



## RULES & REGULATIONS

### PLAYING RULES OF THE GAME

- Touch New Zealand have implemented the **FIT 5th Edition Playing Rules**. These take over from previous TNZ 8<sup>th</sup> Edition Rules. Key rule changes and considerations are:
  - Changes to field markings e.g., 5-metre line is now a 7-metre line
  - Players are now expected to retire a fixed distance of seven metres to be onside
  - On an intercept by a defending player, the first touch will now be zero (0) touch
  - Sin bin duration now defined as four (4) complete possessions
  - As well as significant changes to the drop-off procedure**The full FIT 5th Edition Playing Rules can be found [here](#).**
- 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.
- Mixed teams must have a minimum of 4 girls registered (minimum of 3 girls on the field at all times). If you have less than 4 girls, the team must play in a boy's grade.
- 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 Touch Coordinators.
- Players may play in only one team (boys/girls or mixed).
- Players may play in a team one grade up (eg Y3/4 player in a Y5/6 team), but cannot play down a grade.
- 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.
- 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.
- 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.

### DURATION OF GAME

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

## **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.

## **VENUE**

- It is the Module Manager's responsibility to ensure the field dimensions are as *close to* the official field dimensions as possible and are coned each week.
- Keep off Council & NH Stadium fields during pre-season or when closed. Any team caught training on Local Touch Module booked fields will be withdrawn from the module. The fields have work done on them during September and October by the Council, and if used during this time, will jeopardize the future of this Module.
- 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 off the field by a referee.
- Please refer to Rule 23 of the FIT 5<sup>th</sup> Edition Playing Rules.

## **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 teammates 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 teammates, 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/spectating 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.