



LOCAL
TOUCH

LOCAL TOUCH MODULES

Bernie McCallion, Module Manager

Ph 021 514 626

Sara Prendergast, Module Administrator

sara@localtouch.co.nz

www.localtouch.co.nz

www.facebook.com/localtouchnz

TERM ONE 2021 JUNIOR ENTRY INFORMATION

Welcome back to the Local Touch Junior Modules. Due to Covid-19 and the Term 4 season being pushed out and shortened, we are now offering an extra 5 week competition on Monday afternoons in Term 1.

Please note the following:

- Bernie McCallion is the Module Manager and Sara Prendergast as Junior Module Administrator.
- In this pack is all relevant information pertaining to our competitions (also found on our website).
- Team entries are completed online.

Important Notes:

- Players may play in only one team (boys/girls or mixed). This has always been in our Rules & Regulations.
- Please note we only deal with 1-2 persons in charge Touch per school. It is their responsibility to distribute correspondence to their Team Managers. If we are contacted by managers, or parents, we will refer them back to your Pi/C Touch. This is to ensure parents/teams/schools are all receiving the same message, and that schools are aware of any issues.
- Please ensure you check with your school NOW for any camps and trips in Term One, and note these on the online Provisional Entry Form.
- We require Provisional Entries this side of Christmas, so we know if we'll have enough teams to go ahead with the competition. These entries don't need to be 100% accurate at this stage, just so we get a good idea.

TERM ONE ENTRIES & PAYMENT

Provisional Entries required by **Tuesday 15th December 2020**
Confirmation of Entries and \$250 per team entry fee required by **Monday 15th February 2021**



www.touchnorthharbour.co.nz



www.facebook.com/localtouchnz



TERM ONE 2020 COMPETITION INFORMATION

THE COMPETITION

- The Term One Local Touch Junior Module will run on Monday afternoons.
- Divisions are:
 - Year 1&2: Mixed, Boys, Girls
 - Year 3&4: Mixed, Boys, Girls
 - Year 5&6: Mixed, Boys, Girls

NOTE:

If not enough Girls teams for a grade, they will be placed in Mixed grade.

If not enough Mixed teams for a grade, they will be placed in a Boys B grade.

- Mixed teams must include a minimum of 3 girls on the field at all times (and a minimum of 4 girls registered).
- All teams play right through until the last week, whether their grade has semi's and finals, or just a straight round robin.
- The Year 1 & 2 Competition play on a half touch field.

VENUE

- The venue for the Term One Monday Module will be at Sunnynook Park (this is still to be confirmed with Council).

TIME OF GAMES

- Games are two 15-minute halves, with no half time break.
- Game times are 3.45pm, 4.15pm, 4.45pm, 5.15pm, 5.45pm, 6.15pm.
- The Y1&2's tends to play the earlier game times, and the Y5&6 the later times. But there are some overlaps, and often double-headers.

COMPETITION DATES

It is a 5-week competition.

- Mon 22nd February, 1st March, 8th March, 15th March, 22nd March 2021.

TEAM ENTRY PROCEDURE – TERM FOUR 2020

- ENTRIES TO BE DONE **ONLINE**; FEES TO BE **DIRECT CREDITED**.
- Your entry must be done using the form on the Local Touch website: www.localtouch.co.nz
- No verbal, emailed, or hard copy forms accepted.
- Provisional Entries: are due by **Tuesday 15th December** (no deposit required at this stage).
- Confirmation of Entries and Team Details are due by **Monday 15th February**, along with your \$250 per team entry fee. This form will be available online early February 2021.
- Please refer to Rules and Regulations on guidelines for Non-School/Composite Teams.

PLAYER REGISTRATION

- We will only require a simple team list of players for this competition.

FINANCES

FEES INFORMATION

- Fees are **\$250.00** per team for Term 1 2021.
- The full fee of **\$250.00** per team is due **with online confirmation of entries**, by **Monday 15th February 2021**.
- Teams withdrawn after they have entered, will not be refunded their entry fee.

PAYMENT PROCEDURE

- After you have submitted your online entries please complete your bank transfer. We do not accept cheques or cash. Please contact sara@localtouch.co.nz if you require an invoice, or if your school has no online facilities.
- **JUNIOR Account: 12-3046-0417104-00**
- Please use School Name as your banking reference.

DRAWS & RESULTS

- Draws and weekly Results will be published on: www.localtouch.co.nz
- *Game Requests / Dates Unavailable*: Please note on your online Provisional Entry Form, any dates (& reasons) that your team/s will be unavailable to play. We will do our best to accommodate this when creating the draw, however as it's a very short 5 week competition, this may not be possible to do. Note: if these requests are made after the draws are complete, it is unlikely they will be accommodated, and the team will lose by default. Please consult your school calendar for clashes with camps, events etc *before* submitting your entry. This will keep draw disruptions (including defaults) to a minimum.
- As well as the above request to consult your school calendar, to avoid defaults, please ensure you have enough players in your team to cover player injury/illness. Defaulting is unnecessary, causing disappointment and less games for opposition (in an already short season) and can skew the rankings.

REFEREES

- The Module will provide qualified referees where possible. These are mostly high school children who have completed their Touch Module Referee Course.

RULES AND REGULATIONS

- A copy of the Rules & Regulations are enclosed in this pack, and are available on our website www.localtouch.co.nz.
- Please ensure you and ALL of your team are familiar with these Rules, and your supporters aware of at least the Code of Conduct.

FIRST AID

- Each team is responsible for their own first aid. The coach/manager should be aware of any special medical conditions of a player.

TOILETS

- Toilet facilities are available at both our venues.

TEAM RESOURCES

- Local Touch will be distributing to each team:
 - 1 x ball
 - Weekly Player of the Day Certificates (10 – two per week)
- These will be distributed to teams at their first game, but only if full payment of fees has been made.

PRIZEGIVING

- There will be no prizes or prizegiving for this competition.



RULES & REGULATIONS

PLAYING RULES OF THE GAME

- The Touch New Zealand 8th Edition rules will apply unless otherwise stated.
- Year 3 & 4: Coaches may support the players on field for the first two weeks.
- Year 1 & 2: Coaches may support the players on field for the entire season. As Year 1&2 are learning the game, there are a couple of adjustments to the rules:
 - Defence cannot move until the dummy half has passed the ball.
 - The referees can allow a bit of flexibility with 'forward passes' and 'off the mark'.
 - Although not a hard and fast rule, coaches should show courtesy to the opposition to allow them to get organised and set up on defence.

REGISTRATION

- Teams are 6-a-side. Teams may register up to 14 players.
- Teams shall submit the names of players and other details **before the first round**. All teams must be registered online. A link for each team will be sent to School/Club Coordinators.
- Additional or replacement players must be registered with the Module Manager *before* they take the field.
- The penalty for a team being unregistered or playing unregistered players is forfeiture of all points scored in games in which the offence took place. The non-offending team will be awarded the game 5-0 or retain the points scored, whichever is the greater.
- Players may play in only one team (boys/girls or mixed). In cases of non-compliance, the penalty will be as for playing unregistered players (above).
- Players may not play for any other team than the one they are registered for. Team Managers must ensure they register enough players to cover illness/injury.
- Teams that qualify for Finals must use the same players that played in the weekly competition.

COMPOSITE TEAM GUIDELINES

- A composite team is one composed of players from two or more schools.
- Acceptable purposes for composite teams are:
 - To encourage schools who only have a few players, to combine with another school so all players have access to playing Touch.
 - For students whose school(s) do not participate in a Touch Module.
- Composite teams are NOT for the purposes of developing 'super teams' or training opportunities for representative teams.
- These guidelines have been created to ensure:
 - Local Touch maintains a level playing field for our school teams, by discouraging the formation of 'super teams' through "*loading*" a team with elite players.
 - Schools are protected from being stripped of students that could otherwise be playing for their school.
- Local Touch is first and foremost about children's participation and fun playing the sport of Touch. We are happy to allow composite teams to ensure children get this opportunity.

POINTS SYSTEM

- Points to be awarded:
 - 3 = win
 - 2 = draw
 - 1 = loss
 - 0 = default (win by default = 5-0 win, loss by default = 0-5 loss)
- In the weekly competition, draws count.
- If at the end of the qualifying round two teams have equal points, the team who beat the other will be placed ahead. If still undecided, the points scored for will be divided by the points scored against and the team with the highest points differential will be placed ahead.

DURATION OF GAME

- Games shall be **15-minute** halves with **no** half time break.

VENUE

- It is the Module Manager's responsibility to ensure the field dimensions are as *close to* the Touch NZ rules as possible and are coned each week.
- The Year 1 & 2 Grade will play on a half touch field.

UNIFORM

- All players must wear identical shirts, preferably school shirts (numbers optional).
- No player is to play in bare feet.
- Rugby/soccer/touch boots are fine as long as they have moulded sprigs, no metal.

DEFAULTS

- Defaults must be registered with the Module Administrator by 12.00 noon on the day of play.
- The Module Administrator will then be responsible to inform the opposition.
- If no notification is received from a defaulting team, they will be given a warning. If non-notification occurs a second time that teams place in the competition will be jeopardized.
- Please note: "A team will be considered to be in default should they not field a team within the first ten minute period of the game. For every two minutes that a team is late, then one touchdown will be awarded against that team to a maximum of five touchdowns."

CANCELLATIONS

- Cancellations will be broadcast by 2.30pm:
 - Via the Local Touch website (on the News feed)
 - Via the Local Touch 'person in charge of touch' email database
 - Via the Local Touch Facebook page
- If we are forced to cancel, that night's game will not be replayed. Always follow the draw dates.

REFEREEING

- The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play.
- Instances of players commenting on refereeing decisions, to the referee, during the game will not be tolerated.
- We seek the team managers' co-operation in ensuring that referees are shown every courtesy in their demanding job.

DISCIPLINE & PLAYER MISCONDUCT

- Violence will not be tolerated in any form from any player, coach, referee or spectator. The fore mentioned must all abide by the Touch North Harbour Code of Conduct (please find attached).
- All teams are held responsible for the behaviour of their supporters.
- An automatic two week suspension will be placed on any player who is ordered of the field by a referee.
- Please refer to Rule 18 of the Touch New Zealand 8th Edition Rule Book.

PROTESTS

- The only protests accepted shall be ones involving a violation of playing rules or the use of an ineligible or unregistered player.
- A protest that involves referee's judgments shall not be accepted.
- Protests must be submitted to the Module Manager within 30 minutes of the completion of the game.
- Protests are to be made on the official forms as supplied by the Module Manager. A fee of \$10.00 is to accompany the protest.
- Appeals are to be made on the official forms as supplied by the Module Manager. A fee of \$20.00 is to accompany the appeal.
- The above mentioned fees will be returned if the protest/appeal is valid and accepted.



CODE OF CONDUCT

Code for Players & Team Officials

1. Play the game for enjoyment.
2. Play by the Laws of the Game.
3. Never argue with the referee. Let your captain ask any relevant questions.
4. Play with control. Do not lose your temper.
5. Play for yourself and your team – your team's performance will benefit and so will your own.
6. Be a 'good sport'. Applaud all good play whether by your team mates or by your opponent/s.
7. Respect your opponents. Treat all players, as you would like to be treated.
8. Co-operate with team officials, your team-mates and your opponents.
9. At the final whistle applaud and thank your opponents and the referee for the match.
10. Play hard but fairly, never set out to injure your opponent/s.
11. Win with humility – lose with dignity.

Code for Spectators

1. Do not use profane language or harass referees, players or coaches.
2. Remember, you are there to encourage and support your own team not to denigrate or to abuse the opposition in any way.
3. Applaud good play by the opposition as well as good play by your own team.
4. Show respect for your team's opponents. Without them there would not be a match.
5. Condemn the use of violence in all forms at every opportunity.
6. Verbal abuse of players or referees cannot be accepted in any shape or form. Players or referees are not fair targets for rude behaviour.
7. Encourage players to play by the Laws of the Game.

Non-Compliance

- Harassment and profane language on and off the field will not be tolerated. If you cannot abide by the Code, think twice about playing at this Module. The majority come to play touch and enjoy their social time with their friends and family. We will not have children having to watch bad behaviour and listen to profane language.
- One warning will be given to any person not obeying this Code of Conduct. A repeat offence will result in expulsion from this Module.