

Swiss Cup 2024

Information for clubs



1. Aim

Provide a competition that enhances the development and standard of Touch within Switzerland.
Involve and encourage all levels of players, referees, coaches and support staff.
Build on the 'grass roots' Touch club.

2. Objectives for the season

- A minimum of 10 teams at each Swiss Cup.
- 3 referees for every game.
- At least 4 x Level 1 referee assessments passed with flying colours.
- At least a physio present at each tournament.
- A social get-together after the games, organised by the host club.
- Award junior/female/male Most Valuable Player (MVP) prizes at each Swiss Cup.
- Communicate one Most Improved Player per club at the end of the season.

3. Schedule

Swiss Cup 1	Sunday 7th April	Bern
Swiss Cup 2	Saturday 4th May	Basel
Swiss Cup 3	Saturday 31st August or Sunday 1st September	Zürich
Swiss Cup 4	Saturday 28th September	Lausanne

4. Mixed team rules

Mixed team requirements are as follows:

- At least one male and one female on the field at all times
- U14 males (aged 14 or under on day of tournament) can count as female
- Score deduction for playing 4 or 5 males (see 6. *Scoring and points system*, below)

There is no minimum age, but for each player aged under 18 clubs must acquire parental consent for the season. It is each club's responsibility not to field children that they consider too young or too small to be able to take part safely.

Clubs are encouraged to aim for standard mixed teams.

In all other aspects, we follow the official [FIT 5th Edition Playing Rules](#).

5. Game time and length

The targeted game time per Swiss Cup is 120 minutes per team.

Ideally, matches will last 30 minutes, with a 5-minute half time. This may be adjusted depending on the number of teams registered, for example to 20-minute matches with a 3-minute half time.

6. Scoring and points system

WIN (+3), DRAW (+2), LOSS (+1). Teams that do not participate receive 0 points.

At the start of the day, penalties will be noted for teams not adhering to mixed rules, and these will apply for the whole day. For every additional male (beyond 3) being fielded, +1 try will be awarded to the opposition per half of each game.

In the case of a tie in points where a ranking is needed, try difference will serve as the primary tiebreaker. If a tie persists, the number of tries scored will be used to determine the ranking.

If a Barbarian team participates, they do not accumulate Swiss Cup points. They participate for the experience, to enjoy the game and to provide practice for competing teams.

7. Format

Swiss Cups 1 and 2:

Pool games only. Pools are created as follows based on the final ranking from Swiss Cup 2023 overall (for Swiss Cup 1) or on the ranking from Swiss Cup 1 (for Swiss Cup 2).

If there are 10 or fewer teams, the competition will consist of 2 pools, organised as follows:

Pool A = 1st - 4th - 6th - 7th - 9th
Pool B = 2nd - 3rd - 5th - 8th - 10th

If there are 11 or more teams, the competition will be divided into 3 pools, organised as follows:

Pool A = 1st - 6th - 7th - 12th
Pool B = 2nd - 5th - 8th - 11th
Pool C = 3rd - 4th - 9th - 10th

Each team starts the season with 0 points and accumulates points through Swiss Cups 1 and 2.

After Swiss Cup 2, teams are split into Cup and Plate leagues for Swiss Cups 3 and 4. The number of teams taking part in each league will be decided by the Touch Switzerland Events Director with input from the Touch Switzerland Coaching and Development Directors, based on the rankings at the end of Swiss Cups 1 and 2. In this second phase of the competition, teams play against opponents of a similar level.

The same points system is used for the Cup and Plate leagues.

Swiss Cups 3 and 4:

Points are reset to 0. Pool games followed by semi-finals and finals in each league, leading to overall winners of the Cup league and the Plate league. Pool games will take place at Swiss Cup 3 and possibly also Swiss Cup 4. Semi-finals and finals will take place at Swiss Cup 4.

8. Team Registration and Payment

Registration will open 5 weeks before the tournament date. A Google form for registration will be sent out by Touch Switzerland Events. The tournament fee is set at CHF 250 per team per Swiss Cup and needs to be paid to complete your registration. The total number of teams per event may not exceed 12. Teams will be registered on a first-come, first-served basis. The registration process will close 2 weeks prior to the tournament day.

To finalise your registration, you will be asked in the Google form to provide the names of at least 1 full-time referee or 3 player referees.

Use the following reference for payment:

SC[n°] 2024 [Club name]

Example for Geezers registration for Swiss Cup 1 = SC1 2024 Geezers

Bank account details:

CH59 8080 8008 9271 0469 1
Touch Switzerland
Forchstrasse 97c
8132 Egg b. Zürich

QR code for payments:



9. Club player policy

Players play for the clubs to which they are affiliated and pay their membership fees.

If their club does not send a team and they wish to take part in the Swiss Cup, the following options are available:

- join the team of the nearest local club for that Swiss Cup only
- join as a full-time referee
- join a Barbarians team with other players in the same situation

When choosing to join the nearest local club, you need to inform Touch Switzerland Events. It is also important to note that each club can only accept one non-member player per Swiss Cup, and solely for this purpose. Any other request must be directed to Touch Switzerland Events to explore the possibility of an exception.

A Barbarians team is permitted if the fewer than 10 teams are registered. This will be settled 2 weeks before the tournament. The Barbarians team will be organised by the players themselves and payment of CHF 250 to Touch Switzerland must be made 1 week prior to the tournament. A Barbarians team participating in any Swiss Cup would enter as a non-competing team.

10. Team composition

A team sheet will be provided by Touch Switzerland Events, and it is mandatory for each team representative to complete it before the tournament and send it back to Touch Switzerland Events (events@touchswitzerland.ch). The team sheet contains player information, including emergency contact details. Player shirt numbers may be filled on the day of the tournament (at the latest).

11. Refereeing

Each registered team provides at least 1 full time referee or at least 3 player referees. Full-time referees are paid 50 CHF for the day.

Refereeing slots will be distributed as fairly as possible among the clubs by the Touch Switzerland Referee Director. The number of player referees may vary based on the number of full-time referees available. If a new club is unable to provide any referees, more established clubs will be contacted to provide additional player referees. At every Swiss Cup, referees and clubs are expected to bring the Touch Switzerland referee shirts they received last season.

Clubs that do not have referees should contact the Touch Switzerland Referee Director to obtain training and coaching, which will facilitate their involvement in touch competitions and contribute to enhancing the overall competition experience in Switzerland.

Swiss Cup provide an opportunity for Level 1 assessment. To obtain a Level 1 referee badge, candidates must attend the Level 1 referee course and achieve a passing score of at least 75% on a questionnaire. They can then undergo an on-field assessment at a Swiss Cup. The applicant is strongly recommended by Touch Switzerland to participate in the competition as a full-time referee to ensure proper coaching and focus on refereeing.

Referees interested in obtaining a Level 1 badge should reach out to the Touch Switzerland Referee Director to arrange dedicated coaching on the day.

12. Prizes and nominations

Touch Switzerland will award prizes for the most valuable junior/female/male player (MVP) at each Swiss Cup. These prizes will be local prizes chosen by the host clubs.

There will be no awards for 1st and 2nd place at Swiss Cups 1, 2 and 3.

At the end of the season (Swiss Cup 4): in addition to MVP prizes, gold/silver/bronze prizes will be awarded for the Cup and Plate leagues. Additional female/male MVPs will be awarded for the Cup and Plate finals. Touch Switzerland will then also communicate most improved players (MIP) for each club. These players are nominated by each club coach and are required to have participated in at least 2 Swiss Cups.

Nomination of MVPs: each club will designate one experienced player responsible for identifying the MVPs during their games and throughout the season. In the event that this designated player cannot attend a Swiss Cup, the club must propose a replacement on the day of the event. Touch Switzerland will supply an MVP sheet for designated players to record their nominations after each game.

13. Tournament control

Tournament control is the meeting point at each Swiss Cup. If you have any problems, please go directly to the tent and ask for help. A meeting will be held before the start of each competition day and the following people are required to attend:

- the local organisers
- all referees, including player referees
- club captains
- club players nominated for MVP evaluation

A brief 5-minute meeting will be scheduled exclusively for referees to ensure thorough field checks and to share relevant information with them and nurture a sense of teamwork among referees for the day.

A brief 5-minute discussion with the designated experienced players and Touch Switzerland Events will be scheduled before the final game of the day to determine the MVPs.

14. Logistics

Host clubs organise the Swiss Cup together with Touch Switzerland Events. A Google Drive folder with all necessary documents will be shared with each host club. The folder includes a list of responsibilities for the host club and for Touch Switzerland, and a checklist to be updated throughout the planning and organisation of each Swiss Cup.

15. Swiss Cup 2025

The intention is to plan the 2025 Touch Switzerland calendar in advance and communicate it to clubs early (autumn 2024). This should provide more time to consider opportunities for club development, such as matches followed by training sessions. Touch Switzerland will be in touch with clubs to discuss their priorities, aims and objectives in order to see how these can be best supported by the domestic Events calendar.