

Competition Rules

Touch Football

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Referee and their decision is final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

Players and their associated spectators are not permitted to drink, or be under the influence of, alcohol (or other banned substances), during the games or at the venue.

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. Because of time constraints the Referees may not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatuses or other associated materials, they shall be suspended from the competition and be required to pay for damages incurred.

2. Responsibility of Officials

Referee

The Referee is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players and the timing and conduct of the games. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for everyone involved.

Convener

The Convener is responsible for the management of all the games, teams, venue, equipment and administration. They will be present at all games to ensure First Aid treatment is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner. The Convener may observe the game and help the Referee to make the correct decision regarding the infringements or player behaviour during game play.

3. Conduct of Players

It is the responsibility of all the players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the officials and any other person concerned. Any behaviour, act or language that is considered inappropriate by the officials will not be tolerated. Poor conduct either on or off the field will be determined by the officials and action will be taken based upon the offence. This can include warnings or the removal of a player, or team from the competition, should they be deemed dangerous or offensive to players or officials.

Zero Alcohol: There is no consumption of alcohol at the Netball courts by players or spectators. The Convenor or Umpires have the right to remove a player from the court, or from the venue if they are suspected to be under the influence of alcohol. Security will be notified if there is any lack of cooperation shown towards the Convenor or Umpires.

4. Location

The location for Touch Football may change each season depending on availability and conditions of the fields. Please check each season individually for locations.

5. Game Commencement

- a) Teams should arrive ten (10) 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 five (5) appropriate players (see Rule 6) 10 minutes after the Referee has signalled the game can start will incur a 0-5 loss.
- c) A game may go ahead after 10 minutes; however the 0-5 loss will stand regardless of the actual score.

6. Number of Players & Substitutions

There is no limit to the numbers of players that a team can register. However, team members can only play in the finals (quarter final, semi-final and grand final) if they have signed in and played two (2) or more games during the normal rounds. This must be indicated via the data from the Social Sport QR Code.

- a) A team is allowed a maximum of six (6) registered/eligible players on the field. Five (5) registered/eligible players is the minimum number of players that a team can have without a forfeit resulting.
- b) A full team of six (6) must have a minimum of one (1) and a maximum of five (5) members of either sex on the field at all times in the mixed competition. If only five (5) players are available, at least one of these players has to be from either sex (i.e. 1 Male and 4 Females or 1 Female and 4 Males).



- c) Teams are allowed unlimited substitutions. Substitute players must remain in their interchange area for the duration of the match. All interchanges must occur at or within the team's Interchange Area, and only after the substituted player has crossed the boundaries and entered the Interchange Area. All interchanges must be made on the one side of the field and without delay. Physical contact does not have to be made between interchanging players, and players leaving or entering the field shall not hinder or obstruct play and must enter from an onside position. Following the scoring of a try, players may interchange at will without having to wait for the substituted player to enter the interchange area. RULING - A penalty awarded to the non-offending team five (5) metres infield from where the substituted player left the field or where the substituting player entered the field, whichever is the greater advantage.
- d) Teams may commence games with five (5) players provided rule 6(b) is satisfied.
- e) In the event that rule 6(a), (b) or (d) are broken, at any time the Referee notices an extra player on the field a penalty awarded to the non-offending team at the position of the ball at the time the offence is identified.
- f) During finals matches (quarter final, semi-final and grand final), each player on field must have signed in and played a minimum of two (2) games to be eligible. If it is found that a player is on field that is ineligible for finals this will result in an immediate 5-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Referee, Convener, and Competitions Coordinator will try to prevent such situations via the QR Code form, the responsibility does rest with the individual players and team captains.
- g) Continually breaching these rules may result in the offending team receiving an official warning. Persistent infringement may involve further disciplinary actions applicable to each case.

7. Required Uniform and Jewellery

UQ SPORT advises that players in a team should all wear the same colour shirt.

Teams do not require a specific uniform, however, all players from a team must be wearing the same colour shirt and be identifiable to the referee and convenor that they belong on the same team.

It is compulsory for all players to wear appropriate enclosed sports shoes – for more information regarding the appropriate footwear, please refer to the Synthetic Turf Field Do's and Don'ts. No player can take the field with bare feet or while wearing jewellery of any kind. Jewellery, including, but not limited to watches, necklaces, earrings, bracelets, arm / wrist bands, and rings, must be removed prior to the game. Medical bands are allowed to be worn.

Only prescription glasses will be allowed. Other types of glasses could shatter and cause a serious injury to a players eyes.

8. Game Length

Games consist of two (2) equal halves of no more than twenty (20) minutes with players entitled to a five (5) minute half time break. No clock stoppages will be made except under exceptional circumstances. Such circumstances will be at the sole discretion of the Referee. No time outs are allowed. Intentionally delaying the restart of play will result in a caution (yellow card).

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 up to the discretion of the Referee. If a drink break is required, all players must stay on the field while the quickly have a drink; the Referee will not delay the restart for players not returning to the field.

9. General Rules

Games will be played according to the Touch Football Australia Rules 8th Edition unless otherwise specified. These rules can be found on the Touch Football Australia website at <https://touchfootball.com.au/about-touch-football/rules/>

10. Start & Restart of Play

The attacking team is to start the match with a tap at the center of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped. RULING - A change of possession at the center of the halfway line. For the recommencement of play following a half- time break, teams shall change directions and the team losing the toss is to start the match with a tap. For the recommencement of play following the scoring of a try, the team against which the score was made is to recommence play at the halfway mark.

11. Finals

All players must sign in and play two (2) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team.

All players are also required to bring a form of PHOTO ID for the Convener to check player eligibility for every finals game.

Extra Time for Drawn Matches - The following procedure will be utilised to establish a single winner.

The Drop Off Procedure

- I. When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, then signal to the convenor that the game is drawn. A one (1) minute break will occur prior to commencement of the "Drop-Off". Each team will reduce their playing strength by one on-field player.
- II. The Drop-Off commences with a tap from the centre of the halfway line by the team who won 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. 8 – Touch Football Australia Playing Rules - 7th Edition (reprinted 2007)
- 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. At each subsequent two minute period a signal for another player to drop off, will be sounded.

- VII. 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 try is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.
- 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 try counts and the match commences as per normal after a try is awarded. Once possession is lost the winner is then confirmed.
- IX. The decision on which player will drop off is entirely up to the team, that is the captain, coach, etc.
- X. A player/team wasting time at a drop off will be penalised at the mark for recommencement of the match.

Notes for Players

- a) During the original match, if a player has been sent from the field of play for the remainder of the match, that player cannot participate in extra time.
- b) A team that had a player (or players) dismissed from the field of play for the remainder of the match will commence extra time with a reduced number of players. Thus the team will commence extra time with four (4) players if one (1) player had been sent off and three (3) if two players had been sent off.
- c) At the drop off time, each team will still reduce their playing strength as per the rules, thus ensuring the one team will have the player advantage as per in the match. Once a team reaches only three players, no further drop off of players from either team, will occur. Injured players can be replaced at any time.
- d) Mixed Teams can drop off in any sequence provided that there is a minimum on one (1) male and one (1) female player on the field at all times

12. Team Draws

It is the responsibility of the team captain and individual team members to read the draw and ensure players register and arrive at the correct field in time for kick-off. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

Please ensure that you check the fixtures right up until game day as changes can be made to the fixtures from time to time.

13. Scorecards and Points

Referees will keep a record of all tries scored during a game on the official scorecard. The final result recorded by the Referee is final. However, captains from each team are encouraged to verify the final result and sign the scorecard to acknowledge that the game was accurately recorded.

Competition points will be allocated as follows -

- Win – 3 points
- Draw – 2 points each team
- Loss – 1 point

Should teams finish with equal competition points at the end of the regular season, For/Against will be used to separate the teams ie. (Team A goals scored – Team A goals scored against). If it is still a tie, the result of the game between those two teams during the season will determine the final position of the teams on the table. If the teams in question did not play each other, or, there is still a tie, the team with greater goals scored finishes above the other team.

14. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (eg. Serious injury requiring ambulance attention, fields unsafe, power outages, etc).

A game called off anytime in the first half will be rescheduled, unless one team is leading by a margin of 5 or more points. In this instance, the result will stand at the score line is called off.

A game called off anytime in the second half will be determined based on the score line when the game was called off.

15. Disciplinary Sanctions

This competition is social. Any rough play, abusive language, bickering, trash talking or challenge to the Referees authority etc. will not be tolerated. This may also be punished by a yellow or red card. This punishment will be decided by the Referee.

Rough play includes is any act or omission that, in the Referees opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements. Note however that the Referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game:

Yellow and red cards may only be shown to players or substitutes. The Referees are authorised to take disciplinary action from the moment players enter the field until the moment they leave it after the final whistle. A player who receives a yellow card may also be asked to take a timeout. If the player who is cautioned is asked to take a timeout, they may be substituted immediately while their timeout is served. The length of the timeout is to be determined by the Referee, and the player must only return to the court when permitted to do so by the Referee.

16. Injury and Insurance

A player may call for a stoppage due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. If a player is injured, it is their or their team mate's responsibility to immediately inform the Referee. The Referee may stop the game at any time.

For a minor injury, the Referee should send the injured player or a bystander to the Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured player or another responsible person before they return to the field of play or leave the venue for further treatment). A bond (e.g. student card) may be required if an ice pack is borrowed.

If a player has a minor injury or blood on their clothing or their person, they have a maximum of two (2) minutes to be treated and/or remove all signs of blood on field, or they will have to be substituted with another player. After two (2) minutes have elapsed, the Referee should immediately restart the game. Time for injury will not be added on to the final half during grading or round games. The Referee can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Referee is to remain with the injured player and send somebody else to inform the Convener of the emergency. Time for medical emergencies will not be added on to the final half during grading or round games.

Time for medical emergencies will not be added on to the final half during grading or round games. See section 19 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the field unless involved in a substitution. In the event that a player is bleeding, they must leave the field immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half. This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.

Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator at socialsport@uqsport.com.au or call (07) 3365 6612.

17. Grievance and Disciplinary Procedures

Should any person or team be conducting themselves in a manner that is felt to be inappropriate, discriminatory, disrespectful or dangerous, action will be taken by UQ SPORT officials and management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal grievance report to socialsport@uqsport.com.au

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ SPORT Officials and Management.

Please note that the Competitions Coordinator reserves the right to withdraw a team from the competition, without a refund, should the team:

- Forfeit more than two (2) games and do not provide a valid reason
- Continually display inappropriate behaviour towards UQ Sport staff and other customers

In these instances, what is deemed “valid” and “inappropriate” shall be at the sole discretion of the Competitions Coordinator.