

UniSport Australia Guideline

Indigenous Nationals – Touch Football

Mixed

The Indigenous Nationals touch football guidelines are based on UniSport and [Touch Football Australia \(TFA\) 8th edition rules](#). However, due to the nature of the event, some changes or additions have been made, which have been outlined in this guideline. These changes noted below take precedence.

1. Team/squad size

- Minimum registered players – 12
- Maximum registered players – 16
- Minimum number of players that can take the field without incurring a forfeit – 4
- In mixed gender competitions, the maximum number of males allowed on the field of play is three, the minimum male requirement is one and the minimum female requirement is one.

2. Game time/duration

- 2.1. All games will be two x 12 minute periods in duration with three minutes for half time. There will be no clock stoppages during play.
- 2.2. Five minutes of warm up time will be permitted.
- 2.3. There will be no time out for injury unless the safety of the player is at risk. The referee in consultation with the competition manager will determine the extra time to be played in this situation.
- 2.4. The game clock will begin running as per scheduled draw unless there are adverse unforeseen circumstances.

3. Match format

- 3.1. Preliminaries are a round robin pool format, with points for each match being awarded as follows:
 - a) Winning team: 3 points
 - b) Drawn match: 2 points per team
 - c) Losing team: 1 point
 - d) Forfeiting team: 0 points
- 3.2. Teams will be re-ranked according to competition points, following the preliminary rounds, with only the top team from each pool progressing to the finals (depending on the number of teams entered into the competition).
 - a) If there is an unequal number of teams across pools in the preliminary rounds (i.e. one pool of 3 teams), eliminated teams shall be re-ranked according to win percentage (games won/games played) instead of competition points. A draw is considered 50% of a win.
 - b) Should teams still be level on win percentage, then rule 3.4 shall apply
- 3.3. Finals are a single elimination format, with only the winner of each game progressing through to the next round of finals.
- 3.4. In the event of two or more teams having the same number of competition points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
 - a) Points difference (for and against)
 - b) Percentage (tries scored divided by tries against x 100)
 - c) Head-to-head result(s) between the teams concerned
 - d) In the event that this still does not separate teams, then a toss of a coin will decide the winner.

4. Drawn matches

- 4.1. If preliminary matches are drawn at full time, both teams will be awarded two points as per section 3.1
- 4.2. In the event of a draw in the progression matches, the TFA drop off procedure will be applied (8th edition rules).

5. Cautions and send offs

5.1. All misconduct by players of team staff that occurs during the normal proceedings of a game will be actioned as according to the [Touch Football Australia Disciplinary Regulations Manual](#).

6. Forfeits

- 6.1. Touch football is run under the [UniSport guideline – Breach of Competition Requirements](#).
- 6.2. A forfeit will be declared five minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. A try will be awarded against a team for every minute, or part thereof, they are late in taking the field until the forfeit time is reached.
- 6.4. The forfeit score is five tries to nil (0).
- 6.5. Should the commencement of a match be delayed due to no fault of either team (as determined by the competition management) the match shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game time duration will need to be agreed upon by both teams. If resolution between the teams is not possible, then the competition manager (or their delegate) will make the final decision regarding match duration, which will not be subject to appeal.

7. Team duties

7.1. Team duty requirements for touch football are:

- Teams may be required during the pool games to assist with scoring or other sideline duties.

8. Uniform requirements

- 8.1. The specific uniform requirements for Indigenous Nationals touch football are as per the Touch Football Australia rules with the following UniSport uniform requirements:
- a) Shirt or singlet and shorts
 - b) Numbers on the back of shirts to be a minimum of 16cm high and must be between 1 and 99
 - c) All numbers on shirts need to be clearly visible and in a contrasting colour to the dominant colour of the shirt.
 - d) Shirt number to remain the same for each player for the entire tournament.
 - e) No screw-in studs allowed. Boots with soft-moulded soles are permitted, if individual studs are no longer than 13mm in length.

9. Presentations

- 9.1. Medal presentations will be conducted following the conclusion of the final match.
- 9.2. One 'Most Valuable Player' and one 'Best Spirited Player' will be selected based on votes made by referees, which will be awarded at the closing ceremony.

*All competitions will be held in accordance with the UniSport [event and participation guidelines](#).