

Lunchtime Sport Competition Touch Football Rules

1. Team registration must be paid in full before the first round of competition. Teams with outstanding fees will forfeit match points until the fees are paid. (Unless alternate arrangements have been made with the Lunchtime Sport Coordinator)
2. Players are required to play a minimum of three (3) regular season games to qualify to play in the finals.
3. Teams are made up of 6 players on the field, plus reserves.
4. Teams must have a minimum of 2 female players on the field at all times. Teams may play with fewer girls but they must lose one boy per girl they are missing. For e.g. if a team only has one girl they must play with 4 boys and 1 girl.
5. Games are 45 minutes in duration – 2 x 20 minute halves with a 5 minute half time. All games will begin promptly at ten (10) minutes past the hour.
6. If scores are tied at the end of the game, the game will end as a draw. However, in semi-finals and finals, games will proceed to a 'drop-off'.
 - a. At the completion of regulation time a toss of the coin is done by the referee to determine possession of the ball and direction of play as in normal commencement of play but both teams will start with one less player. The first team to score a try wins the game. If the game is not decided after 2 minutes of extra time the referee will pause the game and one player from each team is to leave the field and play continued until one of the teams score. This procedure is to be continued until there are only 3 players from each team on the field after which play will continue until the game is decided. If a team cannot field the required number of players then that team will forfeit the game.
7. All team members must wear shirts of the same type and colour. Bibs may be provided to teams if needed by ANU Sport.
8. Unlimited substitutions are allowed during the game. However, all players should be registered to that team.
9. Loss of possession (ball down, out of bounds, forward pass etc.) will result in a turn over to the defending team, at the spot of the mistake.
10. Players on the defending team must retreat 5 metres (in line with the referee) after a touch is made (there are no 'markers'). If caught offside, a player cannot make a touch. A penalty



may be awarded if play is impeded and the touch count for the attacking team will be restarted.

11. Play is restarted on halfway by the defending side after a try.
12. The referee's decision is final in all matters relating to the game. At no point during the game should a player question the referee. The final say in all matters relating to the competition rests with the ANU Sport office.
13. In the case of a team needing to forfeit please notify the Lunchtime Sport Coordinator either via marci.oringo@anu-sport.com.au or the ANU Sport Reception.
14. At all times the management of ANU Sport reserves the right to ban any player or team from further participation in any competition.
15. Competition scoring is as follows:

Win	3 points
Draw	1 point
Loss	0 points
Forfeit (with notice)	0 points plus 5 points (try's) against
Forfeit (without notice)	-2 points plus 8 points (try's) against
16. Always remember a good game is a clean game, if you are not there to enjoy yourself and have fun, then don't play!!