

TARCUTTA TOUCH ASSOCIATION INC.

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Competition Rules

Amended 21st August 2017

1. TEAM NOMINATION

- 1.1. A team may consist of as many players as desired, however only fourteen (14) players are allowed to play in a semi-final, final or grand-final.
- 1.2. There are to be no more than six players on the field at any one time. A team will be deemed to forfeit a match if they have only three (3) or less registered players present ten (10) minutes after the scheduled start of play.
- 1.3. A team **must** have two (2) juniors or a junior and a lady on the field at all times during play if there are more than four players on the field. If insufficient juniors or ladies are present the team must play with less than six players, unless only the minimum four players are present in which case this rule does not apply.
- 1.4. A player must be recorded as present on the team sheet for five (5) rounds during the regular season to qualify for the semi-finals, finals or grand-finals. Knockout competition rounds held on a Monday night are deemed part of the regular season for the purposes of qualifying rounds.
- 1.5. All teams must be wearing uniforms (i.e., same shirts) by round three (3), or will lose points for each round where uniforms are not worn. Juniors may wear a plain colour shirt (same as team colour) with a number on both sleeves or one big number on the back.

2. REGISTRATION

- 2.1. Players must complete the team sheet correctly to ensure eligibility to participate and for insurance purposes.
- 2.2. Additional team members may be added up to the 4th round of the competition, or other such limits as imposed for insurance purposes by Touch New South Wales. Additional players must complete their details on the team sheet and pay their fees before they take the field.
- 2.3. A junior player is a player who is either aged nine (9) to fifteen (15) years, inclusively. For example, if your sixteenth birthday falls several days after the competition commences, you are still classed as a junior. A player turning nine during the season may commence at the start of the season with parental discretion as long as a senior family member is also involved with the team. [Minutes 2017-08-21]
- 2.4. Bona fide secondary school students on the first night of competition are eligible to pay a Student Membership rate equal to a Junior Membership. [Minutes 2016-10-31]
- 2.5. Mini touch players should preferably be at least four (4) years old. [Minutes 2013-08-13]

3. INSURANCE

- 3.1. Should a player sustain an injury and wish to make a claim, they are to call SportsCover on 1300 736 390 (toll free) or 02 9689 2311. Alternatively, you can send an email to claims@sportscover.com.
- 3.2. Injuries should be noted on the team sheet on the night/day of the competition. A team representative should ensure that all injuries and incidents are reported to the President of the Tarcutta Touch Association.

4. TEAM SHEETS

- 4.1. All players present must be recorded on the team sheet each game. The opposing captain must countersign the team sheet as a true and accurate record. In the case of a team forfeiting by not having any players present, the referee may countersign the team sheet for the team that was present.

5. PLAYING RULES

- 5.1. All games are played according to the Touch Football Australia Playing Rules (7th Edition).
- 5.2. Footwear with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic boots with soft molded soles are permitted, provided individual studs are no longer than thirteen millimeters (13mm) in length, the measurement being taken from the sole of the boot.
- 5.3. No jewellery or watches are to be worn during play.
- 5.4. No long fingernails are permitted.
- 5.5. Referee duty – where a duty game is nominated in the draw, each team must take turns to supply a referee for one half of the match for duty on another field. In the event of uneven team numbers providing a bye each round, the team with the bye will be deemed to supply referees.
- 5.6. Duty Team - The team mentioned in the draw as duty team is responsible for distributing and collecting the field markers (i.e., witches hats) for that round. Failure to do all aspects of duty will result in the loss of points.

6. INTERCHANGE PROCEDURE

- 6.1. All interchanges must occur at or within your team's interchange area, and only after the substituted player has crossed the boundary and entered the interchange box. All interchanges must be made on one side of the field and without delay. If a field has interchange boxes on both sides a team can only substitute from one box.
- 6.2. Physical contact does not have to be made between interchanging players. Players leaving or entering the field shall not hinder or obstruct play. Players must enter from an onside position. Following the scoring of a touchdown, players may interchange at will without having to wait for the substituted player to enter the interchange area.
- 6.3. RULING – interchange infringement at the interchange area.
A penalty awarded to the non-offending team, 5 metres infield from where the substituting player left the field or where the substituting player enters the field, whichever give the greater advantage.

7. COMPETITION POINTS

7.1. For all round robin games, competition points will be awarded on the results of the game at the full-time siren. The following points will be awarded:

Win = 3 points

Draw = 2 points

Loss = 1 points

Forfeit = 0 points

Refereeing/Duty = 3 point penalty for not completing duty [Minutes 2011-9-20]

8. POSITION FOR SEMI – FINALS

8.1. Highest on table

8.2. Difference (for and against) - if equal

8.3. Percentage - if equal

8.4. Result of round game - if drawn

8.5. Drop off

9. BLOOD BIN

9.1. Any player with a bleeding cut or abrasion is to leave the field immediately and have the wound cleaned and covered. At this time, any blood-stained clothing must also be cleaned or replaced.

9.2. If the player does not leave the field immediately, the referee will stop the game and ask the player to leave the field (normal substitution rules apply).

9.3. Once the flow of blood has been stemmed, the cut or abrasion cleaned covered and any blood-stained clothing and equipment cleaned or replaced, the player may return to the field and continue play.

9.4. If bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

10. SEND OFFS

10.1. Players are sent off for a period of time are required to stand behind their opponents score line until directed by the referee to return to the field of play. The player must remain in a non-participant role for that period of time or risk further penalty.

10.2. Referees may request that a player be removed from the field for the remainder of the game. In this case the player that has been sent off may be replaced.

11. DROP OFF PROCEDURE

11.1. In the event of a drawn game in which a result is required, a drop off situation will be utilized to decide the winner. The rules are as follows;

11.1.1. When a game is drawn at the expiration of full time, a break of one minute shall be taken. The Drop-Off commences with a tap from centerfield by the team who won the toss at the commencement of the game, with play continuing in the same direction as at the end of normal time. [Minutes 2017-8-21]

11.1.2. Each team commences the Drop Off with one less player than used in the normal time.

11.1.3. At the conclusion of two minutes of play a siren is sounded and the referee will stop play at the next touch or dead ball. Each team will drop off one player.

11.1.4. Play will re-commence immediately after the players have left the field at the same point in play where it was halted.

- 11.1.5. Every two (2) minutes, a signal for another player to drop off will be sounded. The clock does not stop, as there is no time out during the Drop-Off. [Minutes 2017-8-21]
- 11.1.6. Once the teams have been reduced to only 3 players each, no further drop off of players will occur and the game will continue until a touchdown is scored. As soon as a team scores they are declared the winner.
- 11.2. 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 touch down counts and the game commences as per normal after the touchdown is awarded. Once possession is lost, the winner is then confirmed.
- 11.3. The decision on which player will drop off is entirely up to the team captain, coach etc.

12. HEAT POLICY

- 12.1. In the event of the temperature being at or above 38°C at the scheduled start time, games will be played in four 10-minute quarters, with the length of the quarter time and three quarter time breaks to be set at the discretion of the referees (maximum of 2 minutes). [Minutes 2014-02-24]