

PRIMARY TOUCH CARNIVAL

Venue:

Corner of Greenhill and Beaumont Road, Adelaide.

General Information:

- Draws will be put on the SACSA Sports website and the Sportfix App** at least a week before the event. (results and ladders will be available via the app during the day)
Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. <https://sacsasports.com.au/sports/touch-football>
- Scorers & game times**
 - Home team will score each game.
 - Winning teams will need to bring the score sheet to the Official SACSA Desk ASAP.
Please note: game times are dependent on number of teams in draw.
Please refer to run sheet for times.
 - Games will be 17 minutes in length, with no halves and 3 minutes break between games (Total 20 mins).
 - Change ends after each score (Touch down – Turn around)
 - No injury time or time outs
 - A siren will be sounded to start and to finish each game.
- All team coaches must attend the coaches meeting at 8:30am.
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival. Please sign in your school on arrival with the convenor.
- Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments
- Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries. SACSA Sports will not supply strapping tape. Schools will also need to bring their own first aid kit.
- Lateness policy**
If a team is late, there will be a one-try penalty every two minutes late, with a maximum score of 5-0.

7. Photographs may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event.

Team Photos are the school's responsibility.

8. **Blood policy will be enforced.** Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed. The game will hold to allow for the substitution.
9. Paid umpires will be supplied by SACSA Sports from local clubs, recreation Centre's and senior students who have been trained and are experienced.

10. **Medallions & Trophy**

- Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- Only 12 medallions will be given out for each team.
- A championship trophy will be rewarded to the overall winners of each age group.

11. **Spirit of the game**

- At the end of the game all players and coaches should shake hands or foot tap. This is a visual demonstration of the spirit in which the game is played.

12. There will be a canteen and coffee van available with hot and cold food and drinks.

13. Schools will need to bring their own shade shelters. **With 20cm pegs ONLY**

14. Presentations are at the end of the day. Teams are expected to stay until the conclusion of the day. Please inform convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

Team, results & draw Information:

- **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 is: 70 x 50m.
- **Ball information:**
 - Year 5/6 Boys and Girls Synthetic all weather size Jnr touch (4).
 - 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: tap to start each game.
 - The **Away** team Choose the direction.
- **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 / Extra Rounds**
 - Teams may play a Final or Crossover game after the minor rounds if time permits. Please check the Sportfix app for all updates.
- **Crossover Draws:**
 - Teams may play a final crossover game, but only the top two teams from each pool will play off, in a cross-over format, for a spot in the Grand Final.
 - Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - The result** of the match between the teams concerned (if a two or three - way tie).
 - If still tied or more than two teams tied, placing's determined by the **highest score percentage** e.g., try's scored for / try's scored against x 100.
 - If still tied, the team with the least amount of points scored against them.
- **In the event of a draw during Grand Finals ONLY:**
 - If the result of the game will decide the placing for another final, the drop off policy will apply (please see drop off procedure document).

Rules of the game:

- **Standard Touch football rules and fields will be used.**
- 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 game (offending team will play with 5 on the field).
- Teams may substitute players at any time during the game but only through the **Green sub box**.
- If a player drops or loses the ball, play will recommence with a roll ball and a touch is counted against the team. If this occurs a second time the team will lose possession.
- When the attacking player in Possession enters the Defending Teams' Seven Metre Zone, the Defending Team must move Forward at a reasonable pace until a Touch is Imminent or made.

If you have any further questions regarding the Carnivals, please contact.

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