



SOUTHERN DISTRICTS TOUCH ASSOCIATION

COMPETITION RULES

All rules laid down by Touch Football Australia (TFA) will be enforced. In addition, Southern Districts Touch Association (SDTA) wishes to advise that the following rules will be applied at the discretion of the SDTA Committee in the best interest of the game and the overall good of the competition.

1. All games played at SDTA will be officiated, with the exception of the rules listed below, in line with the [Touch Football Australia 8th Edition Rules](#).
2. All players in a team must wear matching coloured shirts - colours to be approved by SDTA. All shirts must have a minimum 16cm number on the back. If players are not all in uniform, the entire team must wear bibs and the referee must postpone the start of play until the team complies.
3. Loss of points for team sheet incorrectly completed including the following:
 - (i) no referee's signature (1 point)
 - (ii) no final scores recorded (1 point)
 - (iii) all players signatures not recorded (1 point)
 - (iv) team sheet is not handed in on match night (3 points)
- 2.1 Loss of points for:
 - (i) allowing unregistered player/s to take to the field for any game (3 points). All player fees MUST be paid before round three (3) of the season.
 - (ii) Teams not in full/correct uniform (refer rule 2) (2 points)
4. A new player may join a team at any time during the season, but will only be permitted to play in the finals after playing three games as a registered player (refer rule 10).
5. Footwear must be worn by all players. No metal spikes or studs are permitted. No jewellery is to be worn (with the exception of sports monitoring equipment; refer rule 26) and fingernails must be cut short or taped.
6. All games start and finish at the sound of the siren. Duration of games will be 2 x 20 minute halves. No extra time allowed for any reason.
7. Teams must have four players to start and finish a game. Teams who do not have four players, 5 minutes after the scheduled game start time will forfeit.
8.
 - (i) Players registered with a team must stay with that team for the complete season. (Consideration for transfer only on receipt of written application). Players may not be registered for more than one team in any one playing category per season (ie. men, ladies or mixed) except at the discretion of the SDTA Committee. The playing of either mens or ladies and a mixed division is allowable.
 - (ii) Boys will be allowed to play as girls in the mixed competitions only at the discretion of the SDTA Committee. The decision will be based on ability rather than age (<13 years of age).
 - (iii) A player (male or female) is only permitted to play in their own gender division unless playing in a Mixed division. The SDTA Committee reserves the right to review this ruling if necessary.
9. If any team forfeits either:
 - (i) A second (or subsequent) game within one season, or
 - (ii) A single game where they fail to notify the club prior to 5pm on the day of the match, then a \$100 team fine will be incurred. This team will not be able to take the field for any games at SDTA until the fine has been paid in full.
10. For a player to be eligible to play in the finals, all players must play a minimum of three competition games.
11. No bad language or abusive behaviour will be tolerated.
12. The referee has the option to:
 - (i) send a player for an immediate substitution
 - (ii) send a player from the field for any period of time that he/she sees fit.
 - (iii) send a player from the field for the duration of the game (if so, the player will automatically receive a two (playing) week suspension from playing at any Touch Football Australia affiliated competition).
13. Points will be allocated as follows:
Win - 3 points, Bye - 3 points, Draw - 2 points, Loss - 1 point, Forfeit - 0 points
(In the case of a forfeit, the non-forfeiting team will be credited with a 5 - 0 ratio to their touchdown aggregate. Similarly, the forfeiting team will incur a 0 - 5 touchdown aggregate for the said game).
14. A Team consists of a maximum of fourteen (14) players, no more than six (6) of whom are allowed on the field at any time.
15. All disputes regarding any misconduct or playing irregularities will be adjudicated on by the SDTA Committee.
16. All players are advised that SDTA carries compulsory insurance for all players as an affiliated member of TFA. Accordingly, any injury received during a game must be reported to the SDTA Administration at the conclusion of that game.
17. SDTA reserves the right to refuse nomination or suspend a team or player from the competition at their discretion based on the match rules of SDTA /TFA or if it would be in the best interest of the game. The decision of the SDTA Executive Committee is deemed to be final.
18. In the event of a game having to be cancelled due to unforeseen circumstances affecting player safety, the result of the game will be as follows:
 - (i) before half time - drawn result, unless one team has a lead of 5 touchdowns or more, then that team will be deemed the winner.
 - (ii) after half time - the team with the most touchdowns at the time the game is cancelled will be deemed the winner.
 - (iii) A game cancelled due to a player or players bringing the game into disrepute, will result in neither team being declared the winner and both teams will incur a forfeit.
19. The "Dead Ball" line of each field at SDTA grounds is determined by the first obstruction appearing at the end of each field (i.e. cricket pitch, light pole, fence or in the case of field 4, the extension of fence line). If a player enters the area past any of these obstructions in an attempt to score a touchdown, then it will be change of possession, five metres from the score line in a direct line from the point of entry over the dead ball area. This rule has been enforced for the safety of all players.
20. In the event of a team not supplying a delegate referee for the allocated game, the following penalties will be incurred:
 - (i) 1st Offence - Lose 5 points and must make up the duties the following week. Failure to make up the ref duties will be deemed a 2nd Offence (see 2nd Offence below).
 - (ii) 2nd Offence - \$100 fine for a 2nd Offence and a requirement to make up the ref duty the following week. The fine must be paid to the Administrator before the team can take the field to play the following week's game.
 - (iii) 3rd Offence - In the event the referee duties are not made up or a failure to referee on a third occasion, the team will be disqualified from participation in the competition for the remainder of the season and no refund of fees given.
21. Any player abusing/threatening a referee in any game played within a SDTA season, will be sent from the field for the remainder of the game. They will receive an automatic 4 game suspension. If that player is sent off again during the season for the same offence, that player will receive an automatic 12 game suspension. Arguing and disputing the referee's decision will not be tolerated and offenders will be dealt with according to the rules of TFA.
22. In the interest of providing a fair and even competition, SDTA advises that no more than two (2) current district representative players be permitted to play in the lower divisions of Mixed (ie Mixed C and D) on any of our competition days/nights. (refer rule 7).
23. All substitutions must be performed within 10m either side of the halfway line, this area is called the 'sub-box'. Substitutions performed outside the 'sub box' will be penalised as per the TFA 8th Edition Rules (effective summer 2013/14 season).
24. When 10 players are registered to a team, school aged children are permitted to play for free, up to a maximum of 14 players. School aged children may also fill in for a team at no cost (no more than four times per season per individual; refer rule 25).
25. A fill-in player may fill in for any team on four occasions only in any one season and must pay \$10 at the office prior to taking to the field.
26. Players and referees are permitted to wear sport monitoring equipment (watch or chest strap) provided it is suitably covered (based on SDTA Committee discretion) during gameplay (for example, with a padded sweatband).

For insurance reasons, please ensure all injuries are recorded with the office after your game.