



Great Lake Touch Association

JUNIOR TOUCH COMPETITION RULES 2021

Junior touch will be played on Wednesday afternoons, 1st round starting at 3.45pm.

UNDER 7 s

Under 7s will play every afternoon Wednesday at Hickling Park.

First Round starts at 3.45pm Sharp.

There will be only 3 penalties that the U7s teams will get pulled up for

1. Forward Pass
2. Touch and pass.
3. Off the mark.

They can also play with a minimum of 2 girls and 4 boys on the field

2. Rules for under 9s will follow the rules of U11s and Under 13s

UNDER 9s UNDER 11s and Under 13s

U 9s,U11 and U13 MUST play with 3 girls and 3 boys on the field. If a team plays with 4 or more boys at any one time that team will forfeit points.

A change of possession shall occur when it is:

- Ball goes to ground
- Roll ball performed incorrectly
- Dummy half gets touched
- 6th touch

Play restarts with a tap when the following penalties occur:

- Forward Pass
- Touch and Pass
- Defender offside at the roll ball (5 metres)
- Defender offside at the tap (10metres)
- Delaying Play
- False touch
- Using more than minimum force to make a touch
- Misconduct.

RULES FOR ALL TEAMS – BASIC TOUCH RULES (SIMPLIFIED)

- . Six players on the field at one time, ratio 3 boys 3 girls.
- Defenders must move back 5 meters from the plant mark and cannot move until the dummy half passes the ball.
- To perform a penalty the ball must be placed on the ground and tapped with your foot.
- Only 6 players on the field at one time.
- Shoes must be worn at all times while playing.
- Games will be 15mins each way with a 2min half time.

Team registration is \$160 per team entered.

1. Each team must present a match ball at the beginning of their game.
2. Shoes **MUST** be worn! Players without shoes will not be allowed to take the field. (same goes with wearing just socks)
3. Each game will consist of two periods of 15 minutes with a 2 minute half time break. ..
4. Sound signals will indicate the start, the turnaround and the finish of each game.
5. Teams must register no less than 7 players and no more than 14 Players.
6. Teams and referees must be at the allocated ground two minutes before the game is due to start. If a team is not present at the start signal, a try will be awarded to the opposition every minute until the team has arrived with a maximum of 3 minutes waiting time if a team does not show the offending team automatically will be defaulted and the opposition will be awarded the win.
7. To be eligible to play in Semi's or Finals of the current season, all players must have played at least 3 games in the current season.
8. The penalty for a team playing unregistered players will result in all points defaulted in the offending game by the offending team. The non-offending team will be awarded the game 5-0 or retain the points scored, whichever is greater.
9. All teams must wear uniform tops. The penalty for non-compliance is forfeiture of ALL game points for each game in which the uniform was not worn by the **WHOLE** team.
10. Protests and Appeals must be submitted within 30 minutes of the completion of the game. All necessary forms will be available at fields.
11. Draws will count in the qualifying round robins. Extra time as set out in rule 4.8 will be used in the semi finals and finals only.
12. If at the end of a qualifying double round robin two teams have equal points, points for and against will be calculated and a winner found.
13. Game points will be allocated as follows: Win 3 Draw 2 Loss 1 Forfeit 0
14. A referee at any time has the authority to remove a player and/or supporter/s from the field and playing grounds.

15. A player who decides to play up a grade can do so however if they play more than 2 games they must play in that section for the entire season and may not return to their original Grade until the following season. This rule also applies to players of teams that withdraw and or are withdrawn from the Module for whatever reason.
16. Each team will need their own refs, to ref their own games.

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17. Any teams that default more than two games without notice shall be removed from the Competition.
18. Any players registered for more than one team will automatically lose points for the teams in question.