



TOUCH FOOTBALL- DIV 2

VENUE: Corner of Greenhill and Beaumont Road, Adelaide.

RULES & REGULATIONS:

Rules will be in accordance with the Australian Rules of Touch Football (Including SACSA Modified Rules).

1. SCORERS & GAME TIMES

- 1.1. Each team will need to supply a scorer that is not a coach or player.
- 1.2. Both scorers will need to:
 - 1.2.1. Sit at the scorer's desk, fill out **ONE** score sheet and operate a scoreboard.
 - 1.2.2. confirm the scores at full time with the umpires and coaches.
 - 1.2.3. Score sheets will need to be signed by each coach and brought to the SACSA Desk promptly.
 - 1.2.4. **PRE-FILLED Score sheets** will be available on court benches.
 - 1.2.5. Please **fill in the information needed for each game** e.g., player's names and numbers prior to the start.
- 1.3. There will be **NO** Touch-down turn around
- 1.4. No injury time or time outs
- 1.5. A siren will be sounded at each interval.
- 1.6. Schools will need to bring their own shade shelters. **With 20cm pegs ONLY**
- 1.7. Total allocated match time 25 mins.
- 1.8. Games will be 2 x 12 minutes halves with 3 min half time and changeover.

2. THE TEAM

- 2.1. 6-a-side; 12 Players max
- 2.2. Teams may substitute players at any time during the game.
- 2.3. Teams will line up on the same side of the pitch.
- 2.4. Coaches and players are not allowed past the marked sub box area of their half. This needs to stay clear for interchange and scorers.
- 2.5. Teams swap sides of the pitch at half time.

3. PLAYING GROUND

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

4. BALL INFORMATION

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



5. PRE-GAME

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

6. RULES OF NOTE

- 6.1. Substitutions
 - 6.1.1. Teams may substitute players at any time during the game but only through the **green sub box**.
 - 6.1.2. Players may not enter the field of play until the on-field player has come off through the sub box.
- 6.2. Defending Try line
 - 6.2.1. When the attacking player in Possession enters the Defending Teams' Seven Metre Zone, the Defending Team must all move forward at a reasonable pace until a Touch is Imminent or made.
 - 6.2.2. **From the 8th edition rule book:**
 - "10.13 When a player from the Defending Team enters its defensive Seven Metre Zone, the Defending Team must move Forward at a reasonable pace until a Touch is Imminent or made.** (Ruling = A Penalty to the Attacking Team at the point of the Infringement.)"
 - "10.14 When a player in Possession enters the Defending Teams' Seven Metre Zone the Defending Team is not obliged to move Forward but cannot retire back towards their Try Line until a Touch is Imminent or made.** (Ruling = A Penalty to the Attacking Team at the seven (7) metre line in line with the point of the Infringement.)"

7. TABLE POINTS

- 7.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

8. FINALS PLACINGS

- 8.1. The **top two teams** will progress to the Grand Final after the minor round matches
- 8.2. Please check the Sportfix app for all updates. **Finals tab**
- 8.3. Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - 8.3.1. The result of the match between the teams concerned.
 - 8.3.2. If still tied, placing's determined by the highest point percentage.
 - 8.3.3. If still tied, the team with the least number of points scored against them.
 - 8.3.4. If still tied, the team scoring first in the head to head match, marked by a circle on the score sheet.



9. DRAWN MATCHES

- 9.1. **In the event of a draw** during the minor rounds there will be NO extra time played.
- 9.2. **In the event of a draw during the Grand Finals:**
- 9.2.1. 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).

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 (1) 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.