



## **Touch Football Competition Details**

### **Rules**

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.

### **Team Composition & Player Requirements**

- 1) Team sizes are limited to 12 players in Mens, Mixed & Womens Competitions.
- 2) Players registered in a Mens, Mixed or Womens competition are ineligible to play in another Mens, Mixed or Womens competition & vice versa.
- 3) The minimum number of players required on the field for a match to commence or continue is 3.
  - a) In mixed competitions there must always be at minimum of 1 male player & 1 female player on the field and a maximum of 3 male players at any time.

### **Game Duration**

- 1) Matches will consist of 2 x 12 minute halves with a 2 minute half time period.
  - a) Griffith Sport reserves the right to alter game duration and format of the matches in the tournament pending the competition sizes and court availability.
- 2) No clock stoppages will be made except under exceptional circumstances at the discretion of the referee or Griffith Sport.
- 3) If a game commences late (and is not deemed a forfeit) or delayed at any point throughout (Injury treatment) 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 Griffith Sport.

### **Substitutions**

- 1) Player substitutions can occur at any time so long as team composition requirements are maintained.

### **Uniform Requirements**

- 1) All players on a team must wear the matching uniforms in accordance with their University Sports Department requirements.
- 2) In addition each team must have numbers on the back of the playing shirt or wear appropriate matching numbered bibs.



## Competition Format

### 1) Round Points Scoring

Points are awarded in matches as follows:

- a) Winning team - 3 points
- b) Drawn match - 2 points per team
- c) Losing team - 1 point
- d) Forfeited team - 0 points
- e) Bye - 3 points

### 2) Round Progression

- a) Teams with the most number of round points will progress through to the elimination matches.
- b) Where there is a tie in points the following progression of tiebreakers will occur:
  - i) Points difference (for and against)
  - ii) Highest for score
  - iii) Head to Head results between the teams concerned

### 3) Drawn Matches

- a) No extra time will be played for drawn matches in round games and each team will be awarded the drawn match points.
- b) In finals or progression matches if the score is equal at the conclusion of normal time then TFA drop off procedure will be applied.

### 4) Forfeit Matches

- a) A forfeit will be declared 5 minutes after the scheduled start time of a match if either team is unable to commence play.
  - i) If at any point during the match that a game can not continue due to a team not meeting minimum player numbers then the match will be declared a forfeit.
- b) The forfeit score for a match is 5 – 0.

## Disciplinary

- 1) 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.
- 2) 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](#).