

5/6 PRIMARY TOUCH CARNIVAL

VENUE: SA TOUCH FIELDS, Corner of Greenhill and Beaumont Road, Adelaide.

Using GAMZ CONNECT:

Draws will be put on the SACSA Sports website and the GAMZ CONNECT App at least a week before the event. (Results, ladders and fixtures 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 GAMZ CONNECT. <https://sacsasports.com.au/sports/touch-football>

Team, results & draw Information:

1. The team

- 1.1. 6-a-side; 12 Players max
- 1.2. Teams may substitute players at any time during the game.

2. Playing ground

- 2.1. The dimensions of the field is: 70 x 50m.

3. Scorers & game times

- 3.1. Home team will score each game.
- 3.2. Winning teams will need to bring the score sheet to the Official SACSA Desk ASAP.
- 3.3. Game times are dependent on number of teams in draw. Please refer to run sheet for times.
- 3.4. Games may be 17 minutes in length, with no halves and 3 minutes break between games (Total 20 mins).
- 3.5. Change ends after each score (**Touch down – Turn around**)
- 3.6. No injury time or time outs
- 3.7. A siren will be sounded to start and to finish each game.

4. Ball information:

- 4.1. Year 5/6 Boys and Girls Synthetic all weather size Jnr Touch (4).
- 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 at the competitions other than Touch footballs.**

5. PRE Game

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

6. Table Points

- 6.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

7. In the event of a draw

- 7.1. During the minor rounds there will be NO extra time played.

FINALS RANKINGS:

If a;

8. 9 TEAM COMPETITION

- 8.1. **The top 6 teams will play off for a spot in the Grand Final.**
 - 8.1.1. **Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).**
 - 8.1.2. Championship Pool 1 and Championship Pool 2.
 - 8.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.
 - 8.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.
 - 8.1.5. Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.
- 8.2. Those that are placed 7th to 9th overall will have their own play-off series for the minor placings. (3rd ranked teams in each pool.)
- 8.3. Please check the Gamz Connect for all updates. **Finals tab**
- 8.4. CHAMPIONSHIP Pool games progressing to FINALS matches:
 - 8.4.1 #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.
 - 8.4.2 #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3rd & 4th place overall)
 - 8.4.3 #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.
- 8.5 **If Teams Are Tied on Points** - Positions will be decided in this order, to create the Championship rounds and for the Finals.
 - 8.5.1 **Head-to-head result** (result of the match between the tied teams)
 - 8.5.2 **Percentage** = (Scores For ÷ Scores Against) × 100
 - 8.5.3 **Least points conceded** (fewest points scored against them)
 - 8.5.4 **Most points scored** (highest total points)
 - 8.5.5 **Refer to starting pool or championship order of 1, 2 & 3. These are ranked from last year's results or the pool games just played.**

Or

9. ROUND ROBIN COMPETITION

- 9.1. **Grand Final for the top two team's overall 1st v 2nd**
- 9.2. **(Optional 3rd v 4th or 5th v 6th playoff depending on team count.)**
- 9.3. **Teams' overall position after Round Robin competition is based on:**
 - 9.3.1. **Result from POINTS first**
 - 9.3.2. **If tied, then the following**
 - 9.3.3. **Head-to-head result** (result of the match between the tied teams)
 - 9.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 9.3.5. **Least points conceded** (fewest tries/goals/points scored against them)
 - 9.3.6. **Most points scored** (highest total tries/goals/points)

Or if a;

10. 2 POOL COMPETITION

10.1. Teams that play in the finals:

Top 3 teams from each pool selected using the method below to form the Top 6 who process to finals pathway, **Results from points first**, If tied then the following:

10.1.1. **Head-to-head result (result of the match between the tied teams)**

10.1.2. **Percentage = (Scores For ÷ Scores Against) × 100**

10.1.3. **Least points conceded (fewest points scored against them)**

10.1.4. **Most points scored (highest total points)**

10.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

11. Draws during finals: Quarter and Semi Final matches:

11.1. Where the result of the game will make a difference to whether a team progresses to the next stage of finals, The team who placed highest e.g., Team 3 v Team 6, **Team 3 will progress as the winner.**

12. In the event of a draw during Grand Finals ONLY:

12.1. If the result of the game decides the placing for another final, the drop off policy will apply (please see drop off procedure document).

Rules to Note:

13. Standard Touch football rules and fields will be used.

14. Phantom Touches:

14.1. 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).

15. Teams may substitute players at any time during the game but only through the Green sub box.

16. 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.

17. Defending the Try Line - 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.

GENERAL INFO: Also, please see the **Event Day Booklet** on the website

<https://sacsasports.com.au/about-us/Booklet>

1. All coaches must attend the Coaches meeting at the start of the day. Check run sheet for times.
If unable to attend, please contact SACSA Executive Sports Coordinator.
2. No Jewellery or adornments to be worn
3. Each School must have their own First Aid Kit.
4. **Schools that supply a shade or marquee for their teams need to be properly anchored with sand bags or weights or pegs. If not secured, schools will be asked to take them down.**
5. There will be a canteen available - Food should not be purchased or brought from any other venue.
6. Trophies & Medallions will be presented at the end of the day for the winners and runners up teams.
7. Teams are expected to stay until the conclusion of the day.
8. Please inform the Convenor or SACSA Executive Sports Coordinator at the start of the day if your school needs to leave early.

If you have any further questions regarding the carnival,
Please contact | SACSA Executive Sports Coordinator
Email: luke@sacsasport.com.au

