



## MODS & YOUTHS COMPETITION RULES – Version 24-3

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### Player Registration

1. Participating players are to be registered with Greta Branxton Touch Football Association prior to taking the field.
2. Teams playing unregistered players are liable to forfeit any match in which unregistered players have competed.
3. No player registrations will be available or accepted after the registration cut-off date, or when player registration numbers have reached capacity. The only exception to this will be if any registered player withdraws from the competition, then players from a wait list will be offered the opportunity to take the spot of the player(s) who withdrew.

### Team Composition

1. A team consists of a maximum of sixteen (16) players, no more than nine (9) of whom are allowed on the field at any time in the “Mods” competition, or eight (8) in the “Youths” competition.
2. A team must have a minimum of five (5) players on the field for a match to commence or continue, except during a drop-off.
3. Where the number of players on the field from one team falls below five (5), the match is to be abandoned and the non-offending team is to be declared the winner (this does not apply for players sent to the sin bin).
4. The maximum number of males allowed on the field of play is six (6) in both the “Mods” and “Youths” competitions. There is no minimum male or female requirement.

### The Field of Play

1. The field of play is rectangular in shape as outlined with markers/cones and painted lines.
2. Markers, cones, or corner posts placed on the junction of the sideline and try line are deemed to be out of the field of play.
3. The field of play boundary lines are deemed to be out of play. Play becomes dead when the ball or a player in possession touches the ground on or over a sideline or dead ball line.



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### Competition Points

1. At the end of the regular season the four (4) teams with the highest points will compete in the finals series. Teams with equal points will be positioned by their teams differential scores. Teams with equal points and equal team differential scores will be positioned with the highest "For" total score finishing higher on the ladder. If teams finish with equal points, equal differential scores and equal "For" scores a coin will be flipped to determine who will finish with the higher ladder position.
2. Points are awarded as outlined below:
  - Win = 2 points.
  - Lose = 0 points.
  - Draw = 1 point.
  - Bye = 0 points.
  - Forfeit for (opposition of forfeiting team) = 2 points (and the match score equalling the average winning score of that round, rounded up if not a complete number).
  - Forfeit against (team forfeiting) = 0 points (and the match score to be zero (0)).

### Playing Uniform

1. Registered players are to be correctly attired in matching team tops provided as part of registration process prior to the commencement of the season.
2. All players are to wear the provided attire, which includes a unique identifying number, clearly displayed on the rear and front of the playing top.
3. Safe footwear must be worn. Light leather or synthetic boots with soft moulded soles are permitted. Shoes with screw-in studs are not to be worn by any player or referee.
4. Players are not to participate in any match wearing any item of jewellery, chain, identification band/bracelet or similar item that may prove dangerous. Any jewellery or other items that cannot be removed, or items that can be safely covered or taped must be done so to the satisfaction of the referee.
5. Long (extend beyond the finger flesh when viewed from the palm) or sharp fingernails are not allowed.
6. Referees and players may wear spectacles or sunglasses provided they are safe and securely attached.
7. Referees and players may wear sport monitoring equipment and medical supports such as knee or ankle braces provided the items are not dangerous.

### No Marker

1. There are no markers permitted in the "Mods", or in the "Youths" competitions.



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### Match Duration and Times

1. All regular season, preliminary and elimination finals games are held on a Wednesday afternoon. Start times will be communicated to all registered members and team managers before the start of the competition.
2. The grand final day and date will be stipulated at the commencement of each season.
3. Each match is 40 minutes in duration, consisting of two (2) x 20 minute halves with a 2 minute half time break.
4. There is no time off for injury during a match.
5. When time expires, play is to continue until the next touch or dead ball and end of play is signalled by the referee. Should a penalty be awarded during this period, the penalty is to be taken.

### Commencement and Recommencement of Play

1. Team managers are responsible to mark their players as attending on the supplied team sheets prior to the commencement of the match. If a player's name does not appear on the team sheet, they are to notify the referee for them to write it in.
2. The referee is to hide a whistle in one hand behind their back and have the captain from each time decide on opposite answers. The winning captain's team will have the choice of the direction the team wishes to run in the first half, OR the choice of which team will commence the game with a tap. The losing captain's team will have the remaining choice.
3. A player of the attacking team is to commence the match with a tap at the centre of the halfway line following the indication to commence play from the referee.
4. For the recommencement of play following a half time break, teams shall change directions and the team that did not commence the match with a tap is to re-start the match with a tap.
5. For the recommencement of play following the scoring of a try, the team against which the try was conceded will recommence play with a tap.
6. A tap may not be taken until all attacking players are in an onside position (the player will be directed to return to the mark and to take the tap again if taken before all attacking players are onside).
7. A tap may not be taken until directed to do so by the referee.
8. The tap to recommence play must be performed without delay, otherwise a penalty to the non-offending team at the centre of the halfway line will apply.



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### Possession

1. The team with the ball is entitled to six (6) touches prior to a change of possession.
2. On the change of possession due to an intercept, the first touch will be one (1) touch.
3. Following the sixth touch or a loss of possession due to any other means, the ball must be returned to the mark without delay (deliberate delay in the changeover procedure will result in a penalty awarded to the non-offending team seven (7) metres forward of the mark for the change of possession).
4. If the ball is dropped or passed and goes to ground during play, a change of possession results (the mark for the change of possession is where the ball makes initial contact with the ground).
5. If the ball, while still under the control of the dummy half, contacts the ground in the in-goal area, possession is lost (play will restart with a rollball at the nearest point seven (7) metres from the try line).
6. If a player mishandles the ball and even if in an effort to gain control, the ball is accidentally knocked forward into any other player, a change of possession results.

### Scoring

1. A try is worth one (1) point for any gender that scores in the “Mods” competition. In the “Youths” competition a female try is worth two (2) points, and a male try is worth one (1) point.
2. A try is awarded when a player, other than the dummy half, places the ball on or over the try line without being touched.
3. In attempting to score a try, a player must have control of the ball prior to placing it on or over the try line.
4. If a player places the ball on the ground and releases it short of the try line while attempting to score a try, the player is required to perform a rollball to restart play and a touch is counted. If a player does not release the ball from their hands, the match continues and no touch is counted.
5. At the end of play the team that has scored the most points is declared the winner. In the event of neither team scoring, or in the event of both teams scoring the same number of points, a draw is declared (except for finals games, see “Finals” section of the rules).
6. Once a player in possession of the ball crosses over the attacking try line the ball cannot be passed to another player, otherwise a change of possession will occur with the rollball to be taken seven (7) metres in field.



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### The Tap

1. The tap is the method of commencing the match after a try has been scored. The tap is also the method of recommencing play when a penalty is awarded.
2. The tap is taken by:
  - a. Placing the ball on the ground at or behind the mark.
  - b. Releasing both hands from the ball.
  - c. Tapping the ball gently with either foot or touching the foot on the ball, however the ball must not roll or move more than one (1) metre in any direction and must be retrieved cleanly, without touching the ground again.
3. The player may face any direction and use either foot. Provided it is at the mark, the ball does not have to be lifted from the ground prior to a tap being taken.

### Ball Touched in Flight

1. If a player from the defending team deliberately makes contact with the ball in flight and the ball goes to ground, the attacking team retains the ball and the touch count restarts as zero (0) touch.
2. If a player from the defending team deliberately makes contact with the ball in flight and the ball is retrieved by an attacking player, without touching the ground, play continues and the next touch is zero (0) touch.
3. If a player from the defending team deliberately makes contact with the ball in flight, propelling it forward and an attacking player, in an attempt to regain possession, drops the ball, the attacking team retains possession and the touch count restarts as zero (0) touch.
4. If a player from the defending team deliberately makes contact with the ball in flight, propelling it towards the defending team's try line and an attacking player, in an attempt to regain possession drops the ball, a change of possession occurs.
5. If a player from the defending team unintentionally makes contact with the ball in flight and the ball goes to ground, a change of possession occurs.
6. If a player from the defending team unintentionally makes contact with the ball in flight and the ball is retrieved by an attacking player, play and the touch count continues.
7. A player from the attacking team cannot pass the ball into a defending player intentionally seeking a rebound or a restart of the touch count. A penalty is then awarded to the defending team at the point of the pass.



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### Passing

1. Passing is the act of changing possession between individual attacking players by propelling the ball laterally and/or backwards and may include a flick, knock or throw.
2. A player in possession may not kick, pass, flick, knock, throw, hand-off or otherwise propel the ball in a forward direction, either intentionally or otherwise to another player, otherwise a penalty will be awarded to the defending team at the mark where the ball was propelled forward unless advantage is applied.
3. A player in possession may not intentionally kick, pass, flick, knock, throw, hand-off or otherwise propel the ball in a forward direction over an opposition player and regain possession, otherwise a penalty will be awarded to the defending team at the mark where the ball was propelled forward.

### The Rollball

1. The attacking player is to position on the mark, face the opponent's try line, make a genuine attempt to stand parallel to the sidelines, place the ball on the ground between the feet in a controlled manner and:
  - a. step forward over the ball; or
  - b. roll the ball back between the feet no more than one (1) metre; or
  - c. pass a foot over the ball.Otherwise, a change of possession to the defending team at the point of the infringement will apply.
2. A player must perform the rollball on the mark, otherwise a penalty to the defending team at the point of the infringement will apply.
3. A player must not perform a voluntary rollball, otherwise a penalty to the defending team at the point of the infringement will apply.
4. A player must not delay in performing the rollball, otherwise a penalty to the defending team at the point of the infringement will apply.
5. A player may only perform a rollball at the mark under the following circumstances:
  - a. when a touch has been made; or
  - b. when possession changes following the sixth touch; or
  - c. when possession changes due to the ball being dropped or passed and goes to the ground; or
  - d. when possession changes due to an infringement by an attacking player at a penalty, a tap or a rollball; or
  - e. in replacement of a penalty tap; or
  - f. when so directed by the referee.



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6. A player is to perform a rollball seven (7) metres in-field under the following circumstances:
  - a. When a change of possession takes place due to a player in possession making contact with the sideline or any ground outside the field of play, prior to a touch being made; or
  - b. When the ball not in possession of a player makes contact with the sideline or any ground outside the field of play.
7. A player may not perform a tap in replacement of a rollball (the offending team must return to the mark and perform the rollball).
8. An attacking player, other than the player performing the rollball, may receive the ball at the rollball and shall do so without delay. That player is referred to as the dummy half.
9. The dummy half may control the ball with a foot prior to picking up the ball.
10. A player ceases to be the dummy half once the ball is passed to another player.
11. Defending players are not to interfere with the performance of the rollball or the dummy half, otherwise a penalty to the attacking team at a point of the infringement will apply.
12. Youths - Players of the defending team must not move forward of the onside position until the player performing the rollball releases the ball. If the dummy half is not in position and a defending player moves forward and makes contact with the ball, a change of possession results.
13. Mods - Players of the defending team must not move forward of the onside position until the dummy half releases the ball, or elects to run with it. If the dummy half is not in position and a defending player moves forward and makes contact with the ball, a change of possession results.
14. After a touch is made within seven (7) metres of the try line, an attacking team is permitted to bring the rollball back, but still needs to be within seven (7) metres of the try line and taken at the point directly in line with where the touch was made.

### The Touch

1. A touch may be made by either a defending player or a player in possession. A touch is defined as any contact between the player in possession and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession.
2. A defending player may not claim a touch if contact has not been made.
  - a. If a player claims a touch has been made, but the referee is unsure the touch will count.





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- b. If the referee is sure a touch has not been made, or if the player claiming a touch has been made and corrects themselves, and the referee believes that there has been a break down in play a penalty to the attacking team at the point of the infringement will apply.
3. Players of both defending and attacking teams are to use the minimum force necessary to make a touch. Players must ensure that the method employed in making a touch does not pose an unnecessary risk to player safety, otherwise a penalty to the non-offending team at the point of the infringement will apply.
4. If the ball is accidentally knocked from the hands of a player in possession during a touch, the touch counts and the attacking team retains possession.
5. The defending player must not deliberately knock the ball from the hands of a player in possession during a touch, otherwise a penalty to the attacking team at the point of the infringement will apply.
6. A player must not pass or otherwise deliver the ball after a touch has been made. If this pass is knocked on, touches the ground or another error to the benefit of the defending team is made, the attacking team loses possession. If the pass is caught by another attacking player the ball will be directed back to the original attacking player tagged. The touch counts and the attacking team retains possession.
7. The dummy half may pass or run with the ball but cannot score a try until the ball has been passed. If a touch is made on the dummy half a change of possession to the defending team at the point of the touch will apply, or if in-goal area the nearest point 7 metres from the in-goal area.
8. If a touch is made in the in-goal area before the ball is grounded, the player in possession is to perform a rollball seven (7) metres from the team's attacking try line, provided it is not the sixth touch.
9. If a player in possession is touched while on or behind their defending try line, the touch counts, and possession is lost. The ball is handed over to the opposition team seven (7) metres out from the try line directly in line where the touch was made.
10. If a player in possession intentionally makes a touch on an offside defender who is making every effort to retire and remain out of play, the touch counts.
11. If a touch is made on a player in possession while the player is juggling the ball in an attempt to maintain control of it, the touch counts if the attacking player following the touch retains possession.
12. If a player in possession is touched and subsequently makes contact with either the sideline, a field marker or the ground outside the field of play, the touch counts and play continues with a rollball at the mark where the touch occurred.



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### Offside

1. At a rollball, all players from the defending team must retire a distance of seven (7) metres or to the defending try line as indicated by the referee, otherwise a penalty to the attacking team at the point of the infringement (or seven (7) metres out from the try line directly in line with the infringement if the infringement was committed within seven (7) metres of the defending try line) will apply.
2. At a tap, all players from the defending team must retire a distance of seven (7) metres from the mark or to the defending try line as indicated by the referee, otherwise a penalty to the attacking team at the point of the infringement will apply.
3. When a rollball or a penalty tap occurs within seven (7) metres of the defending try line, all players from the defending team must have at least one (1) foot on or behind their try line, otherwise a penalty to the attacking team seven (7) metres out from the try line directly in line with the infringement will apply.
4. After effecting the touch, the defending player must retire the required seven (7) metres or to the defending try line as indicated by the referee without interfering with the attacking team, otherwise a penalty to the attacking team at the point of the infringement (or seven (7) metres out from the try line directly in line with the infringement if the infringement was committed within seven (7) metres of the defending try line) will apply.

### Interchange

1. Players may interchange at any time.
2. There is no limit to the number of times players may interchange.
3. Interchanges may only occur after the player leaves the field of play, otherwise a penalty to the non-offending team at the point of the infringement will apply.
4. Players leaving or entering the field of play shall not hinder or obstruct play, otherwise a penalty to the non-offending team at the point of the infringement will apply.
5. Players entering the field of play must take up an onside position before becoming involved in play, otherwise a penalty to the non-offending team at the point of the infringement will apply.
6. Following a try, players may interchange at will, but must do so prior to the tap being taken to recommence play.



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### Obstruction

1. A player in possession must not run or otherwise move behind other attacking players or the referee to gain an advantage, otherwise a penalty to the non-offending team at the point of the infringement will apply.
2. The player in possession is not to hold or otherwise impede a defending player in any way, otherwise a penalty to the non-offending team at the point of the infringement will apply.
3. An attacking player in support of the player in possession may move as necessary to achieve a supporting position but must not grab, hold, push or otherwise deliberately interfere with a defending player attempting to make a touch, otherwise a penalty to the non-offending team at the point of the infringement will apply.
4. Players in the defending team may not obstruct or interfere with an attacking player, otherwise a penalty to the non-offending team at the point of the infringement will apply.
5. Should a supporting, attacking player cause an apparent and involuntary or accidental obstruction and the player in possession ceases movement to allow a touch to be made, the touch is to count.
6. If the referee causes obstruction on either an attacking player or a defending player including when the ball makes contact with the referee, play should pause and recommence with a rollball at the mark where the interference occurred and the touch count remains unchanged.

### Misconduct

1. Misconduct warranting a penalty, sin bin or dismissal includes:
  - a. Continuous or regular breaches of the rules;
  - b. Swearing towards another player, referee, spectator, club official, or other match official;
  - c. Disputing decisions of referees or other match official(s);
  - d. Using more than the necessary physical force to make a touch;
  - e. Poor sportsmanship;
  - f. Tripping, striking, or otherwise assaulting another player, referee, spectator or other match official; or
  - g. Any other action that is contrary to the spirit of the game.



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### Forfeits

1. Team managers / captains are required to notify the Greta Branxton Touch Football Association of their teams intention to forfeit with at least four (4) hours notice prior to the scheduled commencement of the game.
2. Contact can be made as outlined in the “Association Contact Information” section of the rules, or through the competition’s coordinator.
3. Failure to provide this notice may result in loss of competition points.
4. Match scores and competition points are awarded as outlined in the “Competitions Points” section of the rules.

### Penalties

1. A penalty is the ruling by a referee to award a penalty tap when a player or team infringes the rules of the game.
2. A penalty tap must be performed as outlined in the “The Tap” section of the rules. The referee will instruct the offending team to return to the mark and perform the tap again if taken incorrectly.
3. For infringements that occur within the field of play more than seven (7) metres from any try line, the mark for the penalty tap is at the point of infringement unless otherwise indicated by the referee.
4. For infringements that occur within seven (7) metres of any try line, the tap must be taken seven (7) metres out from the nearest try line.
5. For infringements that occur beyond the field of play or in the in-goal area the mark is seven (7) metres infield from the sideline, or directly forward of the infringement seven (7) metres from the try line nearest to the infringement or at a position indicated by the referee.
6. The mark must be indicated by the referee before a penalty tap is taken.
7. The penalty tap must be performed without delay after the referee indicates the mark, otherwise a penalty to the non-offending team at the point of infringement will apply.
8. A player may not perform a rollball instead of a penalty tap (the offending team must return to the mark and perform a penalty tap).



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### Advantage

1. Where a defending team player is offside at a tap or rollball and attempts to interfere with play, the referee will allow advantage or award a penalty, whichever is of greater advantage to the attacking team.
2. Should the attacking team in the act of taking the advantage subsequently infringe, the ruling on the initial infringement will apply.

### Sin Bin

1. Any player sent to the sin bin will remain off the field for a duration of five (5) minutes, or any remaining time left in the match if left than five (5) minutes is remaining.
2. Any player sent to the sin bin must stand off the field nearest to the scoresheet.
3. The team with the player sent to the sin bin will remain a player short on the field until that time has elapsed as the player is counted as a player on the field of play and cannot be replaced or interchanged.
4. The on-field referee will indicate the commencement and the end of the sin bin time.
5. The player sent to the sin bin cannot return to the field of play until directed to do so by the referee.

### Dismissal and Suspension

1. A player or official dismissed for misconduct is to take no further part in that match and is to move to and remain outside the field of play for the remainder of the match.
2. The dismissed player or official cannot be replaced.
3. The dismissed player or official shall receive an automatic two (2) round suspension, inclusive of the round of the dismissal. The suspension will apply to all Greta Branxton Touch Football Association matches, regardless of the team, grade, or division. The suspension will have immediate effect and will only apply to played rounds (bye rounds and washed-out rounds are not considered played rounds for suspensions). For example, if the dismissal is during a junior game and the same person is involved in a senior game on the same day, they will be unable to play that game AND will be unable to play the following round.



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### Abandoned Games

1. Games that have had at least half of the duration elapsed prior to abandonment due to natural events will be considered a completed match and the results at the time of abandonment shall count as the final result of the game.
2. In the event of games being abandoned due wet weather or due to any other event or reason, the games may not be rescheduled.
3. Any semi final or preliminary final games abandoned due to natural events, prior to at least half of the duration elapsing, will result in the team that finished higher in the regular season ladder being considered the winner.
4. Any grand final games abandoned due to natural events, prior to at least half of the duration elapsing, will result in both teams being considered equal winners.
5. Games postponed, but not abandoned due to natural events that can have at least half of the duration of the game completed prior to the scheduled finish time will be considered a completed match and the results at the scheduled finish time shall count as the final result of the game.
6. If a match is abandoned in any other circumstances not defined within the rulebook, Greta Branxton Touch Football Association committee in its sole discretion shall determine the result of the match.

### Extreme Weather Guidelines

Identify Hazard	Action Required
<b>Limited Air Quality / Pollution</b> Enforced by committee member/s	Communication of health management strategies. Warnings for Asthma sufferers.
<b>Extreme Heat</b> Enforced by committee member/s <i>(defined using BOM "feels like" temperature)</i>	<b>36 degrees +</b> Play postponed or cancelled.  <b>31 – 35 degrees</b> Play for all competitions (excluding Mini's) are reduced to quarters, with a minimum period of 2 minutes to facilitate a drink break. The game will resume from where the play was halted after for the first and third quarters.  <b>30 degrees</b> Communication of heat stress management strategies. Warnings of possible risk.
<b>Heavy Rain</b> Enforced by committee member/s	Play suspended until hazard clears. If it continues to rain heavily during that time, play will be suspended until further notice.



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Identify Hazard	Action Required
<p><b>Extreme Cold Weather</b> Enforced by committee member/s</p>	<p>When severe winter weather is forecast, weather reports and traffic conditions within the immediate area should be monitored, if the ground is slippery from frost, snow, rain or mud, or if the temp drops below 8 degrees, it is at the discretion of the controlling body to determine whether play should be suspended or cancelled until hazard clears.</p>
<p><b>Hail on Ground</b> Enforced by committee member/s</p>	<p>Play suspended immediately until hazard clears. Refer to weather radar for official report. Shelter under canteen offered for participants, officials and spectators until cleared.</p>
<p><b>Lightning / Thunderstorm/s</b> Enforced by committee member/s</p>	<p>When lightning is considered to be a possible or actual threat to a Touch Football game the following procedures are applicable:</p> <p>a) Observe the approaching storm clouds, the first flash of lightning or clap of thunder, no matter how far away should heighten lightning awareness.</p> <p>b) Method of determining the distance to the storm cell is to measure time elapsed from when lightning flash is observed and when the associated thunder is heard. The distance can be determined by using the following rule: Distance (Km) = time from observing flash to hearing thunder (in 3 seconds).</p> <p>In the absence of specific information from weather radar, a lightning location system, or specialised warning device then the 30/30 Safety Guideline should be used. The 30/30 Rule is a guide to postponement or suspension of play/competition. The accepted “safe” distance from lightning is greater than 10km. This means:</p> <p>a) That as the time interval between observing the flash and hearing the thunder approaches 30 seconds, all those in exposed areas should be seeking or already inside safe shelters. A storm cell with lightning within 10km constitutes a threat.</p> <p>b) For resumption of play/competition, it is recommended that people wait a minimum 30 minutes after the last sighting of lightning or sound of thunder.</p>



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### Match Officials

1. The referee is the sole judge on all match related matters inside the perimeter for the duration of a match, has jurisdiction over all spectators, players, coaches and officials and is required to:
  - a. Adjudicate on the rules of the game;
  - b. Impose any sanction necessary to control the match;
  - c. Award tries and record the progressive score on the provided scoresheet;
  - d. Record try scorers on the provided scoresheet;
  - e. Maintain a count of touches during each possession;
  - f. Award penalties for infringements against the rules; and
  - g. Report to the Greta Branxton Touch Football Association committee any sin bins, dismissals or injuries to any participant sustained during a match.
2. Only team captains are permitted to seek clarification of a decision directly from the referee. An approach may only be made during a break in play or at the discretion of the referee.
3. Referees will be supplied by the association.
4. Referees are to wear the supplied shirt or distinctively different coloured clothing as to not colour clash with either of the teams they are officiating.
5. Referees are responsible to check player completed team sheets prior to the commencement of the match. If a player's name does not appear on the team sheet the referee is to write it in so the Greta Branxton Touch Football Association committee can investigate.
6. Upon the conclusion of each game, the referee is to submit the finalised scoresheet showing the final score, try scorers and the 3 best and fairest players of the match (with 3 being the highest score) to the Greta Branxton Touch Football Association committee.





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### Finals Rules and Eligibility

1. The exact structure of the finals series may change each season depending on the duration of the competition and the amount of registered teams.
2. Only players who have played and have been marked as attending on the scoresheet for a minimum of 25% of the seasons' completed matches are eligible to play in the finals series. Not marking yourself as attending at each game may impact finals eligibility for players. Washed out, bye and abandoned games (with the exemption of games that have had at least half of the duration elapsed prior to abandonment due to natural events) are not considered completed matches.
3. Any registered player who is unable to compete in games during the course of the regular season due to injury, and as a result would not qualify for the minimum required completed games, can apply for an exemption with a written submission to the committee which will be assessed on a case-by-case basis. Supporting documentation may be requested by the committee as part of the assessment.
4. Should a game result in a draw during finals games, an additional five (5) minutes of golden point extra time will be played with the below format:
  - a. Each team will retain their nine (9) players in the "Mods" competition, or eight (8) players in the "Youths" competition, and within 60 seconds take up a position to restart play from the halfway line.
  - b. Play will be commenced as outlined in the "Commencement and Recommencement of Play" section of the rules item #2.
  - c. The five (5) minutes of golden point extra time commences with a tap from the centre of the halfway line.
  - d. The first team to score a try at any point during the golden point extra time will be immediately declared the winner and the match completed.
  - e. If scores are still level after the five (5) minutes of extra time, the drop-off procedure will be followed as outlined in the "Drop-Off" section of the rules.

### Drop-Off

Should a game result in a draw during finals games, after an additional five (5) minutes of golden point have been played, the following drop-off procedure is used to determine a winner:

1. Each team will retain their nine (9) players in the "Mods" competition, or eight (8) players in the "Youths" competition, and the match will recommence immediately at the same place where it paused (i.e. the team retains possession at the designated number of touches, or at change of possession due to some infringement or the sixth touch) and the match will continue until a try is scored.
2. The drop-off will commence with a two (2) minute period of golden point extra time.



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3. Should a team score a try within any period of extra time that team will be immediately declared the winner and match completed.
4. Should neither team score a try at the expiration of two (2) minutes, a signal is given and the match will pause at the next touch or dead ball. Each team will then remove a player from the field of play.
5. The match will recommence immediately after the players have left the field at the same place where it paused (i.e. the team retains possession at the designated number of touches, or at change of possession due to some infringement or the sixth touch) and the match will continue until a try is scored.
6. Time is off during each drop-off period and will commence with the next two (2) minute interval as signalled by the referee, once the dropped-off players have left the field of play.
7. Substitution during the drop-off is permitted as outlined in the “Interchange” section of the rules.
8. Mixed gender teams may have no more than four (4) males on the field during the drop-off.
  - a. In the case of a male player serving time in the sin bin at the commencement of the drop-off the offending team will start with no more than three (3) males on the field.
  - b. Where a male player has been dismissed for the remainder of the match, the offending team will be permitted to have no more than three (3) males on the field for the duration of the drop-off.
9. At the commencement of the drop-off, if there is a player serving time in the sin bin and is yet to complete the required time, their team commences the drop-off with one (1) less player on the field than their opposition and continues to play with one (1) player less until the sin bin period has been completed.
10. At the commencement of the drop-off, if a team has had a player dismissed for the remainder of the match that team continues to play with one (1) player less than the opposition team for the duration of the drop-off.
11. For the avoidance of doubt regarding sin binned, or dismissed players, the non-offending team will retain a numerical advantage on the field of play during the drop-off.



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### Insurance and Liability

1. Greta Branxton Touch Football Association does not accept any liability for any injury, loss or damage when participating in any competition. It is highly recommended all participants to have their own private insurance.
2. Players are solely responsible to record any injuries occurred during the game on the provided injury report forms and submit them to the Greta Branxton Touch Football Association Committee.

### Association Contact Information

The Greta Branxton Touch Football Association committee can be contacted through the below channels (position titles are subject to change):

- Email: [info@gretabranxtontouchfootball.com.au](mailto:info@gretabranxtontouchfootball.com.au)
- Facebook: <https://www.facebook.com/gretabranxtontouchfootball>
- President: Joshua Pescud – 0437 864 441
- Vice President: Rob Ayscough – 0419 168 208
- Treasurer: Mark Bercini – 0408 429 710
- Secretary: Kylie Watts – 0404 491 638

#### Senior Competition Coordinators

- Joshua Pescud – 0437 864 441
- Mark Bercini – 0408 429 710

#### Youth Competition Coordinators

- Kylie Watts – 0404 491 638

#### Referee Coordinators

- Mark Bercini – 0408 429 710