

LUNCHTIME SOCIAL SPORT COMPETITION



TOUCH FOOTBALL RULES (MIXED)

Laws of the Game

Touch Football

The Touch Football Australia Playing Rules are followed for SUSF Lunchtime Social Touch Football Competitions. These rules can be found on our website.

SUSF Lunchtime Social Sport Modifications

Team

- Teams must consist of a minimum of 6 registered players and a maximum of 12 registered players.
- Teams must have at least 4 registered players on field to start a game to not incur a technical forfeit.
- All players must be registered, and ONLY registered players may play for the team.
- Registered players must play 3 rounds in order to be eligible to compete in the finals.
- All team members MUST sign in before taking the field.

Player Ratio's

- A maximum of 6 players may take the field per team.
- There must be at least 2 female and 2 male players on the field at any one time.

Match Duration

- Matches consist of 2 x 12-minute halves, with a 2-minute half-time break.
- A running clock will start at the scheduled time of the game.

Substitutions

- Substitutions are unlimited, however, must be made in a break of play.

Stoppages

- In the event a player is ill or injured, a time stoppage of 2 minutes is permitted.
The injured player or a player from their team must signal 'Time' to the game official.
 - ▶ Any player with visible blood or bleeding on their clothing or person must be removed from the game and may not return until all bleeding has stopped.
- At the conclusion of the time stoppage, the game official shall blow the whistle to restart play and the game is continued from the spot where play was stopped.

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Miscellaneous

- In the event a try is scored by:
 - ▶ A male player, 1 point will be rewarded.
 - ▶ A female player, 2 points will be rewarded.

Referees & Misconduct

- Referees discretion on calls are final.
- Any misconduct on decisions can result in offending players being asked to leave the court.
- If a player is shown a yellow card, they must leave the field for a period of TWO minutes.
 - ▶ The player (or team-mate) may return to the court at the conclusion of the 2 minutes after the two minutes is complete.
- If a player is shown a red card, they must leave the field for the remaining duration of the match.

Wet Weather Policy

- Please refer to the SUSF Extreme Weather Guidelines.
- Team captains will be notified of cancellations on the morning of the match. Rounds will continue as per usual the following week.
- SUSF will try to reschedule cancelled matches at a later date where possible.

Forfeits

- All forfeits must be confirmed by 4pm the business day prior to your game by emailing lunchtime@sport.usyd.edu.au.
- Any forfeit outside of the timeframe above (minus extenuating circumstances as determined by SUSF) will incur a \$10 fine to be paid prior to the next game.

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Finals

- After all round games have been played, the top 4 ranking teams according to overall ladder will proceed through to play a single elimination tournament to decide which team is the overall winner of the Touch Football competition.
- During finals matches; in the event that scores are level:
 - ▶ Extra time will include 3 minutes.
 - ▶ In the event scores are still tied, the winner will be decided on a 'for and against' goal count.

Any abuse or gross misconduct directed at game officials or other players will result in exclusion from the game and a possible suspension for the individual and/or their team.