

## **Inner West PSSA Touch Football Gala Day Rules 2025**



### **Age Groups**

Junior Boys: Stage 2

Senior Boys: Stage 3

Opens Girls: Stage 2 & 3

### **Teams**

*Junior/Senior/Opens:* Each team is composed of six (6) players on the field who can interchange at any time with players on the sideline. Total number of players cannot exceed 14. The recommended amount of players for each team is 8 or 9 to ensure all students get game time.

### **Equipment**

- Touch Football **size 4**
- Whistle
- Scoresheet, clipboard, pencil
- School shirts/jerseys

### **Referees**

- Referees will be provided by the venue for each game played.
- In the unlikely event that a referee is unavailable or unable to complete a game, a teacher from both competing schools should referee half of the game each. Teachers can decide which half.

### **GALA DAY STARTING TIMES:**

All games will begin at 9:30 am sharp. The Competition will finish at 2:30 pm to allow presentations and students to return to their school before 3:00 pm. There will be a 20-minute break for Lunch 11:45am-12:05pm.

## **Schedule**

Round 1- 9:30- 10:00 am

Round 2- 10:05- 10:35am

Round 3- 10:40- 11:10am

Round 4- 11:15-11:45am

### **LUNCH 11:45 am - 12:05 pm**

Round 5- 12:05 pm – 12:35pm

Round 6- 12:40pm- 1:10pm

Final 3<sup>rd</sup> place playoffs: 1:15pm- 1:45pm

Grand Finals: 1:50pm-2:20pm

Presentations 2:20pm-2:30pm

## **Touch Football Rules (All age groups)**

Upon gaining possession each team has six (6) touches before they surrender possession to the opposing team. When a player in possession is touched, they must return to the spot where they were touched and perform a “roll-ball”. This can be performed by placing the ball on the ground and stepping over it or rolling the ball backward between the legs.

-If the ball rolls more than a metre a change of possession results.

-The attacking player has one step after the touch to place the ball or return to the mark of the touch.

If the player takes more than one step and plays the ball they are penalised. When the ball is rolled the “half” picks it up. The half can run with the ball or pass it or do both. If the half is touched when in possession of the ball a change of possession occurs. The half cannot score a try. If they place the ball on or over the try line a change in possession occurs. Attacking players may pass the ball. If a player throws a forward pass a penalty is given against their team. The penalty occurs where the pass was thrown. Attacking players may not pass the ball after being touched. If this occurs a penalty is given from where the pass was thrown. If the ball is dropped, bounced or touches the ground a change of possession happens where the ball first touched the ground.

An attacking player may not use a teammate to obstruct a defender. i.e. use a player from their own team to prevent a touch being made. This incurs a penalty at the place of interference.

When a change of possession occurs, a player must perform a roll-ball unless a penalty is given whereby the player may either tap the ball or perform a roll-ball. The only exception to this rule is when a defending player intercepts the ball passed by the attacking team and it is play on (unless the ball has touched the ground).

A team defends by trying to touch the player in possession. After a touch is affected all defending players must retire to a line five (5) metres behind the point where the player was touched (which is marked by the referee). Defending players may not move forward to affect the next touch until the half has touched the ball. If there is no half present the players must wait until directed by the referee (allow approximately 2 seconds). If a defender gets to the half position before an attacking player does simply touching the ball results in a turn over. There should not be a case where there is two mistakes in one play. If a player knocks the ball on play is stopped and the other team performs a roll ball. A player cannot pick the ball up and run after a dropped ball. The dead ball line is 7 metres after the try line. If a player goes beyond the dead ball line the referee will call it no try and there will be a roll ball 5 metres from the try line or a change over. If after the 5th touch. The referee's decision is always final. Any player misconduct should be reported to the school and the convenors.

### **Awarding penalties**

Penalties are awarded where the breach of the rules occurred. The defending team must return the 5 metres and wait until the ball is tapped before advancing on the opposition. Penalties should be awarded for the following;

- Deliberate forward passes
- Late passes
- Offside defenders (defenders who fail to return five metres before trying to affect a touch).
- Having more than six players on the field at one time.
- Obstructing defenders
- Players from either side interfering unnecessarily with opposition players
- Calling "phantoms" (defending players who claim to have affected a touch when the referee is certain that they did not). Referees should dismiss players from the field if this action is repeated.
- Dissent or rudeness to a referee

-Using more force than necessary to affect a touch or deliberate foul play (touching a players leg on purpose to try and trip them).

-Not playing the ball on the correct mark.

Length of games

### **Length Of Games**

Junior Boys play 2 x 14 minute halves with a 2 minute interval.

Senior Boys play 2 x 14 minute halves with a 2 minute interval.

Open Girls play 2 x 14 minute halves with a 2 minute interval.

### **Age groupings**

**Juniors** are 8, 9 or 10 years old.

**Seniors** are 11, 12 or 13. Juniors may play up (Move into a senior team) a maximum of three games. If they play up more than three games they need to stay in seniors for the remainder of the season. However, juniors are not able to play in seniors for semis or finals.

**Opens Girls:** Any girl in Years 3-6.

### **The field**

The field is half a soccer field with markers at the corners for the try line and at half way. The first school to arrive at the field should set the field. All games to use a **size 4** touch football or rugby league ball. Mark cones leaving spaces around the Soccer Post if they are present - or move the field in a few steps. This is due to safety.

