

1. ACS Touch Football matches shall be played in accordance with the TFA rules unless otherwise stated hereunder or in ACS Competition Rules.

**Mercy rule only applies to Year 7 and Intermediate competitions**

**Last person drop-off:** In the event that a score reaches a difference of five (5) goals during a game, the leading team will drop-off one (1) boy. No more than one player to be taken off.

2. Matches shall consist of 2 x 20 minute halves with a 5 minute half time break.

Home team to provide balls: Full size for Intermediate - Seniors and Size 2 for Years 7

Forfeit score: 10 – 0

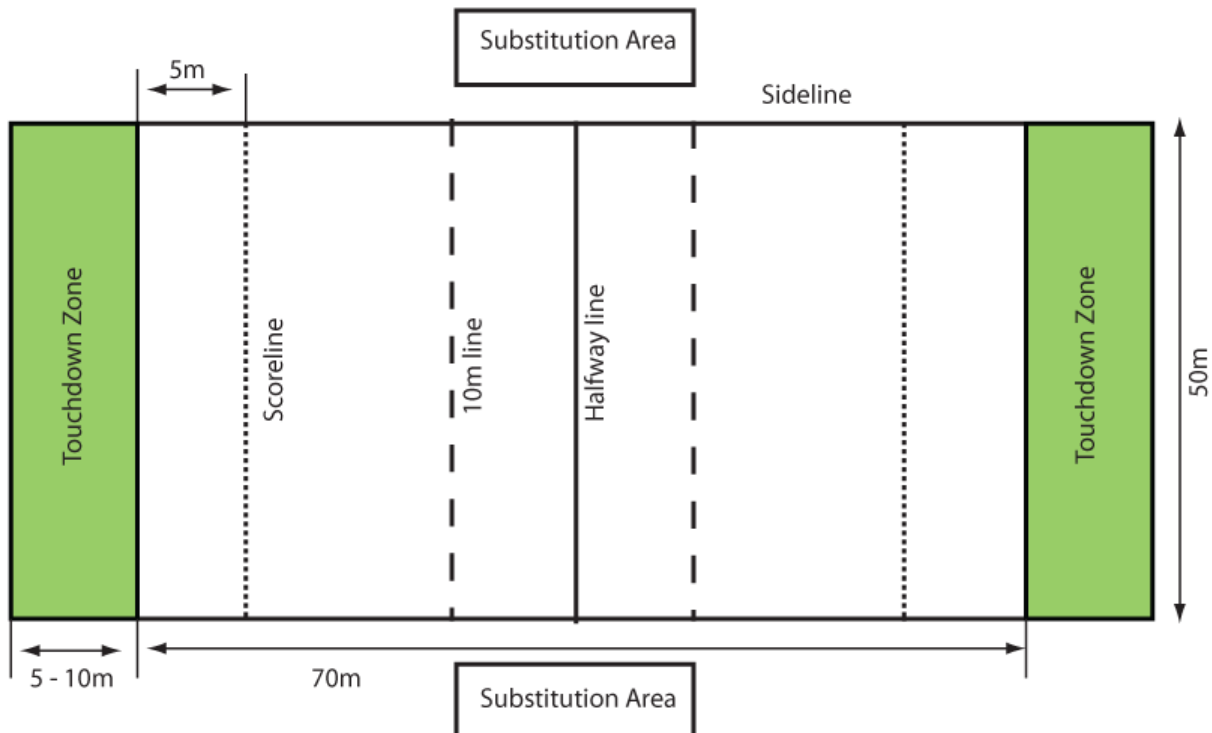
For Years 7 & Intermediates: Coaches will umpire matches; one half each.

3. **In a Grand Final:** If scores are level at full time an extra 5 minutes each way, if still level then the first to score is declared the winner.

4. **Result if a match is unfinished due to weather etc.**

For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.

5. **Field of play:**



6. **Team Composition:** A maximum of 6 players on the field at any one time and a minimum of 4 to commence a game. The maximum number of players in a team for a match is 14.

**Mixed:** 3 girls and 3 boys with a maximum of 5 females and 1 male or a maximum of 3 males.

**Positions:** 2 middles, 2 links, 2 wingers

7. There are no tackles, scrums or kicking allowed.
8. A touchdown is worth one point.
9. The attacking team has 6 touches to score. After the sixth touch, or if a penalty is awarded by the referee, the ball is given to the opposition.
10. The team in possession cannot pass the ball forward.
11. The player in possession cannot pass the ball after they have been touched.

12. They must perform a rollball (place the ball on the ground and step over it) where the initial touch was affected.
13. The defending team attempts to stop the attacking team from scoring by effecting a touch, with minimal force, on the player in possession.
14. The defending team must retire 7 metres from the mark where the touch was effected, before they can take further part in the game.
15. The attacking team loses possession of the ball if it is dropped.
16. The person picking up the ball from the rollball is known as the acting half. They cannot score, or get touched, whilst in possession of the ball.
17. **Offside:**  
Attacking team: A player in the attacking team is offside when that player is forward of the player who has possession or who last had possession. In general play, offside attacking players who interfere with play should be penalised.
18. When time expires play is to continue until the ball next becomes dead. Should a penalty be awarded during this period, the penalty is to be taken.
19. Penalties that incur a 10 metre advantage to the non-offending team are:  
**Attacking:**
  - Passing the ball forward, or after the touch has been effected
  - Not returning to the mark where the touch was effected to perform the rollball
  - Performing a rollball before being touched or initiating a touch
  - Kicking the ball
  - Touching with more than minimal force**Defending:**
  - Touching with more than minimal force
  - Not retiring 5 metres from rollball, or, 10 metres at a penalty
  - Disputing referees decision
  - Delaying the play
20. The referee shall report players (complete an **ACS Incident Report** and forward to the team coach to action) for the following infringements:
  - Continual touching with more than minimal force
  - Tripping an opponent
  - Any other incident deemed reportable
21. Coaches and captains are responsible for ensuring that their teams play the game in accordance with the ACS Code of Ethics and Behaviour.
22. **UNIFORM**
  - 22.1 Shorts
  - 22.2 School sports top

## Touch Football Australia Zero Tolerance Policy

The Touch Football Australia Referee Panel has directed Referees to enforce a “zero tolerance” policy of player abuse and intimidation.

The following penalties will be enforced in every game:

First incident	Penalty
Second incident by player from same team	Player Period of Time (sin binned)
Third incident and subsequent incident by any player on the same team	Player sent off

1. During pre-game duties warn captains that player backchat toward referees or opposition players (sledging) will not be tolerated.
2. First offence of backchat toward referee or opposition player is to be a penalty.
3. Second offence by any player from the same team incurring first penalty is a period of time.
4. Third offence by any player from the same team incurring period of time has discretion of having the captain remove the player for the remainder of the game thereby NOT incurring 2 match suspension OR if severe abuse or the same player has been responsible for all penalties, send-off for remainder of the game and 2 match suspension.

If a player is sent off the field for the remainder of the game the referee must complete an ACS Incident Report. The completed report is then passed to the coach of the player(s) concerned to be given to the Head of Sport for distribution as per the instructions contained in the official **ACS Incident Report** (on pages 28-29 of the ACS Handbook. Coaches must carry copies of the ACS Sports Incident Report in their folders at all matches.