



# TOUCH FOOTBALL

## Venue:

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Corner of Greenhill and Beaumont Road, Adelaide.

## TEAM, RESULTS & DRAW INFORMATION:

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- **SCORERS & GAME TIMES**

- The Referee will score each game
- Teams will need to bring the score sheet to the Official SACSA Desk ASAP.
- Games will be 2 x 10 minutes halves and with 2 min Half Time Break, 3 min changeover (Total 25mins).
- Change ends at half time.
- No injury time or time outs
- A siren will be sounded the end of game.
  
- Schools will need to bring their own shade shelters. **With 20cm pegs ONLY**

- **THE TEAM**

- 6-a-side; 12 Players max
- Teams may substitute players at any time during the game.

- **PLAYING GROUND**

- The dimensions of the field are: approx. 70m x 50m

- **BALL INFORMATION:**

- Steeden Synthetic all weather size 5 ball.
- SACSA will supply all match balls.
- Only bring two balls per team from your school to practice with school name.
- No balls will be allowed at the competitions other than touch footballs.

- **START OF THE GAME:**

- The Home team on the **score sheet** shall: take the tap and the Away team shall choose the direction to start each game.

- **TABLE POINTS:**

- 3 points for a win, 2 points for a draw, 1 point for a loss.

- **In the event of a draw** during the minor rounds there will be NO extra time played.



- **FINALS DRAW:**
  - The **top two teams will progress to the Grand Final** after the minor round matches
  - Please check the sportfix app for all updates. Finals tab
  - Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
    - i. The result of the match between the teams concerned.
    - ii. If still tied, placing's determined by the highest point percentage
    - iii. If still tied, the team with the least amount of points scored against them.
- **In the event of a draw during the Grand Final:**
  - If the result of the game is drawn at the end of full time, the drop off policy will apply (please see drop off procedure document).

## **RULES OF THE GAME:**

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Rules will be in accordance with the Australian Rules of Touch Football.

As well as -

### **SACSA Sports Highlighted and or Modified RULES**

#### **Rules of Note:**

- At a Roll ball, all players from the Defending Team must retire a distance of **seven (7) metres** or to the Defending Try Line as indicated by the Referee.

#### **On the Try line:**

- **Defence outside the 7m area all players must be moving forward.**
- **Inside the 7m area, defenders can't retreat (go back) until a touch is made.**
- **Phantom Touches:**
  - Any school called for a Phantom Touch by the referee will have one warning. Any further Phantom touches by that team in the same game will result in one player being removed from the field for the remainder of that half (offending team will play with 5 on the field).
  - No early calls, make your calls after the touch is made as you can't pull out of a touch.

#### **Substitutions:**

- Teams may substitute for players at any time during the game.
- This needs to happen within the sub box marked out on the sideline.
- Players my not enter until the on field player has entered the sub box.



## **DROP OFF PROCEDURE**

Should a Winner be required in drawn matches, the following Drop-Off procedure is used to determine a Winner.

1. Each Team will reduce their on-field Team to four (4) players and within 60 seconds take up a position to restart play from the Halfway Line, defending the same end of the field as at the End of Play.
2. The Drop-Off commences with a Tap from the centre of the Halfway Line by the Team that did not commence the match with Possession.
3. The Drop-Off will commence with a two (2) minute period of extra time.
4. Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.
5. Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.
6. The Match will recommence immediately after the players have left the field at the same place where it paused (i.e. the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.
7. There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.
8. Should a player be sent off for the remainder of the match when teams have only two players each, the offending team will forfeit, and lose the match.
9. 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.
10. The decision on which player will drop off is entirely up to the coach.
11. Players should not waste time during the drop off procedure.