SACSSGSA TOUCH FOOTBALL RULES

1. TEAMS
   a) Each team should consist of 6 players.
   b) A team must have at least 5 players to take the field or else a forfeit loss results and a scratch match should be played.
   c) Teams must supply their own basic first aid kit, however a backup kit will be available from the venue coordinator if required.

2. PLAYER ELIGIBILITY
   a) Players are only eligible to play one game per day, unless approval is given by the Executive Officer prior to the game and both teams have been notified.
   b) A player is able to be bought up from a lower grade to fill in for a team that does not have enough players to take the field, however this player must not play another game for the day unless approval has be given by the Executive Officer.
   c) A player is not allow to be bought down from a higher grade to fill in for a team that does not have enough players to take the field unless approval has been given by the Executive Officer and both teams have been notified.

3. REFEREES
   a) Referees to be supplied at each venue by the Venue Coordinator.
   b) All grades will have 1 Referee.
   c) Referees must be suitably qualified and have previous experience refereeing games.

4. MATCHES
   a) Games will be of 45 minute duration.
   b) 2 x 20 min halves with a 5 minute half time break.

5. SACSSGSA RULES
   a) BREACHES OF THE RULES:
      • Players can be sent from the field for a specified time e.g. 5 minutes and then allowed to return OR for the whole game.
      • If they are sent for the whole game this is an automatic 2 week suspension.
6. **SCORING**
   a) The referee will keep record of the official score and will fill in the score card at the end of each quarter.
   b) He/she will return the score card to the venue coordinator at the end of each game.
   c) **MERCY RULE (All grades except Senior A)**
      - Where there is a margin of 8, the winning team will be restricted to 4 touches instead of 6 touches per set which will be enforced for the remainder of the game.
   d) **TEMPERATURE RULE**
      - The venue coordinator (currently either Georgia or Brad) can choose to enforce the play of quarters instead of halves if the conditions warrant it at any time during the game.

7. **UNIFORM**
   a) Correct school sports uniform is to be worn by ALL team members.
   b) Penalty for non-compliance of uniform is that the offending student may not take the field for the first 5 minutes at the commencement of each half.
   c) If any player in a team is out of uniform the team must play short for the time indicated, no matter how many players available.
   d) Tracksuit pants cannot be worn.
   e) As long as there are 5 players available (even if some are out of uniform) a team will not have to forfeit.

8. **VENUE COORDINATOR**
   a) Supply timer for each game.
   b) Venue Coordinator to set out cones each week and have a backup First Aid Kit available.
   c) Ensure smooth running of competition (copy of rules must be available at venue)
   d) Ensure that Blood Policy is brought to the attention of Coaches and Referees and that it is strictly adhered to.

9. **RESULTS**
   a) Host venues are responsible for submitting results to the Executive Officer by 3pm, Monday of the following week.
   b) SACSSGSA- Email: laura.gilbert@cesa.catholic.edu.au
10. FORFEITS

a) The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12.00 noon on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.

b) Failure to notify opposition will incur a $50.00 forfeit fine.

c) Forfeit score is 7-0 and no premiership points will be awarded to the forfeiting team.

11. POINTS ALLOCATION

a) 3 points for a win

b) 2 points for a draw

c) 1 point for a loss

d) 3 points for a forfeit win (Score to be 7-0)

e) 0 points for a forfeit loss (Score to be 0-7)

12. PLAY OFF

a) Final premiership table is determined by the play-offs:
   
   Winner of 1 v 2 is first

   Winner of 3 v 4 is third

   Winner of 5 v 6 is fifth etc.

b) If there is a genuine situation of injury before a play off, a team must get approval from the Executive Officer to bring up a player from another team.

c) Notification to be received by the Executive Officer, Ph 08 8301 6879 or email laura.gilbert@cesa.catholic.edu.au at least 3 days before play off if there is a dispute in the premiership table.

d) If in the play off round for 1st V 2nd the game is a draw at the end of official time then extra time, of 5 minutes only will be allocated to gain a clear result.

e) ‘If after 5 minutes there is no clear result a drop off will be played. Teams start with 5 on each side and every minute this is reduced until each team is only playing 3 v 3. The first team to score wins’.

f) No matches in the play off rounds are to be rescheduled. A $60.00 fine will apply and a letter to both school principals must be written explaining the reasons, unless there are extenuating circumstances.

g) All games must be played at their allocated venues.

h) In Term 4 there are no Play Off rounds and final placing will be determined on the Premiership Tables.