



Lone Star Suburbs Touch Module Rules 2019-2020

Junior/Family Grade

15 weeks

Thursday 17th October – Thursday 19th December 2019

Thursday 23rd January – Thursday 27th February 2020

Social Mixed & Social Men's Grades

17 weeks

Thursday 10th October – Thursday 19th December

Thursday 16th January – Thursday 27th February 2020

Junior/Family Grade

7-aside

All teams to have the same coloured shirt but numbering not required

Must have a minimum of 4 players under 11 years on the field – 10 years and younger on 14th Oct 2019

Touchdowns can only be scored by players under 15 – 14 years or younger on 14th Oct 2019

1 point for a touchdown

Teams to provide referees, 1 team to do each half

Mixed Grade

6-aside

All teams to have the same coloured shirt and numbered – only 1 of each number permitted

Must have at least 3 females and 1 male on the field at all times. 11 years and under boys at 10th Oct 2019 are considered to be females for the season but are only awarded 1 point for a touchdown.

Touchdowns for a male will count as 1 point, touchdowns for a female will count as 2 points, as above boys playing as females touchdowns will count as 1 point.

Social Men's Grade

6-aside

All teams to have the same coloured shirt and numbered – only 1 of each number permitted

1 point for a touchdown

Females are permitted to play but are also only 1 point for a touchdown

ENTRY PAYMENT

Final payment to be made no later than **Thursday 30th September 2019 5pm**. This year will be a case of no pay, no play, and no exceptions. Your position will be passed onto the next registered team who will then have 7 days to pay the fee's balance.

\$100 Deposit

\$100 deposit must follow promptly after you submit your registration into the nominated bank account on the registration form.

If you do not pay your full registration by cutoff 5pm Thursday 30th September 2019, you will lose your position and we will make contact with you to arrange a \$50 refund.

REFEREES

Where possible referees will be provided. If unable to provide referees teams will be required to provide 2 referees at time requested.

GRADING

There will be grading games, the number will be determined by team entry numbers per grade. No grading for Junior/Family grade.

GENERAL RULES

Games consist of 2 halves (times tbc) with a half time break..

Teams may have a minimum of four and a maximum of six players on the field (7 junior/family grade), with unlimited substitutions.

Maximum of fourteen players per team.

No watches or other jewellery to be worn during play. No Hoodies to be worn during play.

Appropriate footwear must be worn at all times. No metal studs and no bare feet or jandals.

SCORING

A touchdown will be awarded when a player places the ball on or over the score line prior to being touched.

For social mixed teams a touch down will be worth one point for males and two points for females. The Dummy Half is not permitted to score touchdowns.

SUBSTITUTIONS

Teams may inter change players at any time.

Players coming on to the field may not do so until the player being replaced has come off.

Substitutions must only be made from the halfway line .

POSSESSION OF THE BALL

A change of possession shall occur when:

- a) The ball goes to ground.
- b) The Dummy Half is touched while in possession.
- c) The Dummy Half places the ball in the touch down zone.
- d) The 6th Touch occurs.
- e) The player in possession steps on or over the boundary of the field of play.
- f) A roll ball is performed incorrectly.
- g) A tap is performed incorrectly.
- h) At a change of possession play is restarted with a roll ball.

PASSING

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team.

Passing forward is not permitted.

A knock on results in a turn-over.

THE TAP

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving the ball cleanly.

Any player from the attacking team may take the tap.

THE PENALTY

When a player / team is penalised the non offending team shall restart play with a tap.

The tap is taken at the mark and the defending team must retire ten metres from the mark until the ball has been tapped.

Play restarts with a tap when the following infringements occur:

- a) Forward pass.
- b) Touch and pass.
- c) Roll ball performed off the mark.
- d) Performing a roll ball prior to a touch being made.
- e) Defenders offside at the roll ball (5 metres).
- f) Defenders offside at the tap (10 metres).
- g) Deliberately delaying play.
- h) More than six players on the field.
- i) Falsely claiming a touch.
- j) Using more than the minimum force to make a touch.
- k) Misconduct

ROLL BALL

A means of restarting play.

Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one metre.

No overstepping is allowed.

Players must not delay performing the roll ball.

THE TOUCH

Players from both teams are permitted to effect the touch.

A touch is contact with any part of the body, ball, clothing or hair.

A minimum of force is to be used at all times.

The team in possession is entitled to 6 touches.

TOUCH AND PASS

A player is not to pass the ball after a touch has been made.

THE DUMMY HALF

The dummy half is the person who picks up the ball after a team-mate has performed a roll ball.

OFFSIDE / ONSIDE

After a touch has been made all defending players must retire 5 metres from the mark.

Defenders cannot move forward until the dummy half has touched the ball.

In a 5 metre play, the defending team must go behind the score line.

Once the ball is in play the defending team must all move out from behind the line.

SIDELINE

If a player with the ball touches or crosses the sideline s/he is deemed to be out of play and a change of possession occurs.

Play restarts with a roll ball 5 metres in from where the player went out.

If a touch is made before the player goes out, the touch counts.

OBSTRUCTION

Players of the attacking team are not to obstruct defending players from attempting to effect a touch.

Defending players are not to obstruct / interfere with attacking players supporting the ball carrier.

LATE TEAMS

A minimum of four team members must be present to start the game.

Late teams will be subject to a penalty of one touchdown for every two minutes that the team is late, with a maximum of five penalty points which will signal abandonment of the game and the offending team recording a default.

In the case of a default the non offending team will be recorded as winning 5-0.

BEHAVIOUR

Suburbs touch module organisers will not tolerate any abusive or bad behavior/fighting in the Suburbs touch module.

TEMPORARY SUSPENSION(Dismissal/sin bin)

The period of time is determined by the referee and this is used when more than a penalty is required.

A player Temporarily Suspended on two occasions during the Suburbs touch module shall be advised in writing by the organiser's of the module that in the event he/she is Temporarily Suspended on any further occasion during the same touch season he/she will be subject to an automatic suspension of one week to be applied from the week immediately following the third Temporary Suspension.

A player Temporarily Suspended on three occasions during the Suburbs touch module and having received the notification required shall be automatically suspended to be applied to the next game immediately following the match in which the third Temporary Suspension was issued. The touch module organisers will advise of the one week suspension in writing. This automatic suspension is subject to the right of the Player to request a hearing. If the player and/or his/her team wish to request a defended hearing, this request must be made within 48 hours after the game following the third suspension. The process will then follow the same process as for a hearing.

ORDERING OFF (Remainder of the match = send-off) This is for serious misconduct or a dangerous act. All team members ordered off in a game for any offence, are automatically stood down for two weeks. However, the player, his/her team and/or the referee or the Suburbs Judiciary committee have the right to request a hearing. This request must be made within 48 hours after the game.

DISCIPLINARY HEARINGS

If a hearing is requested the player is required to attend a disciplinary hearing, held under the authority of the Suburbs Touch module organisers. Hearings will be held at the Suburbs clubrooms on a day notified by the Judiciary committee, hearings will be held within the week following the game, from 6pm.

The Suburbs Judiciary committee will forward a copy of the Referee's Report and any other supporting documents to the player's team following receipt by the Suburbs judiciary committee.

The Suburbs judiciary committee will be made up of the following people...

(Two Suburbs Executive Committee Members & a Waikato Touch Association delegate)

APPEAL PROCESS

- a) There shall be an Appeal Committee appointed by the Suburbs Touch module organisers. Members of the Appeal Committee must not also be members of the Judicial Board that heard the original case.
- b) Any team, player & referee may appeal to the Appeal Committee within 24h of the decision they are aggrieved by. Such appeal must be in writing and state the grounds of the appeal.
- c) The Appeal Committee shall review the matter or rehear the case in respect of the decision of the Module Committee.
- d) The Appeal Committee shall have the power to reduce, increase or confirm any suspension/penalty imposed by the judiciary Committee.
- e) Decisions made by the Appeals Committee are binding and final.

NEW RULES

This year we aim to have a clear distinction between competitive A & B grades and social C & D grades

A & B Grades are playing for prize money C&D grades are playing for bar tabs.

Social Grade C & D can only have one team member per team that plays in the competitive A & B Grade: this person must have a * next to their name on both teams registration forms.

In all cases if any team is deemed by the committee to not be playing in the spirit of the game points deductions may be applied.

If at the end of the round robin two teams have equal points,

1. The team who beat the other team will be placed ahead.
2. If still undecided the difference between the points scored for and those scored against will be collated and the team with the highest point's differential will be placed ahead.
3. If still undecided, points scored for will be divided by the points scored against and the team with the highest point's differential will be placed ahead.

3 points for a win,

2 points for a draw,

1 point for a loss, and

0 points for forfeiture score listed as 5-nil to opposite team

TEAM REGISTRATION

All team managers must complete player registration and can register up to 14 players per team

ONLY registered players can take the field

2 Points will be deducted from teams that are caught playing unregistered players.

Final team registrations must be submitted December 1st 2019

If a registered player is no longer available to play for whatever reason after this date, teams must ask for dispensation from the touch committee in writing before taking the field.

Teams not adhering to these rules risk a default and/ or automatic loss of 2 points.