



RULES & REGULATIONS

PLAYING RULES OF THE GAME

- The Touch New Zealand 8th Edition rules will apply unless otherwise stated.

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**. Please fill out a separate registration form for each team including all information required, and email in *before* your first game.
- Additional or replacement players must be registered with the Module Administrator *before* they take the field. No new players may be registered in the seven rounds prior to finals day. (Note: swapping already registered players between Club teams is not considered additional players; see separate rule below).
- 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.
*Note: The Module Manager has the discretion to take 'competition round points' off for every week the Registration Form is not handed in.
- Players may play in only one team per grade (mens, womens, mixed) per night. In cases of non-compliance, the penalty will be *both* teams s/he has played for will lose competition round points (the points that count towards finals; not grading points).
- Clubs with more than one team, like all teams, must register their teams prior to the first game; however a grace period for game 1 and 2 (grading round only) will be given for Clubs to switch players. Therefore by game 3, players must stay in their registered team, and cannot be swapped again.
- Clubs may have players from a lower division team 'play up'. However any player who plays up in a specific team on three (3) occasions is considered to be a member of that team once they have taken the field to play on the third occasion. They will not be allowed to play back down for their original team (See Team Card procedure below).
- Teams that qualify for Finals must use the same players that played in the weekly competition.
- Players must play 46% round robin games for their team (= 6 out of 13), to be eligible to participate in semis & finals *for their team*.
- Any week that you don't have enough registered players, management will allow your team to declare "fill ins" on the Team Card, take a default (on paper) but still play the game.

TEAM CARDS & REFEREE PAYMENTS

- ALL Teams are required each week during the competition rounds to pick up a Team Card *before* they take the field. They are to be collected from the Module Manager **every week**, at least 5 minutes prior to the start of your game; the card is to be marked off by a team member and handed into the referee at the start of the game (Team Cards are printed with registered players).
- Only names of those players taking the field are to be marked off on the Team Card.
- Do not make changes to the Team Card; any additions or withdrawal of players must be updated on the TNZ online registration system, prior to that player playing.
- Team Captains are free to check their oppositions Team Card at the start and again at half time and the conclusion to their game also for any breaches to rules.
- These cards are then marked off against the Team's Registration Form each week. If no card is handed in, no players will be marked off for that week and may risk not being eligible for Finals.
- If using a player from a lower division team from the same Club, note the player's name and their normal team name on the Team Card.
- If using 'fill in' players, ensure you note "fill in" next to their name(s) on the Team Card (the team may play with fill ins, but will take the default).

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)
 - -1 = out of uniform
- The competition round points from the first round will be carried forward.
- 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 **20-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.
- Keep off fields when closed, and note that **no** training is permitted pre-season. Any team caught training on Module 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.

UNIFORM

- All players must wear identical shirts with numbers (numbers no less than 10cm high).
- All players must wear the same coloured shorts.
- No player is to play in bare feet.
- Teams have 3 weeks grace from the first playing night after which teams will lose one point for every game out of uniform. This will be monitored.

DEFAULTS

- Defaults must be registered with the Module Administrator or Module Manager 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

- We only cancel if the council closed the grounds. We do not cancel because of rain.
- Cancellations will be broadcast by 3.00pm:
 - Via the Local Touch website (on the News feed)
 - Via the Local Touch Team Managers' email database
 - Via the Local Touch Facebook page
- If we are forced to cancel, that night's game is cancelled and we will try and catch the game up later, (unless told otherwise). Always follow the draw online.

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 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.
- Individual(s) or teams initiating eligibility protests are responsible for providing information to support the protest. Local Touch may not be able to 'prove' ineligibility.
- A protest that involves referee's judgments shall not be accepted.
- Protests must be submitted to the Module Manager preferably during, or 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.