

Griffith Sport - Social Sport Competition

Competition Rules – Touch Football

All players are responsible for reading and understanding the rules contained herein. If any rules are unclear, please discuss these with the referee or the Social Sport Convenor prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will have limited capacity to clarify rules or rulings during the game in which case further assistance can be sought from the Social Sport Convenor. All participants are 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 12 players registered.
- b) Six (6) players per team are allowed on the field at any one time.
- c) In **mixed** competitions, the maximum number of three (3) males can be on the field at any one time. There is no minimum number of males required to take the field.
- d) In women's or men's competitions, all players must be of the identified gender of the competition.
- e) Four (4) players is the minimum required for a team to avoid a forfeit. Teams may commence games with four (4) players provided 1c is satisfied.
- f) In the event that the above rules 1a – 1e 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.
- g) All teams must adhere to the Uniform requirements set out in the [Griffith Social Sport Terms and Conditions](#). Uniform breaches will result in playing points penalty imposed at the start of the match.

RULE 2: Interchange & Substitutions

- a) Teams are allowed unlimited substitutions, which may be made at any time during the game.
- b) It is the responsibility of individual teams and team captains to ensure they maintain the appropriate number of players on the field in accordance with Rule 1.
- c) When substituting, teams must ensure the changeover occurs within five (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 two (2) by 20 minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) Clock stoppages will only occur in exceptional circumstances and at the discretion of either the Referee or Social Sport Convenor.
- c) No time outs are allowed.
- d) If a game commences late (and is not deemed a forfeit) then it must still finish at the scheduled time. In such circumstances, the halves may be shortened at the discretion of the Social 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 team that is not ready to commence play with a minimum of four (4) eligible players (Rule 1), ten (10) minutes after the scheduled start time of the match will incur a 0-5 forfeit loss.
 - i. 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 – Penalties/Sin Bin

- a) Referees have the right to warn, ask to leave or eject from the field, any player or spectator whom they believe is bringing the game into disrepute.
- b) During the game, the referee has the option of using two (2) disciplinary cards – yellow and red. If a player receives a red card, that player is immediately expelled from the game. No substitute player is allowed to replace a player who is sent off in the game in which a red card is issued.
- c) This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game and all participants and spectators adhere to the Griffith Sport Pride Code of Behaviour.
 - i. Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the referee's opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements.

- a) **Forced Substitution**
 - i. The match referee is entitled to send off any player at any stage for any reason and for any period if they feel it necessary to do so for player safety or their ability to effectively control the game.
 - ii. The decision regarding whether and when this player can be replaced with a substitute during this time is at the discretion of the referee.
 - iii. A player does not need to be given a yellow or a red card by the referee to be sent off or substituted in this manner.
- b) ***Sin Bin***
 - i. The match referee informs the individual that they have been sin binned.
 - ii. The player is to proceed to the oppositions end of the field, behind the try line and remain there until signalled by the referee that they can return to play.
 - iii. A player that has been sin binned can not be replaced by a substitution.
 - iv. When the referee indicates that the player may return to the game they must re-enter the field via the interchange area at the halfway point of the field.
- c) ***Dismissal***
 - i. The match referee informs the individual that they have been dismissed from the match.
 - ii. An individual who is dismissed is automatically dismissed from both the current game and the next 2 scheduled games for the team. This includes when the dismissal is received the week before or during a finals match.
 - iii. A player who is dismissed must give their name to the referee, who will record it on the scorecard and pass it onto the Social Sport Convenor.
 - iv. After providing the referee with their name the player must leave the field immediately and may take no further part in the game and cannot be replaced on the field by another player.
- d) Additional sanctions or suspensions can be applied to players, spectators or teams in accordance with the Griffith Sport Disciplinary Regulations for breaches of the rules of the game or failure to adhere to the Griffith Sport Pride Code of Behaviour.

RULE 6: Points

Points are awarded in matches as follows:

- Win – 3 Points
- Bye – 3 Points
- Draw – 2 Points
- Loss – 1 Point
- Late Forfeit – 1 Point

At the end of round matches overall standings will be determined in the following order:

1. Highest competition points
2. Highest goal difference
3. Most goals for
4. The victorious team from the most recent round match encounter between two (2) teams

RULE 7: Drawn Finals

- a) If the match is tied 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 Social 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 (2) on-field players. For **mixed** competitions, each team cannot have more than two (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 lost 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 (2) 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. The clock does not stop when the hooter sounds at the two (2) minute intervals, as there is no time off during the Drop Off.
 - v. 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 (6th) touch).
 - vi. Once the teams have been reduced to three (3) players each, no further Drop off of players will occur, and the match will continue until a try is scored.
 - vii. Should a player be sent off for the remainder of the match, the offending team will play with one (1) less player for the duration of the Drop off.
 - viii. During the Drop off, and 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 two (2) minute period so long as there is at least one (1) 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.