



LUNCHTIME SOCIAL SPORT

Touch Football Rules

All matches will be played under the current [Touch Football Australia](#) rules - that is the 7th Edition Rules. A copy of the rule book can be downloaded from this page.

- The following variations will apply for this competition only:

Rule 7.5: Intercepts

- Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is affected, a touchdown is scored, or a stoppage occurs as a result of other actions. The first touch following an intercept will be a zero (0) touch.

Ratios

- There is to be a minimum of TWO (2) females on the field

Team size

- Teams must consist of at least 6 registered players
- There must be at least 4 on the field to begin a match
- All players must be registered and Only registered players may play for your team
- Registered players must play 3 rounds before they can take the field in the finals

Match Duration

- Matches consist of 2 x 12 minute halves
- The length of matches may be extended for Finals games
 - ~ Extra time will be played for 5 minutes, with drop off rules applying
 - ~ Drop Off
 - If scores are tied at full time, teams will begin extra time with only 5 players on the field (having removed one female player from the field)
 - After every 2 (TWO) minutes, one player will be removed from each team, with both teams removing a female, then a male, and so on until there are only 3 players on each team.
 - Teams will play until one team scores a try
 - If the team who starts extra time with possession scores in their first set of 6 touches, they the opposition will have an opportunity to score in their next possession. If they do not score, the match is over.

Substitutions

- There is no limit to the number of subs that can be made by a team, provided they do not utilise unregistered players

Stoppages

- To stop play the referee must blow the whistle and signal to the timekeeper
- When a player is injured or ill, stoppage of up to 2 minutes is allowed
- The referee shall blow the whistle to restart play and the game is continued from the spot where play was stopped

Blood rule

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

Scoring touch downs

- A touch down is scored when the ball is placed over the opposition try line, providing the ball carrier is not touched by the opposition prior to doing so, has not infringed in any way, or has not lost possession of the ball.

Referees

- During pool matches, one referee will be assigned per game
- In grand finals a referee and touch line referee will be assigned
- Referees discretion on calls will be final and any misconduct on decisions can result in offending players being asked to leave the field.

Any abuse or gross misconduct directed at referees or other players will result in exclusion from the game and possible suspension of the team from the competition.

Wet Weather Policy

- We will notify all team captains of cancellations on the morning of the match, if not before. Cancellations will also be posted up on Facebook. Rounds will continue as normal the following week. SUSF will try and reschedule cancelled matches at a later date where possible.

Finals

- After all normal rounds of games are played, the top 4 teams according to overall record will proceed through to play in a single elimination tournament to decide which team is the overall winner of the competition. This final round tournament is played in Week 13.
- In the event that two or more teams are tied on points:
 - The team with the greater for and against will be ranked higher; if this is equal
 - The team with the greater goals (points) scored will be ranked higher; if this is equal
 - The team with the most wins will be ranked higher; if this is equal
 - The head to head results between the teams will determine the rank (when only two teams are tied).