student ID card) for every player. Pitch Marshals and the Tournament Director may check a player's identity at any time. A player who cannot produce valid proof of age when asked is suspended until it is verified.

5.3 **Gender age dispensation and playing up.**

5.3.1 **Female player age dispensation.** Female players may play alongside male players in contact divisions up to and including U12. In line with SRU guidelines, all female players get an automatic one-year age dispensation, so they can play U12 up to and including the calendar year in which they turn 13. SRU policy strictly prohibits female players turning 14 or older in 2026 from playing in male contact divisions. Any proposed deviation from this rule needs prior consultation with, and explicit approval from, the Tournament Director.

5.3.2 **Playing up an age group.** A player may be allowed to play up one age group if they have enough playing experience and their height and weight are not judged a safety risk to themselves or their opponents. To ask for approval, the player's parent or guardian and a club official must complete the official TRC Cup Waiver & Release Form and return it to the Tournament Director before team check-in and the registration lock.

5.4 **Dispensation to play down.** A player seeking to play down an age division (for medical reasons, developmental needs or size disparity) must submit a formal TRC Dispensation Form, signed by a club official, to the Tournament Director at least 7 days before the event. A team that fields an unapproved over-age player forfeits the affected matches (20–0).

5.5 **Matching numbers and minimums.** If a squad is short because of injuries or shortages, the opposing team must match its numbers so the sides stay equal. Clubs with spare players are strongly encouraged to share them so that matches are not cancelled.

U9 · U10 · U11	U12 · U13 · U14	U15
10	**12**	**7**
minimum players on the field · 12-a-side	minimum players on the field · 15-a-side	minimum players on the field · 10-a-side

5.6 **Uniforms and equipment.** All members of a team must wear matching team jerseys. Moulded or studded rugby boots, or suitable athletic footwear, must be worn. In addition to World Rugby Law 4 (Players' Clothing), these tournament rules apply:

5.6.1 **Mouthguards.** A mouthguard must be worn at all times while playing, including during warm-ups and pitch training. The referee will send any player without one off the field until a mouthguard is worn.

5.6.2 **Jewellery and adornments.** Jewellery such as rings, earrings, wristbands, hair beads, rigid headbands or similar adornments must not be worn while playing. A player wearing any of these may not take part, or continue, until the item is removed or covered to the referee's satisfaction.

6 GAME PLAY AND JRCS LAW ADOPTION

6.1 Age group specifications.

	U9	U10	U11	U12	U13	U14	U15
THE TEAMS							
Born in	2017	2016	2015	2014	2013	2012	2011
Pitch and format	**Half pitch** 12-a-side			**Full pitch** 15-a-side			**Half pitch** 10-a-side
Squad cap	**22** max 18 per match			**26** max 23 per match			**15** all can play
THE MATCH							
Match length	**12 mins** straight, no half-time				**16 mins** straight		**2 × 10 mins** 2 min HT
Ball size	**4**				**5**		
Kicking in play	No kicking		Own defending 22m only		Allowed, 50:22 applies		
Handoffs	Brush-off only			Below the shoulder			
Restart after a try (drop kick)	Scoring team			Non-scoring team			
SET PIECES AND KICKS							
Scrum	**6** (3-2-1) uncontested, no No.8 pick-up			**8** (3-4-1) contested, 1m max push	**8** (3-4-1) contested, 1.5m max push		**5** (3-2) contested, 1.5m push, no No.8 pick-up
Lineout	Formed, no lifting			Full, contested, no lifting	Full, contested, lifting allowed		
Conversion 2 pts, 60 secs	None		Place or drop kick, in front of the posts. No charging.	Place or drop kick, in line with the try, inside the 15m lines. No charging.	Drop kick only, up to the full width. Charging allowed.		
Penalty kick for goal	No				**Yes**		No

6.2 **Continuous play.** All U9–U14 matches are one continuous period (12 minutes for U9–U12, 16 minutes for U13–U14) with no half-time. Teams change ends only if the referee says so before kick-off. U15 is the exception: two 10-minute halves with a 2-minute half-time.

6.3 **Additional game play and kicking rules.**

- **Restarts and goal line drop-outs.** Restarts after a try are drop kicks, taken by the scoring team in U9–U11 and by the non-scoring team in U12–U15. If the ball is held up in in-goal, play restarts with a goal line drop-out by the defending team.
- **Conversions.** Worth 2 points and taken within 60 seconds of the try being awarded. No conversions in U9 and U10. U11: place or drop kick, in front of the posts (the timer starts when the referee reaches the posts), no charging. U12: place or drop kick, in line with where the try was scored and inside the 15m lines, no charging. U13–U15: drop kick only, from anywhere up to the full width of the pitch, and charging is allowed.
- **Kicking in general play and 50:22.** U9–U10: no kicking in general play. U11–U12: kicking only inside the team's own defending 22m. U13–U15: kicking allowed, and the 50:22 rule applies (an indirect kick from a team's own half into touch inside the opponents' 22m gives the kicking team the lineout throw).
- **Handoffs and squeeze ball.** U9–U11: brush-offs only, no handoffs. U12–U15: handoffs and fends must be strictly below the shoulder line. Squeeze ball is prohibited in all age groups (penalty kick).

6.4 **JRCS and global 2025/2026 law updates.**

Law 9.2 **Crocodile roll ban**
Prohibited in all age groups. A defender clearing a jackler must drive them straight backwards. Rolling, twisting, dropping weight on the lower limbs or grabbing legs to roll an opponent is an immediate penalty.

Law 20 **No scrum option from a free kick**
A team awarded a free kick can no longer choose a scrum. Play restarts with a tap kick or a kick to touch. In U9 and U10, quick taps are allowed and penalties and free kicks are tap only (no kick to touch).

Law 8 **60-second conversion clock**
Conversions must be taken within 60 seconds of the try being awarded. U9 and U10 do not take conversions. In U11 the timer starts when the referee reaches the posts.

Law 18 **30-second lineout clock**
Lineouts must be fully formed within 30 seconds of the referee setting the mark.

Law 10 **Offside loitering**
Offside players in open play must retreat straight away. Loitering offside to obstruct or gain ground is penalised.

JRCS **U9–U10 offside distances**
The defending team must be 5m back at the scrum, 7m back at the lineout and 10m back at a penalty.

Laws 15–16 **Ruck and maul clean play area**
Players cannot play or contact an opponent who is within 1 metre of a ruck or maul and clearing the ball away.

Law 19 **Scrum-half offside line**
The non-possessing scrum-half must stay behind the scrum tunnel offside line until the ball has fully come out of the scrum.

Law 18 **Uncontested lineout play-on**
In U13, U14 and U15, if the non-throwing team chooses not to lift or jump, a not-straight throw is play-on.

7 MATCH OFFICIALS AND GAME MANAGEMENT

7.1 **Independent referees (SSRUR).** All match officials are qualified, independent referees appointed by the Singapore Society of Rugby Union Referees (SSRUR). The referee's authority on the pitch is absolute.

7.2 **Touch judges.** Each team must provide one competent assistant referee or touch judge for the match straight after its own game on that pitch, as directed by the Pitch Marshal.

7.3 **Pitch Marshals.** Pitch Marshals run pitch scheduling, touch judge allocations and technical zone compliance, and enforce the per-match limits: 18 players for U9–U11, 23 for U12–U14 and 15 for U15 (see 4.2). Coaches and managers must follow Pitch Marshal instructions.

7.4 **Kick-off selection.** Kick-off and choice of ends are decided before the match by one round of rock-paper-scissors between the captains, overseen by the referee.



7.5 Start time and the 2-minute rule

Teams must be assembled at the pitch perimeter, ready to kick off at their scheduled time. A team that cannot field a side within 2 minutes of the scheduled start forfeits the match. The opponents get a forfeit win (4 points, 20–0).

7.6 **Prohibited actions.**

- **Squeeze ball.** Prohibited in all age groups. Penalty kick to the opposition.
- **Handoffs.** U9–U11 are brush-off only (no handoffs). In U12–U15 all handoffs and fends must be below the shoulder line. Illegal handoffs are penalised immediately.

7.7 **Uncontested scrums.** If a team does not have enough trained front-row players for contested scrums, it may call for uncontested scrums but must play one player down, unless the coaches agree to keep even numbers. Every scrum, contested or not, must have at least 8 players per team (5 in U15), with any extra players taken from the backs.

8 INJURY AND HEAD IMPACT PROTOCOLS

8.1 **Rolling substitutions.** Unlimited rolling substitutions are allowed at natural stoppages (for example lineouts, scrums and tries) with the referee's permission.

8.2 **Match clock during injury.** In pool matches the clock runs continuously and is not stopped for injuries unless the Tournament Director says so. If a match is stopped for a serious injury and cannot restart, the score at the stoppage stands if at least half the match time has been played. Otherwise the Tournament Director decides whether to reschedule.



8.3 Head injury assessment and concussion

Any player with symptoms of concussion or a suspected head impact must come off the pitch immediately. The tournament medical staff decide whether a head impact or concussion has happened. The referee, Pitch Marshal and medical staff all have non-negotiable authority to remove a player. A player removed for a head impact can only return to the tournament if the tournament medical staff examine and clear them, and their decision is final.

8.4 **Blood bin.** A player with an open or bleeding wound must leave the pitch immediately for treatment. A temporary substitute is allowed. The player may return once the bleeding is fully controlled and dressed.

9 FOUL PLAY AND BAD LANGUAGE

9.1 **Zero tolerance.** TRC has zero tolerance for dangerous play (for example high tackles, tip or dump tackles and dangerous clean-outs), foul language and unsportsmanlike conduct.

9.2 Yellow card
3 minutes of continuous play in the sin-bin, at the Pitch Marshal tent. The team plays one player down, with no replacement.

9.3 Red card
Off immediately. The team plays one player down for the rest of the match, and the player is excluded from all remaining TRC Cup 2026 matches.

9.4 **Appeals.** Red card appeals must be submitted in writing by the Team Manager to the Tournament Director within 30 minutes of the end of the match. A panel of the Tournament Director, the TRC Lead and the SSRUR Head Referee reviews the appeal, and its decision is final.

9.5 **Code of conduct.** Coaches, managers and spectators must keep high standards of sportsmanship. Abuse aimed at referees, touch judges, players or marshals means immediate removal from the venue.

10 STOPPAGES AND CANCELLATION

10.1 Lightning
Play stops on all pitches as soon as the venue lightning alarm goes on, or at the Tournament Director's signal. All players, officials and spectators must take shelter inside permanent venue buildings straight away. Play starts again when the alarm turns off.

10.2 **Weather interruption scoring.**

- **Pool matches.** If a match is stopped for weather after half the playing time (6 minutes for U9–U12, 8 minutes for U13–U14, 10 minutes for U15), the score at the stoppage is the final result. If it is stopped before half-time and can't be rescheduled, it is a 0–0 draw with 2 points to each team.
- **Knockout matches.** If a final cannot be completed because of persistent weather, co-winners are declared.

11 SCORING AND FINALS RANKING

11.1 **Pool points.**

4 Win	2 Draw	0 Loss	0 Forfeit (opponent wins 20–0)

11.2 **In-game scoring.**

5 Try	2 Conversion · U11–U15	3 Penalty kick or drop goal · penalty kicks for goal in U13–U14 only

11.3 **Pool tie-breakers.** If two or more teams finish level on points after the pool stage, standings are decided by these criteria, in order:

1. **Points difference:** higher overall points for minus points against.
2. **Tries scored:** most tries in pool play.
3. **Tries conceded:** fewest tries conceded in pool play.
4. **Head to head:** the winner of the match between the tied teams.
5. **Discipline:** fewest yellow and red cards in the tournament.
6. **Drop-kick shoot-out:** 3 kickers per team, from the 22m line.

11.4 **Knockout tie-breaker.** If a knockout match is level at full time, the teams play 3 minutes of sudden-death extra time (first score wins). In 15-a-side divisions (U12–U14) teams drop to 12 players a side for extra time. If it is still level, a drop-kick shoot-out decides it: 3 named kickers per team, kicking from the centre of the 22m line.

12 SCRUM MAYDAY CALL

12.1 **Safety standard.** The MAYDAY call is a mandatory safety mechanism in all contested scrums (U12–U15; U9–U11 scrums are uncontested). It prevents spinal or neck injury when a scrum collapses or comes under excessive pressure.

12.2 **How a MAYDAY works.**

1. **The call.** Any player or official who senses a scrum collapsing, slipping or coming under dangerous pressure shouts “MAYDAY!” as loudly as they can.
2. **Instant freeze.** Every player in both packs stops pushing at once, drops to their knees and does a controlled face plant (lowering the upper body to the ground, head straight and chin up).
3. **Whistle and control.** The referee blows the whistle straight away and takes verbal command of the pitch.
4. **Unbinding, in order, on the referee’s instruction.**

   No.8s unbind and step back → Flankers unbind and step out → Locks unbind and step out → Props unbind and step away

   Front-row binds on an injured player stay in place until the medical staff arrive.
5. **Safety check.** The referee confirms every player is uninjured before play restarts.

13 WHO MAY ENTER THE PLAYING ENCLOSURE

13.1 **Permitted personnel.** Only these people are allowed inside the field of play and the perimeter ropes during a match:

- **The SSRUR referee and appointed touch judges**
- **Pitch Marshals and tournament operations staff**
- **Players on the official squad roster for that fixture**
- **Up to 2 accredited coaches or managers per team**

13.2 **Technical zone.** Accredited coaches must stay inside the marked technical zone for the whole match. Coaches must not run along the touchlines or shout instructions from behind the end zones.

13.3 **Entering the field.** Coaches, managers and medical staff may enter the field of play only when the referee invites them to attend to an injured player.

13.4 **Spectator line.** Parents, non-playing players and spectators must stay outside the spectator fence or rope at all times, and are never allowed inside the technical enclosure. Breaches can lead to a suspended match or a team forfeit.

14 SAFEGUARDING AND WELFARE

Immediate danger? Call 995 (ambulance) or 999 (police) first

Say it is a child protection concern if it is. Then tell a Safeguarding Lead, the nearest Pitch Marshal or the Operations Desk. Immediate safety always comes first. (14.3)

14.1 **Our commitment and governing policy.** The TRC Cup is a youth event, and the safety, wellbeing and dignity of every child and young person (anyone under 18) comes first. The welfare of the child is always the main consideration, and every concern raised will be taken seriously and acted on promptly. This section follows the JRCS Safeguarding Policy (January 2026), Singapore Rugby's safeguarding policy and the Safe Sport Unified Code. By entering or attending the TRC Cup, all players, coaches, managers, officials, medics, volunteers, parents and spectators agree to follow it.

14.2 **Safeguarding Leads.** Safeguarding for the TRC Cup is led by three people, referred to in this section as the Safeguarding Leads. Contact details will be published on the Tournify safeguarding page and displayed at the Operations Desk.

Mel Lyons TRC Safeguarding Officer. Trained through the Safe Sport Commission Singapore and leads on every report.	**Sheri Hogan** Tournament Organiser	**Toby Rakison** Club President

Email **safeguarding@trc.sg** (received by the Safeguarding Leads).

14.4 **Reporting a concern.** Safeguarding is everyone's responsibility, and doing nothing is not an option. Anyone worried about a child's welfare, or about the behaviour of an adult or young person, must report it as soon as possible. Speak to a Safeguarding Lead in person, or use the safeguarding report form linked on Tournify and shown on posters at each venue, which goes directly to all three Leads: **forms.gle/XRNRfRTQf4Rjee6x9**. Reports can be anonymous, although contact details help the Leads follow up. If your concern is about one of the Safeguarding Leads, report it to another Lead.

14.5 **What to include.** State the facts only: what was seen or heard, when, where and who was involved. Do not question the child, investigate or confront anyone yourself. Passing on a concern is always the right thing to do, even if you are unsure.

14.6 **What counts as a concern.** Concerns include, but are not limited to: physical, emotional or sexual abuse; neglect; bullying, harassment or hazing (including online); child-on-child abuse; grooming or other inappropriate contact or messaging; discrimination; offences under Singapore law; unsafe parent or spectator behaviour; and a missing child. Retaliating against someone who raises a concern, and knowingly making a false report, are also breaches of these rules.

14.7 **If a child tells you something.** Listen calmly and believe them, and let them talk freely without asking leading questions. Do not decide whether the abuse has happened. Do not promise to keep it secret: explain that you have to pass it on to the right person to help them. Thank them for telling you. As soon as you can, write down what was said in the child's own words, with the date, time, place and who was present, and give it to a Safeguarding Lead.

14.8 **Response.** A Safeguarding Lead will acknowledge every report within 24 hours, and sooner if a child may be at immediate risk. The Leads, with the Safeguarding Officer taking the lead, will check that the child is safe, look into the concern confidentially, fairly and promptly, and decide the next steps. These may include speaking to the people involved, removal from the venue, referral to the relevant club, Singapore Rugby or the Safe Sport Commission Singapore, and referral to the Police or the Ministry of Social and Family Development (MSF) where required. Parents or carers will normally be told about any referral unless this could put the child at risk.

14.9 **Code of conduct.** Everyone must treat others with respect and dignity, avoid situations that could be misread or seen as exploitative, and report concerns. Coaches put the wellbeing and safety of players before winning, treat everyone equally and do not use or allow inappropriate language. Players show respect to team-mates, opponents, officials and volunteers, accept decisions without protest, and play within the Laws and the spirit of the game. Referees and officials apply the rules fairly and report any safeguarding or safety concern to the tournament organisers. Parents and spectators encourage all children, applaud both teams, do not coach from the sideline or shout, respect referees and stay behind the spectator line (see section 13).

14.10 **Zero tolerance and consequences.** The following are not tolerated and may lead to immediate action or removal from the venue: violence or threats (verbal or physical); harassment or abuse based on race, gender, sexual orientation, religion or ability; alcohol, drugs or banned substances during matches; and intentional damage to facilities or equipment. Breaches of this section may result in a warning, removal from a match or the tournament, forfeiture of matches, a ban from future TRC events, or a referral to the Police or other authorities. Decisions of the tournament management and Safeguarding Leads are final.

14.11 **Contact and communication.** Adults must not be alone one-to-one with a child out of sight of others, and meetings with a child should take place in view of another adult. Electronic messages from adults to a team of children must include at least one other adult. Private messages between an adult and a child (including direct messages and photos on social media) are not allowed except in an emergency. If a child messages an adult first, the adult should reply with another adult or the child's parent copied in.

14.12 **Changing rooms and toilets.** Where facilities allow, children and adults, and boys and girls, use separate changing areas. Adults must not be alone with a child in a changing room or similar space, and must not change or shower with a child unless they are the child's parent or legal guardian. No one may photograph or record in changing rooms or toilets. Teams are responsible for supervising their own players and for getting parental permission if children must share changing space with adults.



14.13 Photography and video

We'll take photos and video during the tournament and may use them on the Tanglin Rugby Club website, social media and club publicity. Nobody may take photos or video in changing rooms or toilets.

Photographs and videos of children must be taken only with parental consent, and the tournament's photographers follow the same rule. There must be no private interviews or private photography of children without parental consent.

14.14 **Team responsibilities.** Team Managers and coaches are responsible for the welfare of their own players and for making sure every adult travelling with or supervising their team is suitable, has the background checks their club requires, and follows their own club's safeguarding policy. Coaches should have completed World Rugby's safeguarding and concussion modules, and teams must provide any parental consent and emergency contact information required by 3.5, including a nominated guardian for each child whose parent is not present. All team officials should attend the safeguarding briefing if one is held.

14.15 **Missing child.** Report a missing child immediately to the Operations Desk, which will tell a Safeguarding Lead. Keep all other children supervised while the search takes place. Find out where the child was last seen and call their phone if they have one. Organise available adults to search set areas and report back quickly. If the child is not found nearby, contact their parents or carers and keep them informed. Note the circumstances and prepare a detailed description of the child, including clothing. **If the child is still missing, call the Police on 999 within 20 minutes of the child first being noticed missing**, and follow their guidance. Tell everyone involved when the child is found.

14.16 **Medical and concussion.** Medical decisions at the tournament are made by the medical staff. Coaches, managers and parents may not overrule a medic on concussion or any other injury (see 8.3). Medical staff will record consent for treatment in the tournament medical log. Where a concussion is diagnosed, parents will be told to pass this on to the child's school and other sports so that return-to-play rules are followed.

14.17 **Confidentiality.** Reports are confidential and shared only with the Safeguarding Leads and, where needed, the authorities or the people who need to know in order to protect a child. Nobody may promise a child to keep a concern secret.

14.18 **Useful contacts.**

WHO	CONTACT
Emergency: ambulance	995
Emergency: police	999
Ministry of Social and Family Development (MSF)	1800-777-0000
Safe Sport Commission Singapore	safesport.sg
TRC Cup Safeguarding Leads	safeguarding@trc.sg
Tournament queries	tournaments@trc.sg