

# School Sport SA Touch Football

## Statewide Schools

### Rules of the Competition

Updated May 2022

#### Team Composition

A pool of up to eighteen players per competition may be used for all round robins, carnivals and finals series so that injuries can be covered. However, teams for each game consist of 14 players, six players on the field at any one time. Substitutes (up to 8 allowed) can be made in accordance with Touch Football Australia rules for the use of sub-boxes.

#### Uniform

- Teams must all have the same-coloured windcheater or T-shirts with numbers clearly visible.
- Shoes with moulded sprigs are permitted. Football boots are acceptable if they comply with this ruling.
- No jewellery is permitted. Only short nails are permitted.

#### Matches

- It is the responsibility of the teacher/manager to give a completed team list to the convenor prior to the first match.
- Captains shall toss and the winning captain shall have choice of ends. The opposition then has choice of who starts in possession of the ball.

#### Duration of Matches

- Preliminary Rounds - The convenor will determine the length of the matches based on the number of teams entered the competition.
- Our Finals will try to be (Based on 8 teams divided into 2 pools of 4) consist of 2 x 12-minute halves with a 3-minute half time break. Cross overs and finals will follow the minor round matches. This may not be the case in all groups.

#### Premiership Points

- If all teams play the same number of matches, premiership points will be based on wins. Teams are to be ranked highest to lowest on premiership points with three (3) points awarded for a win, two (2) for a draw and one (1) for a loss.
- If all teams don't play the same number of matches (i.e., not all teams have a bye), premiership points will be based on losses. Teams are to be ranked from lowest to highest premiership points with one (1) points for a win, two (2) point for a draw and three (3) points for a loss.



## Method for deciding a winner in a round robin

If a round robin series is being run, the following will apply:

- In minor round matches, if at the end of full time the score is level, the result will remain as a draw. (No drop-off will be played to determine a win/loss result).
- At the end of the minor rounds, if there are two teams on equal premierships points, the result of the match when they played each other will be used to determine final placings. If, however, the result was a draw when they played each other, the team who have the better point difference (for and against) in the minor rounds will be given the higher place.
- In finals matches if, at the end of full-time, the score is level, the drop-off system will be used to determine a winner.

## Method for deciding a winner for final placings at the completion of minor round matches

- To determine the final rounds (cross-overs and finals), teams shall be ranked according to the number of premierships points gained – see 5 above.
- In the event of two teams gaining the same number of premierships points, the respective placings shall be decided by:
  - a. The result of the match during the minor rounds between the two teams concerned.
  - b. If it was a draw, the team who have the better point difference (for and against) in the minor rounds will be given the higher place.
- In the event of more than two teams gaining the same number of premierships points, the respective placings shall be determined by percentage (score for minus score against) on matches between the tied teams.
- In the event of there being a tie for any placing at the end of the minor rounds which cannot be resolved by applying (a or b) above, the following procedure (relevant to the number of teams participating) shall apply. For placings, percentage (score for minus score against) of top four teams be calculated collectively.
- Two teams at the end of the minor round that are on the same number of premierships points, have not played each other and need to be ranked to see who goes through to the finals, will need to organise an extra match to be played after Round 1 but before the finals day to determine who goes through.

## Injured Player

- Injured player: Any player with a bleeding cut is to leave the field and have the cut cleaned and covered. Blood-stained clothing to be cleaned or replaced.
- Schools should bring a first aid kit to deal with minor problems. A Sports Medicine trainer will be in attendance to deal with more major issues.

## Rules

- All other rules will be in accordance with the Touch Football Australia rules.
- A copy of the rules can be downloaded from the Touch SA website at <https://touchfootball.com.au/volunteer/8th-edition-rules/>

