



# GVPSSA Touch Football Rules



Updated 2011

## TIME

- Seniors - 20 minutes each half
- Juniors - 15 minutes each half

## EQUIPMENT

- Mod Football - Seniors
- Mini Football - Juniors
- Four markers (no markers then you will play without line marks)
- All players are to wear shoes.

## PLAYERS

- Juniors are Years 3&4.
- Seniors are Years 5&6.
- Each team will have 8 players on the field with unlimited interchange.
- Substitutes may be made at anytime.
- Substituted players may return to the field at any time.

## REFEREEING

- Each teacher should try and do 1/2 each game or make prior arrangements with the teacher from the opposing school.

## PLAYING RULES

- There will be no kick off.
- A tap will start play after the toss of a coin.
- The scored against team will restart with a tap - kick from the centre of the field.

## PLAY THE BALL

- As for Rugby League - the foot doesn't need to touch ball.
- No marker - the defending player must retreat 5 metres after the touch has been made or the referee has indicated likewise.
- The dummy half may run with the ball, if touched in possession it is a change over. The dummy half has "run" if he moves a foot or dummies with the ball.

- 3 seconds on dummy half holding the ball or eligible to be touched.
- The ball cannot be tapped forward from any play the ball situation. There has to be a dummy half.
- If the ball travels more than 1 metre from the foot playing the ball or the roll then it is a change over.
- The dummy half cannot score a try.

## PENALTIES

- Penalties - tap kicks. The ball must come in contact with the foot.
- Penalties may be given for:
  - a) Offside - inside the 5 metres.
  - b) A pass to a player in an offside position, ie: deliberate forward pass.
  - c) Deliberate obstruction on the field.
  - d) Foul play.
  - e) Back chatting the referee.
  - f) A deliberate late pass (a player passing the ball when they are fully aware that they have been touched)
- A **sin bin** will operate for persistent and severe offences. A player may be sent from the field for 5 or 10 minutes of the match. Any player sent from the field for the match will be given an automatic 2 week suspension. The convenor must be notified on the day if someone is sent off for the game or sin binned. Any player who gets three sin bins will receive a 1 week suspension.
- A player may be sent from the field (to the sin bin) for calling a touch when it hasn't been made and in the opinion of the referee it was deliberately called.

## CHANGE OVER

- Change over occurs:
  - a) At the end of six touches
  - b) After a dropped ball
  - c) After a forward pass (Not deliberate)
  - d) After an incorrect play the ball
  - e) Passing the ball over, running behind with or being touched in your own in goal area. Opposition ball 5 metres out.

## GENERAL

- Play shall commence and finish with a whistle.
- A try is a ball placed down over the line.
- The second half of a match will recommence as soon as a 5 minute break has expired or if all games are ready for a restart at an earlier point.
- Tap will be taken after a try is scored, but only when all the opposing side has retired 10 metres inside their own half and at the referees whistle.
- A tap can be taken as soon as it is awarded and the mark has been nominated by the referee, the offending team don't all have to have retired. Any player who does touch the player taking the tap and has not retired will incur another penalty against his / her team.
- Don't make the attacking team wait. They weren't the ones penalised.
- The defending team can not move up until the ball is in the dummy half's hands.