



GRIFFITH SPORT - SOCIAL SPORT COMPETITION

Competition Rules – Touch Football

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **Griffith Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more.

Unless otherwise stated in these rules, normal touch football rules apply as outlined by the Australian Touch Association playing rules (8th edition). All rules are open to the interpretation of the referee and their decision is final.

RULE 1: Team Composition & Player Requirements

- a) A team may have a maximum squad of twelve (12) players registered.
- b) Six (6) players are allowed on the field at one time
- c) In mixed competitions, the maximum number of males allowed on the field of play is three (3).
- d) Four (4) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with four players provided the previous point (1c) is satisfied.
- e) In the event that the above rules (1a – 1d) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- f) All teams must adhere to the Uniform requirements set out in the **Griffith Social Sport Terms and Conditions**, breaches of this will result in playing points penalty imposed at the start of the match.

RULE 2: Interchange

Teams are allowed unlimited substitutions, which may be made at any time during the game. It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 1. When substituting, teams must ensure the change over occurs within 5 meters of the centre line. A penalty will be awarded at the location of the breach to the non-offending team.

RULE 3: Game Duration

- a) Games consist of 2 by 20 minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Sport Convenor. No time outs are allowed.
- c) If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Convenor.

RULE 4: Game Commencement

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-5 forfeit loss.
NB. The game may go ahead after 10 minutes; however the 0-5 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time.

RULE 5: Points

Points are awarded in matches as follows:

Win - 3 Points

Bye - 3 Points

Draw - 2 Points

Loss - 1 Point

Forfeit - 0 Points

In the event of tied points at the end of round matches, placing's will be determined by for and against try count.

RULE 6: Finals

- a) If the match is drawn at full time in a finals match the 'drop off procedure' outlined in the Australian Touch Association playing rules (8th Edition) will be adopted.
 - i. Once the referee signals the end of the game, and notifies the Sport Convenor of a drawn game, a one (1) minute break will occur prior to commencement of the "Drop-off". Each team will reduce their playing strength by two on-field players. Each team cannot have more than 2 male players on the field from this point onwards.
 - ii. The Drop-off commences with a tap from the centre of the halfway line by the team who loss the toss at the commencement of the game. Teams continue to play in the same direction as they finished the game. Substitution of players is permitted at any time as per the normal interchange rules.
 - iii. At the conclusion of two minutes of extra time, a signal is sounded and the referee will stop play at the next touch or dead ball. Each team will then reduce their on field strength by one (1) player.
 - iv. Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
 - v. The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop Off.
 - vi. Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored.
 - vii. Should a player be sent off for the remainder of the match, the offending team will play with one (1) less for the duration of the Drop Off.
 - viii. During the Drop Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
 - ix. The decision on which player will drop off is entirely up to each team, either a male or female can be removed from the field at the 2 minute period so long as there is at least one player of each gender remaining on the field for each team.
 - x. A player/team wasting time at a drop off will be penalised at the mark for recommencement of the match.