Loreto Normanhurst is conducting an Invitational Touch Football Competition in Term 4 of 2012.

DIVISIONS:
Determined by number of entries. We aim to have six team divisions.
- Divisions Sen A, B, C, D - Seniors (Y10-Y12)
- Division Jun A, B, C - Juniors (Y8-Y9)
- Division Year 7 A, B, C are (Y5-Y7)
Where entries do not match this we will cater for 4 or 8 Team divisions and mixed Year Group divisions. The initial Year 5/6 Division will be combined into Year 7.

REGISTRATIONS:
Seniors are Years 10, 11,12 Students
Juniors are Years 8, 9 Students
Year 7 are Year 7 Students (includes Year 5/6)

Matches are 6 a side you can register up to 12 players per team.

PLAYING WEEKS:
Teams play every week - 6 matches, except for Grand Finals.

Rounds:
Grading Comp - Oct 13; - all teams @ Loreto Normanhurst
R1 - Oct 20;
R2 – Oct 27;
R3 – Nov 3;
R4 – Nov 10;
R5 – Nov 17
Semis & 5v6 play off – Nov 24,
Grand Finals (Semi Final winners only) – Dec 1 @ Loreto

Game times will be 8am, 9am, 10am, 11am

CHARGES:
Costs are $450 per team + GST -. Schools to be invoiced.

VENUES:
Loreto Normanhurst (5 Fields), Mt Pleasant Ave, Normanhurst or Osborn Rd, Normanhurst.
- Best parking in Osborn Rd Carpark (OR4)

Pymble Kelso (Top fields) (2 Fields) – Year 7 Comp (includes Y5&6)
- Best parking around the ovals - enter thru main gate on Avon Rd
INSURANCE:
Loreto Normanhurst does not take any responsibility for insuring the cost of medical or dental expenses in the case of accidents to girls while playing sport in this competition. Parents are therefore advised to consider taking out the appropriate insurance cover.

Many schools competing already insure students for approved activities. Please check what insurance your school holds in regard participation in approved sporting activities. Schools may need to advise underwriters that they are participating in this competition.

Many organisations also offer comprehensive accident insurance at a premium.

All school children are automatically covered by the NSW Sporting Injuries Act – however, this cover is only for extreme injuries resulting in death, quadraplegia, paraplegia or loss of limbs or other body organs or parts. The cover is also not substantial.

In the case of an accident at this competition, the person in charge of the team is required to complete an accident form and return it as soon as possible to the touch – co-ordinator. Should any parent require a copy of such form for insurance purposes please contact Loreto Normanhurst.

UNIFORM:
Schools are expected to wear strips of their school colours with unduplicated numbers. Should an opponent have a similar strip bibs will be provided at the venue to be used.

Bibs can be used.

EQUIPMENT:
Each team is to provide a suitable senior match ball (Not Junior Size)

REFEREES: Organised by Loreto Normanhurst.

WET WEATHER line – 9473 7419

RESULTS/DRAW
JUDICIARY:
Shall consist of a representative from 3 of the schools entered in the competition who are not involved in any incident requiring the judiciary. Any protests must be received in writing – email: mvandervelde@loretonh.nsw.edu.au or fax: 9487 7892 within 24 hours of any game.

CODE OF CONDUCT
The Code of Conduct as outlined by IGSSA is to be abided by.

Any considered serious breeches of the Code of Conduct will be reported to the offenders school and where necessary players will be suspended from the competition as appropriate.

SCORE SHEETS
The Captain of each team must ensure
- all players sign on
- the result is correct and sheet correctly completed
- the sheet is returned to the Convenor

Failure to do so will result in –
- a) forfeit
- b) the score and details on the sheet will be accepted as official
- c) forfeit for both teams

RULES:
- Game – 2 x 20 minute halves, 5 minutes half time
- Players – 6 players a side with unlimited interchange – rolling substitutions, maximum of 12 registered players per team. The new player can only enter the field after the interchange player has left the field.
- A minimum of 4 players is required to start a game
- Uniform – all players must wear individually numbered shirts, shorts or briefs/bike shorts, socks and footwear. No Jewellery, no studs, no long or sharp fingernails
- Floating Registrations – Teams are allowed up to 1 floating registrations per team (uncharged). A Floating registration can only play 1 game for the team.
- Registrations – Each team is permitted to register 12 players. All players must be registered by week 2 of the competition. Late registrations are allowed until Semi Finals. Playing unregistered players will result in a forfeit.
- Playing up Rule – players may play up grades but once 3 games have been played in a higher grade the player must remain in this team. Players in Senior Grade may not play in Junior Grade. Players from a school with 2 teams in the same
division cannot have players crossing between the two teams (they can only play for one team in the same division)

- **Pointscore** – 5 (win), 3 (draw), 1 (loss), -1 (forfeit), 0 (bye). When a whole round is washed out draw points are awarded (0-0 goal difference). A forfeit is recorded as a (0-5 goal difference) Point scores will be forwarded with weekly results for schools to check.

- **Regrading** – this will occur before week 3 if required. It will only occur with consultation between the organiser and the teams involved. If a team is regraded they carry draw points but a 0-0 goal difference. Determination of semi positions will only go on points between teams in the grade at the end of the rounds (will exclude games against teams moved out of the grade)

- **Sign on** – players must sign on prior to the start of the game. In the instance of a player arriving late, they must sign on prior to taking the field.

- **Blood Rule** – The referee must order from the field of play any player who has incurred a bleeding injury. A player who has been ordered from the field of play by the referee and has received treatment to the bleeding injury and in the opinion of the referee no longer represents a health risk to other players, may at the sole discretion of the referee re-enter the field.

- **No injury time allowed**

- **Equipment** – Each team is required to supply a game quality match ball for the game.

- **Finals** – To be eligible for Finals a player must play 2 games for the team in the rounds. If a team is short for Semis or Finals they may draw up to 3 players from teams graded below them who are not playing semi’s in another grade (only to provide up to the number of players registered at the start of the season)

- All other rules are as defined on the NSW Touch Football Web site [www.nswtouch.com.au](http://www.nswtouch.com.au)

**QUERIES**

The competition is organised by Loreto Normanhurst. Please direct any queries to Michael Vandervelde at Loreto Normanhurst on 9473 7422 or email [sport@loretonh.nsw.edu.au](mailto:sport@loretonh.nsw.edu.au) or mobile 0421 708 483.
GRAND FINALS RULES

The following procedure will be utilised to establish a single winner for grand finals when played on separate weekends. When Semis & Finals are played on the same day the winners of the semis is, if the game is drawn, determined by the highest placed teams on the points table from the regular season (Rounds).

THE DROP OFF PROCEDURE
i) When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, then signal to each team to reduce their playing strength by one player to five (5) onfield players. Teams do not have a break or leave the field instead they immediately take up a position as for the restart of play.
ii) As soon as each team removes a player, the game continues with a tap from the center of the halfway line by the team who won the toss at the commencement of the game. Substitutions of players is permitted at any time as per the normal interchange rules.
iii) At the conclusion of two minutes of extra time, a hooter is sounded and the referee will stop play at the next touch or dead ball. Each team will drop off one player thus reducing their on field strength to four (4) players.
iv) Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
v) The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop Off.
vi) At each subsequent two minute period a signal for another player to drop off, will be sounded.
vii) Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.
viii) During the Drop Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
ix) The decision on which player will drop off is entirely up to the team management, that is the captain, coach, etc.
x) A player/team wasting time at a drop off will be penalised at the mark for recommencement of the match.

Notes for Players
a) During the original match, if a player has been sent from the field of play for the remainder of the match, that player cannot participate in extra time.
b) A team that had a player (or players) dismissed from the field of play for the remainder of the match will commence extra time with a reduced number of players. Thus the team will commence extra time with four (4) players if one (1) player had been sent off and three (3) if two players had been sent off.
c) At the drop off time, each team will still reduce their playing strength as per the rules, thus ensuring the one team will have the player advantage as per in the match. Once a team reaches only three players, no further drop off of players from either team, will occur. Injured players can be replaced at any time.

9. Abandoned Matches. If a match is abandoned due to any circumstances, the controlling association shall decide the result.

These rules are available at the NSW Touch Rules at this site http://www.nswtouch.com.au/pagesection.html?intid=12