



## SECONDARY TOUCH CARNIVAL

### Venue:

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7/8, 9/10 & Open – Corner of Greenhill and Beaumont Road, Adelaide.

### General Information:

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- 1. 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>
- 2. Scorers & game times**
  - All teams will need to **provide a scorer** (can be the coach or a reserve off for the whole game).

Please note: game times below are subject to change dependent on number of teams in draw.

  - Games will be 18 minutes (Girls) and 23 minutes (Boys) in length, with no halves and 2 minutes break between games. Change ends after each score.
  - No injury time or time outs
  - A siren will be sounded at the start the game and at the end of game.
- 3. 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.
- 4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments**
- 5. 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.**
- 6. 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 will be taken on the day during games and will be posted up online and on social media. 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 or cleaned. Time will not be stopped.

9. Senior 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.
- A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).

**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 available with hot and cold food and drinks.

13. Schools will need to bring their own shade shelters.

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:

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- **The team**
  - Shall consist of up to a maximum of 9 players on field at any one time, and up to 3 reserves (12 players max). Each team will consist of 3 forwards, 3 midfield players and 3 backline players.
  - Players who are in the forward positions will wear some sort of identification, supplied by SACSA Sports to be easily identified.
  - Interchange of players may take place at any time however subs for forwards must occur off the ground. Players may be replaced due to injury at any time.
  - Only players in the forward position can score within the forward zone.
- **Playing ground** - The dimensions of the field is: 70m x 50m
- **Ball information:**
  - ALL Boys and Girls 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.
- **Coin toss**

The Home team on the **score sheet** shall: Choose the direction and tap to start each game.
- **Table Points:**

3 points for a win, 3 points for a forfeit, 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.
- **Crossover Draws:**
  - **All teams will 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:
    - i. **The result** of the match between the teams concerned (if a two or three - way tie).
    - ii. If still tied or more than two teams tied, placing's determined by the **highest goal percentage** e.g. goals scored for / goals scored against x 100.
- **In the event of a draw during Finals:**

**For both During Finals and Grand Finals:**

  - 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:

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- **Standard Touch football rules and fields will be used.**  
<https://tfa-cms.nrl.digital/media/4424/tfa-8th-edition-rulebook-a5-v6.pdf>
- **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.
- 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.
- Teams are allowed two mistakes before losing the ball.
- No penalty taps except for start of play and re-start after a try.
- Defensive players can't move until the acting half has released the ball.
- The acting half cannot pause with the ball and must pass immediately.
- A 'Touch Pass' will result in the team losing possession of the ball as in standard rules.

**We would hope that schools endeavour to stay for presentations, to support the winning teams**

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

**Luke Shearer**

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