

Catholic Secondary Girls Sport South Australia

Provided by SA Catholic Secondary School Girls Sports Association



Game Rules: Touch Football

The Team

- Shall consist of six (6) players on the field at one time.
- Maximum of twelve (12) players per team.
- A team must have at least four (4) players to take the field or else a forfeit loss results and a scratch match should be played.
- Teams must supply their own basic first aid kit, however a senior first aid officer will be available at the venue if required.

Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round One (1) will be given a warning. After that, a penalty will be enforced.
- The penalty for non-compliance of uniform is that the offending student may not take the field for the first five (5) minutes at the commencement of each half.
- 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.
- The Venue Coordinator and both teams must be informed of the infringement at the time of the penalty being handed down.
- The definition of a player out of uniform and a penalty to be applied -
 - A player that is wearing the incorrect coloured shorts, skirt, top etc.
- Any or all players in a team may wear a tracksuit top (NO hood) and tracksuit pants for all or part of any game underneath their playing uniform, provided it conforms to their school's uniform policy.
- If track pants/leggings are worn, female players must still wear their school approved top/shorts etc. over them.
- Cultural Headwear is allowed to be worn, however, where possible not to be secured with any pins/sharp objects.
- If a player is wearing jeans or non-uniform clothing etc. then the player is not permitted to play unless the Executive Officer has given permission.
- No gloves are allowed (unless the Association gives permission and/or a doctor's certificate has been shown for medical reasons).
- NO jewellery is allowed to be worn during a game, this includes rings, watches, necklaces, earrings and taped studs.
- Fingernails must be short NOT taped.
- As long as there are five (5) players available (even if some are out of uniform) a team will not have to forfeit.
- Players are not required to wear boots to play a game, however appropriate footwear is required at all times. Boots are optional.

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Player Eligibility

- Players are only eligible to play one (1) game per day unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- A player can 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 been given by the Executive Officer.
- A player is not allowed 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.

Referees

- Referees to be supplied at each venue by the Venue Coordinator.
- All grades will have one (1) Referee.
- Referees must be suitably qualified and have previous experience refereeing games.

Play

Match Duration:

- Games will be of thirty-six (36) minute duration.
- Two (2) x sixteen (16) min halves with a four (4) minute half time break.
- TEMPERATURE RULE-

In extreme conditions the Venue Coordinator has the authority to enforce safety measures where teams play quarters instead of halves in the allocated time slot if the weather conditions warrant it at any time during the game. They also have the authority to call off matches in cases of extreme weather conditions.

Rules:

- Touch Football is conducted under the rules of Touch Football Australia unless otherwise stated.
- BREACHES OF THE RULES-
 1. Players can be sent from the field for a specified time e.g. five (5) minutes and then allowed to return OR for the whole game.
 2. If they are sent for the whole game this is an automatic one (1) match suspension.

Scoring & Timing

- The Referee will keep record of the official score and will fill in the score card at the end of each half.
- He/she will return the score card to the Venue Coordinator at the end of each game.
- Central timing will be done by the Venue Coordinator or the Referee for all games.

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- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
 1. Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
 - Touch Football – score margin capped at eight (8) tries
 2. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
 - a) Restricting the winning team to four (4) touches instead of six (6) touches per set.
 - b) Making the team take a set number of passes before scoring.
 - c) Restricting dominating players from scoring.
 - d) Rotating the stronger players off the field.
 - e) Removing the sixth (6th) player and continuing play with only five (5) players on the field for as long as the winning team feels it appropriate to do so.

Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by Twelve Noon (12.00pm) on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.
- Failure to notify the opposition and the Venue Coordinator will incur a \$ 75.00 forfeit fine.
- Forfeit score is 6-0 and no premiership points will be awarded to the forfeiting team.

Points Allocation:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 6 - 0)
- 0 points for a forfeit loss (Score to be 0 - 6)

Finals:

- In Term One (1), there will be one (1) round of Finals in the last week of competition for A grade competitions only.
- First (1st) and second (2nd) will play off for first (1st) position, third (3rd) and fourth (4th) will play off for third (3rd) position etc.
- For all other grades (including mixed A/B grades), final standings will be determined by the Premiership Table at the conclusion of all rounds.
- If there is a genuine situation of injury before a final, a team must get approval from the Executive Officer to bring up a player from another team.
- If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email sacssgsa@cesa.catholic.edu.au by Monday, Twelve Noon (12.00pm) the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.

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- For first (1st) V second (2nd) finals only, if the game is a draw at the end of official time, the drop off rule will apply (see below).
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances for both schools involved, and the Executive Officer agrees upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.

Drop Off Rule in Finals:

- Each Team will reduce their on-field Team to four (4) players and within sixty (60) seconds take up a position to restart play from the Halfway Line, defending the same end of the field as at the End of Play.
- The Drop-Off commences with a Tap from the centre of the Halfway Line by the Team that did not commence the match with Possession.
- The Drop-Off will commence with a two (2) minute period of extra time.
- Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.
- Should neither Team be leading at the expiration of two (2) minutes, a signal is given, and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.
- The Match will recommence immediately after the players have left the field at the same place where it paused (i.e., the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.
- There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.
- Substitution during the Drop-Off is permitted in accordance with normal Interchange Rules.