



TOUCH CARNIVAL

Venue:

5/6 – Tyndale Christian School, 50 Fern Grove Boulevard, Salisbury East

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

General Information:

Table Points:

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

Teams with Equal Points:

If two teams finish either equal 1st or equal 2nd the following system will be used to split the teams:

- The result of the match between the teams concerned (if a two-way tie).
- The team with the least amount of points scored against them.
- If still tied or more than two teams tied, the placing's will be determined by the highest score percentage e.g. trys scored for / trys scored against x 100.

Medallions:

- Medallions will be awarded to the teams finishing 1st and 2nd and all players in these teams will receive medallions (max of 12 medallions per team). Teams should be 12 players max. A trophy will be awarded to the Championship Team. A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).
- No balls will be allowed at the competitions other than touch footballs.
- Back-chatting, arguing or intimidation of referees from players, coaches or spectators is not acceptable and offending teams will be penalized. As always, we strive to select the very best referees available to officiate our carnivals.
- All games are to be played in accordance with the Christian ethos of SACSA schools and in line with SACSA Policies.

5/6 Carnival

- Tyndale canteen facilities will be available during the day.
- Tyndale has ample shade but it is recommended that schools bring shade shelters for rain protection.

7/8, 9/10 and Open Carnivals

- Coffee Run will be present at the grounds which has some bakery type foods e.g. pies, pasties etc. and hot and cold drinks.
- Bring your own shade shelters.

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).

Modified Rules:

5/6 Carnival

- Field size: 50m x 35m
- Games will be 15 minutes in length, with no halves. Change ends after each score. Please note: game times below are subject to change dependent on number of teams in draw.
- If a team is late, there will be a one-try penalty every two minutes late, with a maximum score of 5-0.
- No injury time or time outs
- 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.
- During Finals if there is a draw and the result of the game will decide the placing for another final, the drop off policy will apply (please see drop off procedure document).

7/8, 9/10 and Open Competition Rules

- 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. *Please note: These times are subject to change depending on nominations.*
- If a team is late, there will be a one-try penalty every two minutes late, with a maximum score of 5-0.
- Standard Touch football rules and fields will be used.
- No injury time or time outs
- Teams may substitute players at any time during the game.
- Mixed competition must not have more than 3 boys on the playing field at one time.
- During Finals, if there is a draw and the result of the game will decide the placing for another final, the drop off policy will apply (please see drop off procedure document). Otherwise the game is counted as a draw.

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

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