

Welcome to Touch@Macfarlane Park

... and thanks for joining our Mixed Grade (6 Aside) SOCIAL TOUCH RUGBY competition.

Competition Bye - Rules

COMPETITION FORMAT:

Each term our competition includes competition round games, semi-finals and finals. Your team will receive points for all round games.

At the end of the competition round games, the four top teams will go through to the semi-finals. The finals will be held on the last Wednesday of each term.

DRAW AND RESULTS: www.facebook.com/shirleysocialtouchrugby

GAME POINTS: Win – 3 points, Draw – 2 points, Loss - 0 points

CANCELLATIONS: Cancellations are made by 4.30 pm on the day. A text will be sent out to the captains of the teams involved. If a round is cancelled, it will not be replayed, all those teams including those which have a bye will receive 0 points.

PLAYING RULES: The New Zealand Touch Association rules (8th edition) will apply. Attached are the basic Touch rules but for more detail go to www.touchcanterbury.co.nz

For our Mixed Grade competition, there must be at least two females on the field at all times.

TIME PERIOD: At this module each game will consist of two periods of fourteen (14) minutes with a one (1) minute half time. The referee will endeavour to start game on the scheduled start time.

MATCH COMMENCEMENT: Teams and referees must be at allocated ground two minutes before the game is due to start. If a team is not present at the start, one touchdown shall be awarded (two points) for each minute after schedules start time. A maximum of six touchdown points shall be awarded after which the team in attendance shall be deemed the winner. All people not involved in the game must stay clear of the field of play.

PLAYER REGISTRATIONS: Teams may register up to 14 players per team, who are at high school or older. Players need to provide their first name, surname and mobile number. An email contact is also needed for each team.

SUBSTITUTION: No more than two external players than those registered on the form can be substituted in any one game.

UNIFORMS: Teams must wear the same colour tee shirts (or sports bibs).

Teams may wear any colour shorts/track pants but denim jeans/shorts are not permitted. The wearing of sunglasses during the game is forbidden unless they are prescription glasses, for which a doctor's certificate must be provided.

SPIRIT OF THE GAME: We ask that all teams respect that Touch is primarily played for social reasons and as such should be played in good spirit and with a measure of self-control. For this reason alone, the 'SPIRIT OF THE GAME' will be taken into account by the referees in all decisions they make.

Foul, abusive or racial language, intentional dangerous play, over aggressive play, and a lack of respect for other players' personal safety are just some of the examples of what we consider to be detrimental to the 'SPIRIT OF THE GAME'

PLAYER SENT OFF: If a player is dismissed for the remainder of the game, the referee must provide the Module Coordinator with a Match Disciplinary Report as soon as practical on the playing night. The player sent off incurs an automatic two week suspension from the module, regardless of whether the player's team is in the finals or not. The Module Coordinator may call a judicial hearing if the two week suspension is insufficient.

TEAMS TIED AT THE END OF ROUND GAMES: If at the end of round robin play, two or more teams have equal points, the following will apply:

The team who has won the most games + (any win forfeits and byes).

If still undecided, the difference between the points scored for and those against will be collated and the team with the highest point's differential will be placed ahead.

If still undecided, the toss of a coin will determine placing.

DEFAULTS: Any team defaulting during the season will incur a three point penalty on the competition ladder. If teams default more than once they run the risk of being removed from the competition.

BLOOD BIN POLICY: Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also either be cleaned or replaced.

If the player does not leave the field immediately, the referee must stop the game and ask the player to leave the field. (Normal substitution rules apply)

Once the flow of blood has been stemmed, the cut or abrasion cleaned and covered, any blood stained clothing or equipment cleaned or replaced, the player may return to the field and continues play.

If the bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

FEES: Team fees are \$200 for the full season (both terms) or \$150 half season. Individual fees are \$20 full season or \$15 half season. NB. Fees need to be paid before teams (or players) can enter the competition.

REFUND OF FEES: No entry fee will be refunded if teams change their mind about playing in the module or are removed from the competition for breaking the rules.

ALCOHOL/SMOKEFREE: The Park is to be alcohol and smokefree while the Touch competition is operational.

