

SOCIAL COMPETITION RULES – TOUCH FOOTBALL

Players

- Minimum two (2) females on the court at any given time, non-binary athletes may self-identify which gender they represent.
- The maximum number of players on the field at any given time is six (6)
- Footwear must be worn. Light leather or synthetic boots are allowed, but must be moulded, not screw ins (studs).
- Players must wear team shirts of the same colour, preferably with an identifying number.

Length of the game

- Games comprise of two (2) twenty (20) minute halves with a three (3) minute break at half time.
- Games will begin promptly at the sound of the hooter and late teams will not be given extra time.

Methods of scoring

- Points are scored upon placing the ball down beyond the try-line (without being touched), but prior to the dead-ball line.
- Dummy-half cannot score
- Men's tries are worth one (1) point; women's tries are worth two (2) points*
*Please note that the purpose of this rule is to encourage women into playing. Therefore, a woman will receive (2) points only when the person passing it to her did not have the opportunity to score themselves, for example if they were dummy-half or there was pressure on them to pass. If a male could have scored himself but chose to pass, the woman will only be awarded (1) point for the try. This will be determined upon the referee's discretion. *
- In the instance of a women competing in the men's competition, all points scored are worth one (1) point.

Competition Points

- Win = 3 Points
- Draw = 1 Point
- Loss = 0 Point
- Forfeit = -3 Points

Substitutions

- Can be made at any point in the game, provided the player leaves the field completely prior to the substitute player entering the field.
- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players



SOCIAL COMPETITION RULES – TOUCH FOOTBALL

Blood rule

- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped. The umpire will stop play to allow for teams to make a substitution

Alcohol and Drug Use

- No alcohol or drugs are permitted at the fields at any time.
- Any player suspected of being under the influence will be removed from the field by referees and face further disciplinary actions.
- If players are found to be drinking at the fields Macquarie University's security will be notified immediately and players will be removed from the grounds.

Start of Play

- Team captains are to toss the coin in the presence of the referee with the winning captain's team receiving possession for the commencement of the first half and the choice of direction for the first half. The attacking team is to start the match with a tap at the center of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.
- The tap is taken by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball cleanly. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.
- All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.
- For the recommencement of play following a half- time break, teams shall change directions and the team losing the toss is to start the match with a tap. For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play.

Finals Procedures

- In the event of a draw in the finals, teams will go to into drop-off play, and the first team to score will win.
- The referee will wait until the ball is dead, halt play, then signal to each team to reduce their playing strength by one (1) player.
- As soon as each team removes a player, the game recommences with a tap from the centre of the field by the team who won the toss at the beginning of the game.
- At the conclusion of two (2) minutes of extra time, the referee will blow the whistle at the next touch or dead-ball. One (1) more player must be removed from the field. Play recommences at the same point of play as prior to the two-minute mark was called.
- At each two (2) minute period is completed, one (1) player will be dropped off until three (3) players remain, at which point no further drop-offs will occur



SOCIAL COMPETITION RULES – TOUCH FOOTBALL

- Teams can drop-off players as they deem fit, provided at least one (1) male, and one (1) female (in the mixed competition) stay on the field at all times.

Forfeits

- Teams that forfeit their game will not be refunded for the game forfeited. Teams who have their opposition forfeit will not be refunded but will be awarded 3 points for the win and added goal difference. Macquarie University Sports and Aquatic Centre staff will endeavour for a friendly game to still go ahead with a different opposition. A team must attend every game coordinated for the season or notify U@MQ if they cannot attend a fixtured game. In this instance a forfeit will result.
- A forfeit may be declared if a game does not start within 10 minutes of the allocated starting time.
- If a team forfeits their match, the opposing team will be awarded a win +3 and added score difference of 5 points. The forfeiting team will receive – 3 points on the premiership ladder and added score difference of 0.

General Rules

All rules are as per ATA touch rules, with the following guiding principles:

- **Ball movement**
 - a) Forward Pass: A player in possession is not to pass, flick, knock, throw or otherwise propel the ball in a forward direction
 - b) Passing into Opposition: A player who passes the ball at or towards a defending player and thereby causes the ball to go to ground shall lose possession. However, if the defending player attempts to catch the ball or play at the ball and the ball goes to ground, the attacking team retains possession. Play is restarted at the mark where the ball goes to ground or at a position of best advantage to the non offending team. The touch count is restarted.
- **Possession**
 - a) The team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.
 - b) Following the sixth touch or the loss of possession, play is to be restarted with a roll-ball.
 - c) Ball to Ground: If the ball is dropped to the ground a change of possession results.
 - d) Intercepts: Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is made, a touchdown is scored, or a stoppage occurs as a result of other actions.
- **The Touch**
 - a) After a touch has been made, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.
 - b) *Touch-pass*: A player is not to pass or otherwise deliver the ball after a touch has been effected.
 - c) *Phantom-touch*: A player must not claim or otherwise call for a touch unless a touch has actually been made.



SOCIAL COMPETITION RULES – TOUCH FOOTBALL

- d) Any defending player involved in a touch must retreat five (5) metres (in line with the referee). If caught offside, a player cannot make a touch. A penalty may be awarded if play is impeded and the touch count for the attacking team will be restarted.
- **The Rollball**
 - a) A player is to perform a Rollball under the following circumstances:
 - b) when a touch has been made;
 - c) when possession changes, unless a penalty has occurred.
 - d) The attacking player is to position on the mark, face the opponent's (defending) scoreline, stand parallel to the sidelines, and roll the ball backwards along the ground between the feet a distance of not more than one (1) metre. Once the ball is placed on the mark, the attacking player may step over the ball.
 - e) *Dummy-half:* Any other player of the attacking team may receive the ball from the Roll-ball and thus become the dummy-half. The half may pass or run with the ball. However, if touched, loses possession.
 - f) *Defending Team:* All Players of the defending team are to retire a distance of not less than five (5) metres from the mark for a Rollball. Players of the defending team are not permitted to move forward of the five (5) metre position until the half has made contact with the ball, or if a dummy-half is not in place, as soon as the ball leaves the hand/s of the player in possession of the ball. Whether or not a dummy-half is in place will be determined by the discretion of the referee.
- **Penalties**
 - a) Penalties will result in a tap ball from the mark the penalty occurred
 - b) The defending team must retreat ten (10) metres, in line with the referee.