

The 2018 Eishin-Sanko Cup

AJET Games

Touch Rugby Tournament

Tournament Book

Welcome

Hello and welcome to our beautiful prefecture. We are Tokushima AJET, or The Association for Japan Exchange and Teaching. We operate as a volunteer organization, which provides both support and a social network for JET Program participants here in Tokushima.

While our primary focus is to serve the JET community, we are also responsible for various cultural exchange activities throughout the year. Our biggest event is this very tournament! We are incredibly excited to have close to 200 people from all over Japan participating in the tournament this year.

We must first acknowledge our wonderful sponsors, without whom this tournament would not be possible. A complete list of our sponsors can be found on the Special Thanks page. We must also give a special thank you to our main sponsor, Eishinsha, and for their very generous contributions throughout the years. Finally, we would like to acknowledge the extra effort made by all teams and captains coming from outside our prefecture to participate. Without your efforts, there would be no Eishinsha Cup or Sanko Clean Service Trophy.

Whether you are a supporter, player, organizer, or sponsor, your contributions to the tournament, both past and present, have been essential to the ongoing success of the Eishinsha Cup and Sanko Clean Service Trophy. We are truly thankful for you all. Let's have a great tournament this year!

Good luck to everyone, and may your hard work and preparation bring you success on the field!

Tokushima AJET

2018 Tournament Committee

The 2018 Eishin-Sanko Cup AJET Games Touch Rugby Tournament

Champions & Runners-up

2004

Champion team: Gaijin Ninjas (Hyogo)

Running-up team: Tosa (Kochi)

2005

Champion team: Grapes of Wrath (Okayama)

Running-up team: Hookers'n'Dummies (Hiroshima)

2006

Champion team: Gaijin Ninjas (Hyogo)

Running-up team: Hookers'n'Dummies (Hiroshima)

2007

Champion team: Death Touch (Shiga)

Running-up team: Hookers'n'Dummies (Hiroshima)

2008

Champion team: Nga Hau e Wha (Fukushima)

Running-up team: Hookers'n'Dummies (Hiroshima)

2009

Champion team: Nga Hau e Wha (Fukushima)

Running-up team: Los Pingus (Aichi)

2010

Champion team: Nga Hau e Wha (Fukushima)

Running-up team: No Idea (Aichi)

2011

Champion team: Ozzie Boys (Brisbane, Australia)

Running-up team: Nga Hau e Wha (Hiroshima)

**Due to heavy rain, Finals Rounds were canceled in the 2011 tournament. Based on the results of the Saturday matches, the champions and the runners-up were decided according to the difference between points for and points against.*

2012

Champion team: Nga Hau e Wha (Tokyo+Hiroshima)

Running-up team: Pug (Tokushima)

2013

Champion team: Hiyoko Club (Osaka)

Running-up team: Tokyo 1 (Tokyo)

2014

Champion team: Pug (Tokushima)

Running-up team: Orange is the New All Blacks (Ehime)

2015

Champion team: Ruamoko Fukuoka (Fukuoka)

Running-up team: Ehime AJET Tryers (Ehime)

2016

Champion team: Kansai Branch of The Aka-Rangers (Osaka)

Running-up team: Kure Ship Heads (Hiroshima)

2017

Champion team: Jonan Touch (Tokyo)

Running-up team: Kure Ship Heads (Hiroshima)

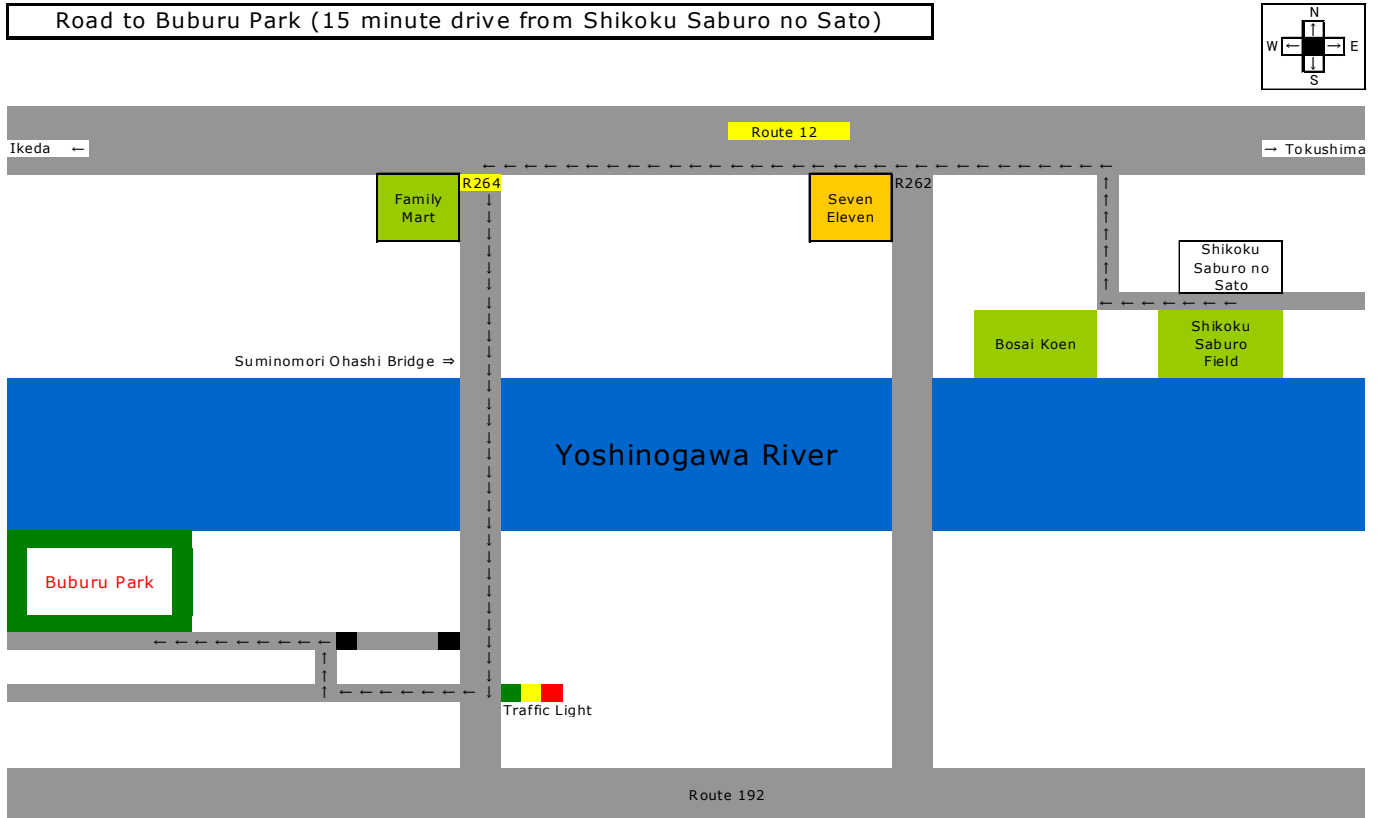
Date & Venue

Date: Sat / Sun, June 2-3, 2018

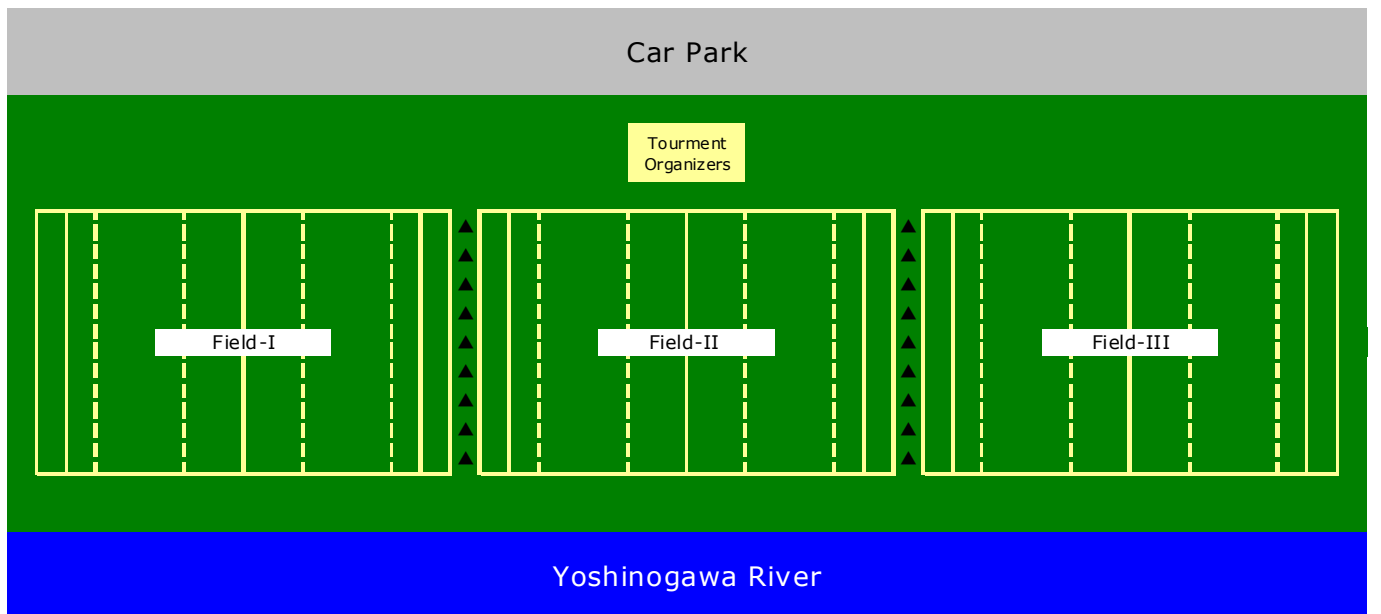
Venue: Buburu Park, Higashi Miyoshi-cho, Miyoshi-gun, Tokushima-ken

Accommodations: Shikoku Saburo no Sato, Mima-shi, Tokushima-ken

We had to change the venue to Buburu Park this year because a big soccer tournament in Mino-cho area would be held on the very same days as our tournament. Buburu Park is located in Higashi Miyoshi-cho and it takes around 15 minutes to drive there from Shikoku Saburo no Sato. We are very sorry for inconvenience, but we guarantee you will enjoy the tournament.



Rugby Fields



Note

Please bring your own tents/marquees to the rugby fields if you want to take a rest in the shade during the tournament. Buburu Park does not have such equipments. Sorry for inconvenience.

Event Schedule

Day 1 (Saturday, June 2)

- 09:45 Teams gather at the venue (@Buburu Park)
- 10:00 Captains meet (@Tournament Organizers' Tent beside the rugby fields)
- 10:30 Preliminary rounds open
- 14:25 Preliminary rounds close
- 17:00 BBQ party starts (@Shikoku Saburo no Sato BBQ site)
- 20:00 BBQ party concludes
- 22:00 Camp site lights out (D-10 cabin will be open as Social Cabin)

Day 2 (Sunday, June 3)

- 09:30 Teams gather at the venue
(Every lodger must check out before starting for the rugby fields.)
- 10:00 Finals rounds begin
- 12:25 Finals rounds end
- 12:30 Presentation, Close of Tournament

At Shikoku Saburo no Sato

As for cabins and tent sites, we allocate them to all the teams that will stay at Shikoku Saburo no Sato in advance so that Friday lodgers can find where they stay easily even at midnight. Also allocation of accommodations tells us who is responsible for the facility they use. Please do not enter the room with your shoes on and go out with bare feet. Please do not litter. Please tidy up your rooms and tents before check out. Thank you for your cooperation! [See the map on page 5.]

Allocation of accommodations	Cabins		Tent sites	
	Fri.	Sat.	Fri.	Sat.
Hiroshima Giant Killers	D1	D1		
Kure Ship Heads		D2		
Ruamoko Fukuoka		D3		A8,A17
Blue Seals (Oita)	D4	D4		A7
Kumamoto Kantsu 1&2		D5		A6
Pug (Tokushima)	D6	D6		
Shikoku Univ.	D7	D7	A4,A5	A4,A5
Sutouchi (Tokushima)		D8		
Tokushima AJET staff*	D9	D9		
Social Cabin		D10		
Touch Wood 1&2 (Hyogo)				A1,A2

*Tokushima AJET staff members will stay in D-9 cabin. If you have any questions, please visit there and ask them.



※Maples, FWT and Wahaha Offside Age will stay at "Kenko to Fureai no Mori" Campground in Mino-cho.

Things we want you to keep in mind

In 2013, we had some very unfortunate events occur that led to certain policy changes for both the campground and the touch rugby tournament. If we are unable to follow these policies, we will be banned from using any and all campground facilities for future rugby events. The major rules are listed below along with some explanations and reminders:

1. Quiet time is 10:00 p.m. The campground has requested that lodgers who would like to remain awake and active past this hour remain indoors (D-10 cabin will be utilized as Social Cabin.) so as not to disturb guests who are camping in tents. In the past we had lodgers chatting loudly on their porch area, which greatly disturbed many of the Japanese guests who were trying to sleep. Please remember that tent walls are thin and that we will not be the only guests on site.
2. The use of audio (speaker) systems is not allowed on site at any time (indoors or outdoors). Noise complaints in 2013 lead to the arrival of the police. Since then we had to do a lot of self policing to make sure everything was ok. As you can imagine, this was greatly embarrassing for us and we would like to avoid this scenario occurring again by any means necessary.
3. Do not enter the field in front of Shikoku Saburo no Sato. The field will be used by Tokushima soccer association both on Saturday and Sunday. In 2013 rugby participants entered the fields at night and left garbage in various locations on the field. In addition to littering, certain participants lit fireworks either on the field or on the way to the field. Both littering and lighting fireworks are against campground policy.
4. Alcoholic beverages are not included with the BBQ, only non-alcoholic drinks will be provided. We had served beers & chuhis at the BBQ until 2013, but we had to change our policy about alcohol in 2014 because our staff found it very difficult to control large intoxicated crowds of adults. You are more than welcome to bring your own alcohol, but please be responsible when you drink. Otherwise we have to stop accepting teams that cause trouble. The need to ban teams that cannot follow the rules set forth by the campground is disappointing, but we are unwilling to continue inviting teams which put our use of this wonderful location in jeopardy. If we keep each other in check we can hopefully avoid an undesirable repeat of events.
5. The possession or use of drugs or controlled substances is punishable by law in Japan. That means it most certainly violates campground policy.
6. Please be respectful to our staff. We had various instances of swearing and rude language directed at our staff in the past. If a staff member or volunteer asks you to do something, please keep in mind that they are merely trying to enforce campground policies in order to allow us continued use of the campground in the future.

Thank you in advance for your cooperation and understanding. We would love for this tournament to continue and flourish for many years to come and we hope the campground views us more favorably after this year's event.

Competition Format

Participating teams

#	TEAMS	ABBR.	FROM
1	BLUE SEALS	BLU	OITA
2	CLOVERS A	CLA	TOKUSHIMA
3	CLOVERS B	CLB	TOKUSHIMA
4	CLOVERS C	CLC	TOKUSHIMA
5	FWT BEARS	FTB	TOKYO
6	FWT WALLABIES	FTW	TOKYO
7	GIANT KILLERS	GIA	HIROSHIMA
8	KUMAMOTO KANTSU 1	KK1	KUMAMOTO
9	KUMAMOTO KANTSU 2	KK2	KUMAMOTO
10	KURE SHIP HEADS	KSH	HIROSHIMA
11	MAPLES	MPL	TOKUSHIMA
12	PUG	PUG	TOKUSHIMA
13	RUAMOKO FUKUOKA	RUA	FUKUOKA
14	SUTOUCHI	SUT	TOKUSHIMA
15	TOUCH WOOD 1	TW1	HYOGO
16	TOUCH WOOD 2	TW2	HYOGO
17	WAHAHA OFFSIDE AGE	WOA	KAGAWA

*Teams are arranged in alphabetical order

Matches will be distributed across both days of the weekend. On Saturday, each team will play 4 games in the Preliminary Rounds. In the evening we will have a BBQ party as an after-match function so that we can all relax, eat great food, and make new friends. According to the results of Saturday's matches, the teams will be classified into the Eishinsha Cup tournament, the Sanko Trophy tournament or Friendly Matches on Sunday.

On fixtures and pool match tables we will use the abbreviations shown on the list above in order to represent each participating team, so please keep your team abbreviation in mind.

Team Composition

This tournament is open to mixed teams of 6 playing members, with any number of substitutes. Teams may be composed of any combination of international and Japanese players, but there must be at least one female player on the field at any one time. If a team cannot play a female player, rather than being disqualified, that team must play with only 5 people on the field. [You can ask other teams for help.]

Scoring

Tries scored by male players will be worth 1 game point. To encourage mixed play, we will play with the rule that any try scored by a female player is worth an extra point, for a total of 2 points. This rule will also apply to veteran players who are 40-59 years of age, or young players who are under 13. Players who are both female and veteran / under 13 will not receive more than one bonus point. In order to encourage the elderly to play, tries scored by players aged over 59 will be worth 3 game points. We hope you will understand our policy that we want to make touch rugby a lifelong sport.

Competition Points

Regarding the points system for the pool matches:

- ★ a WIN is worth 4 competition points
- ★ a DRAW is worth 2 competition points
- ★ a LOSS is worth 0 competition points

BONUS POINTS will be distributed under the following circumstances:

- ★ Loss by only 1 game point —add 1 competition point
- ★ Earning 7 game points or more in one game, whether you win or lose —add 1 competition point

At the end of the pool matches, if more than one team has the same competition points, teams will be ranked:

- ★ firstly according to greater number of WINS,
- ★ then according to lower number of LOSSES,
- ★ then according to game point difference (points for and points against),
- ★ then according to greater number of TRIES earned

Drop Off

DROP OFF (extra time) will be applied only to the Grand Finals of the Eishinsha Cup and the Sanko Trophy played on Sunday. Drop Off procedure will follow the F.I.T. rules.

Preliminary Rounds (on Saturday)

We have 17 teams in this tournament. On Saturday we will divide the 17 teams into three pools (Pool-A: 6 teams, Pool-B: 6 teams, Pool-C: 5 teams), in which each team will play 4 games of 15 minutes duration, consisting of two 7 minute halves with a 1 minute halftime break.

Teams will be ranked POOL by POOL according to the pool match results. That means in each pool the team that earns more competition points ranks higher. [See **Competition Points** on page 8.]

Finals (on Sunday)

We ask all the lodgers to check out before starting for the rugby fields on Sunday. Sorry for giving you a busy morning, but in consideration of teams coming from distant prefectures, we must close the tournament early in the afternoon. Thank you in advance for your cooperation.

On Sunday, as a result of Saturday competition, teams will be classified into 3 categories as below:

- ★1st and 2nd placed teams from each pool---Eishinsha Cup (1st-6th place matches)
- ★3rd and 4th placed teams from each pool---Sanko Trophy (7th-12th place matches)
- ★Rest of the teams---Friendly Matches (13th-17th place matches)

The Eishinsha Cup tournament

The 6 teams will be divided into two pools of 3 (Pool-D, Pool-E). In each pool, a team will play 2 games of 10 minutes duration (one way, no halftime break). The 1st placed teams in each pool will advance to the Eishinsha Cup Final. If the match is drawn at the expiration of 10 minutes, "Drop Off" procedure will be used to determine a winner.

The 2nd placed teams and the 3rd placed teams will play overall 3rd-4th and 5th-6th playoff matches respectively. Even if the match is drawn at the expiration of 10 minutes, we will not use "Drop Off". As a result, we will have two 3rd/5th placed teams.

The Sanko Trophy tournament

The 6 teams will be divided into two pools of 3 (Pool-F, Pool-G). In each pool, a team will play 2 games of 10 minutes duration (one way, no halftime break). The 1st placed teams in each pool will advance to the Sanko Trophy Final. If the match is drawn at the expiration of 10 minutes, "Drop Off" procedure will be used to determine a winner.

The 2nd placed teams and the 3rd placed teams will play overall 9th-10th and 11th-12th playoff matches respectively. Even if the match is drawn at the expiration of 10 minutes, we will not use "Drop Off". As a result, we will have two 9th/11th placed teams.

Friendly Matches

In this category, we will run a full round-robin, in which each team will play 4 games of 10 minutes duration (one way, no halftime break).

Pool match tables & Fixtures

TEAMS	ABBR.	TEAMS	ABBR.
BLUE SEALS	BLU	KURE SHIP HEADS	KSH
CLOVERS A	CLA	MAPLES	MPL
CLOVERS B	CLB	PUG	PUG
CLOVERS C	CLC	RUAMOKO FUKUOKA	RUA
FWT BEARS	FTB	SUTOUCHI	SUT
FWT WALLABIES	FTW	TOUCH WOOD 1	TW1
GIANT KILLERS	GIA	TOUCH WOOD 2	TW2
KUMAMOTO KANTSU 1	KK1	WAHAHA OFFSIDE AGE	WOA
KUMAMOTO KANTSU 2	KK2		

Day 1: Preliminary Rounds

Field-I

Pool-A	GIA	MPL	KK2	CLB	TW1	FTB
GIA		①	③	⑦	⑪	X
MPL	10:30		⑤	⑩	X	⑧
KK2	11:10	11:50		X	⑨	⑫
CLB	12:30	13:30	X		②	④
TW1	13:50	X	13:10	10:50		⑥
FTB	X	12:50	14:10	11:30	12:10	

Field-III

Pool-C	CLC	BLU	SUT	RUA	WOA
CLC		①	⑥	⑨	③
BLU	10:30		④	⑦	⑩
SUT	12:10	11:30		②	⑧
RUA	13:10	12:30	10:50		⑤
WOA	11:10	13:30	12:50	11:50	

Field-II

Pool-B	KSH	PUG	FTW	CLA	KK1	TW2
KSH		①	③	⑦	⑪	X
PUG	10:30		⑤	⑩	X	⑧
FTW	11:10	11:50		X	⑨	⑫
CLA	12:30	13:30	X		②	④
KK1	13:50	X	13:10	10:50		⑥
TW2	X	12:50	14:10	11:30	12:10	

Timetable :DAY 1			Field-I			Field-II			Field-III		
game#	start	end	vs		ref	vs		ref	vs		ref
①	10:30	10:45	GIA	MPL	KK2	KSH	PUG	FTW	CLC	BLU	SUT
②	10:50	11:05	CLB	TW1	FTB	CLA	KK1	TW2	SUT	RUA	WOA
③	11:10	11:25	GIA	KK2	MPL	KSH	FTW	PUG	CLC	WOA	RUA
④	11:30	11:45	CLB	FTB	TW1	CLA	TW2	KK1	BLU	SUT	CLC
⑤	11:50	12:05	MPL	KK2	GIA	PUG	FTW	KSH	RUA	WOA	BLU
⑥	12:10	12:25	TW1	FTB	MPL	KK1	TW2	PUG	CLC	SUT	WOA
⑦	12:30	12:45	GIA	CLB	KK2	KSH	CLA	FTW	BLU	RUA	CLC
⑧	12:50	13:05	MPL	FTB	CLB	PUG	TW2	CLA	SUT	WOA	BLU
⑨	13:10	13:25	KK2	TW1	GIA	FTW	KK1	KSH	CLC	RUA	SUT
⑩	13:30	13:45	MPL	CLB	FTB	PUG	CLA	TW2	BLU	WOA	RUA
⑪	13:50	14:05	GIA	TW1	CLB	KSH	KK1	CLA			
⑫	14:10	14:25	KK2	FTB	TW1	FTW	TW2	KK1			

Day 2: Finals**Eishinsha Cup (@Field-I)**

Pool-D	A-1st	B-2nd	C-1st
A-1st		①	③
B-2nd	10:00		⑤
C-1st	10:30	11:00	

Pool-E	A-2nd	B-1st	C-2nd
A-2nd		②	④
B-1st	10:15		⑥
C-2nd	10:45	11:15	

⑧	11:45	5th-6th Playoff	D-3rd	vs	E-3rd
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⑨	12:00	3rd-4th Playoff	D-2nd	vs	E-2nd
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⑩	12:15	EC Grand Final	D-1st	vs	E-1st
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Sanko Trophy (@Field-II)

Pool-F	A-3rd	B-4th	C-3rd
A-3rd		①	③
B-4th	10:00		⑤
C-3rd	10:30	11:00	

Pool-G	A-4th	B-3rd	C-4th
A-4th		②	④
B-3rd	10:15		⑥
C-4th	10:45	11:15	

⑧	11:45	11th-12th Playoff	F-3rd	vs	G-3rd
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⑨	12:00	9rd-10th Playoff	F-2nd	vs	G-2nd
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⑩	12:15	ST Grand Final	F-1st	vs	G-1st
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Friendly Matches (@Field-III)

Pool-H	A-5th	B-5th	C-5th	A-6th	B-6th
A-5th		①	⑥	⑨	③
B-5th	10:00		④	⑦	⑩
C-5th	11:15	10:45		②	⑧
A-6th	12:00	11:30	10:15		⑤
B-6th	10:30	12:15	11:45	11:00	

Timetable :DAY 2			Field-I			Field-II			Field-III		
game#	start	end	vs		ref	vs		ref	vs		ref
①	10:00	10:10	A-1st	B-2nd	C-1st	A-3rd	B-4th	C-3rd	A-5th	B-5th	C-5th
②	10:15	10:25	A-2nd	B-1st	C-2nd	A-4th	B-3rd	C-4th	C-5th	A-6th	B-6th
③	10:30	10:40	A-1st	C-1st	B-2nd	A-3rd	C-3rd	B-4th	A-5th	B-6th	A-6th
④	10:45	10:55	A-2nd	C-2nd	B-1st	A-4th	C-4th	B-3rd	B-5th	C-5th	A-5th
⑤	11:00	11:10	B-2nd	C-1st	A-1st	B-4th	C-3rd	A-3rd	A-6th	B-6th	B-5th
⑥	11:15	11:25	B-1st	C-2nd	A-2nd	B-3rd	C-4th	A-4th	A-5th	C-5th	B-6th
⑦	11:30	11:40	intermission			intermission			B-5th	A-6th	A-5th
⑧	11:45	11:55	D-3rd	E-3rd	TBA	F-3rd	G-3rd	TBA	C-5th	B-6th	B-5th
⑨	12:00	12:10	D-2nd	E-2nd	TBA	F-2nd	G-2nd	TBA	A-5th	A-6th	C-5th
⑩	12:15	12:25	D-1st	E-1st	TBA	F-1st	G-1st	TBA	B-5th	B-6th	A-6th
	12:30		presentation & closing								

Tournament Organizers' Tent

We will put up the Tournament Organizers' Tent beside rugby fields. [See **Rugby Fields** on page 3.] At the Tournament Organizers' Tent, staff members do various work in order to run the tournament smoothly.

1. Timekeeping

Timekeeping will be the responsibility of the tournament organizers. The timekeeper will make an announcement each time before the matches start, and turn on the siren at the matches' scheduled start time. The teams playing on each field will start the match simultaneously when the timekeeper turns on the siren, so as soon as previous matches are over, the teams and the referees participating in the next matches must come to the field to prepare. The siren will also be turned on at halftime, at the beginning of the 2nd half and at full time. [See **Halftime break & Intervals between the matches** on page 13.] *On Sunday all the matches have no halftime break.

2. Distributing & collecting scorecards

At a match the referee in charge (or his/her teammate) must keep score on the scorecard. Scorecards are distributed at the Tent. Referee in charge of next match will come to the Tent and staff members will hand him/her the scorecard of the match assigned to him/her. After the match finishes, the ref will bring the card back to the Tent.

3. Management of the results

We will set bulletin boards made of cardboard, on which the fixtures are written, in front of the table at the Tournament Organizers' Tent. Every time results are reported, we will write down the scores on the fixture. During the tournament, please check your schedule on the bulletin boards.

4. Preparing a first-aid box

We will prepare a first-aid box at the Tournament Organizers' Tent. We have band-aids, disinfection liquid, absorbent cotton, cold spray, etc. in the box. If somebody gets injured beyond first-aid treatment, please call 119. We do not take out insurance on players in this tournament, so please take care of yourselves.

Halftime break & Intervals between the matches

As for the tournament on Saturday, a match consists of two 7 minute halves with a 1 minute halftime break. (On Sunday, every match will be played one way of 10 minutes duration with no halftime break.)

A halftime break is only one minute, which means no time for team discussion during the break, so soon after finishing hydration the teams must switch sides as quickly as possible.

In order to make the tournament run on schedule, the timekeeper will turn on the siren at the 2nd half's scheduled start time, whether the teams are ready or not. After the siren is turned on, the ref can resume the 2nd half whenever the teams get ready. The game restarts with a tap on the middle of the field by the team who didn't tap off at the beginning of the 1st half.

The timekeeper turns on the final siren at full time. Additional time will not be given after the 15 minutes of play have passed. The referee should declare "LAST PLAY" soon after the final siren is turned on and play is to continue until the ball next becomes dead. Should a penalty be awarded during this period, the penalty is to be taken.

The time of an interval between the matches is 5 minutes, which means that we will start to measure 5 minutes soon after the final siren is turned on, whether the match has finished or not, so as soon as a match is over, the teams and the referees participating in the next match must come to the field and prepare for the game. The captains will "janken" to decide which team will tap off before the match starts.

If a team does not appear on the field by the start time of their match, the team will automatically lose that match and get minus one competition point as a penalty. The opposing side will be given 4 competition points plus 2 bonus points. [Since no one scores any tries in that match, neither side gets any game points.]

Refereeing

Refereeing is assigned to all the teams. Referee assignments on Saturday were already decided as the fixtures show. [See page 10.] On Sunday, the referee schedule will be decided according to the results of the pool matches played on Saturday.

The main purpose of this tournament is not chasing victory, but having a good time and making friends. We want everybody (players, supporters, and of course referees) to smile and to be happy.

We ask all players and supporters not to backchat the referees. If you do not agree with a call, please ask your captain to discuss the call with the referees.

We ask referees to run the matches as smoothly as possible.

★Please try to urge the players to come on the field and prepare for tap-off by the time listed on the schedule.

★Please try to have the teams switch sides as quickly as possible during the halftime break and resume the match at the scheduled time.

★Please make sure to keep score. Scorecards will be given at the Tournament Organizers' Tents. We ask the referee in charge of the next match to come and get the scorecard for the assigned match. After the match is over, please ask both captains to confirm that the scorecard is correct. If it is incorrect, double-check it with the captains and correct it. Then bring your scorecard to the Tournament Organizer.

Thank you very much for reading through. Without your help and cooperation, this tournament will not be successful. Let's make OUR event great together. Yoroshiku!

This tournament is

proudly sponsored by

Eishinsha, Hanayoshi Flower Shop, The Meat Guy Store, Kanoko Liquor Store, Itotagawa Eye Clinic, Shikoku University, Awa Club, Chinese Cuisine Nagawo, Men's Hair Age, Alpha Design, Ishiken Stone Processing Company, All-rounder Red-River, Itsuki Sports, and Sanko Clean Service Center.

organized by

Tokushima Touch Association, Shikoku University Touch Rugby Club and ...

Tokushima AJET

Staff members: Michele, Shay, Danielle G, Danielle Y, Rosalie, Adam, Mathieu, Carlo and Gabrielle

Without their hard work, this tournament would not be realized. :)