2010 COMPETITION RULES & REGULATIONS

Wet Weather: All games will be played unless extremely bad weather conditions have occurred. No decision will be made until 4:00pm on the day or unless the Council has already closed the park. The wet weather number is 9713 5909. If the games are called off on Monday because of wet weather, that round will be played on the following Tuesday if possible.

Timeslots: Monday: 4.30pm, 5.05pm & 5.40pm until the start of daylight savings, after which times will be 4.45pm, 5.20pm & 6.00pm.

Game Length & Format: Games will be 30 minutes straight, with teams changing ends after each touchdown. U7s, U8s & U9s will play 5 a side on half touch fields. From U11s upwards teams will be 7 a side on a full touch field.

Gradings: Teams will be allocated to their proper age groups where possible but if there are not enough teams in one group then that age group may move to the next age group.

Team Attire: All team shirts that have been provided must be worn when playing. Players who do not have their team playing shirts on the night will not be allowed to play.

Player & Team Fees: If a team fields any players that have not paid their registration then that team will lose their points for that game and any other game those players have participated in.

Team Registration/Insurance Sheets: All forms must be handed in by round 3. All injuries must be reported to the referee and written on the referees card at the completion of the game.

Footwear: Touch footwear must be worn as there is no insurance cover for any injuries for a person not wearing touch shoes. Moulded soles only permitted. No screw in studs are permitted.

Forfeits: If a team is going to forfeit then they are responsible for letting the competition committee know so that the other team can be notified. Teams have 5 minutes from the commencement of the opening whistle to take the field otherwise they lose the game 0-5 to the opposition.

Misconduct: Backchat to referees, sledging or fighting will not be tolerated and will be immediately dealt with by the competition committee. (includes coaches, managers and supporters)

Mexican Rule: When defending their try line, the defending teams must move forward to effect a touch on the attacking team. Defending teams cannot stand on their try line without moving forward because they will be penalised.
Registration & Eligibility: All players must be registered by round 4 and must have played 4 games to be eligible for the finals.

Finals: In the event of teams finishing equal on points for the semi-finals their position will be calculated by the ‘Difference Method’ that is subtracting the touchdowns “FOR” from the touchdowns “AGAINST”. The team with higher positive difference will have the advantage. If games in the final series are drawn on completion then they will go into extra time. Drop-off & Golden point.

Sign On Team Sheets: All players must sign and print their names on team sheets prior to playing. Younger children can have parents help. Players getting to the grounds late should sign on immediately. Sheets will be left out for 15 minutes after the start of the game. Failure to sign on could mean loss of points.

Rules: Referees will be allocated where possible. All players and teams entry fees are non refundable after your team has been included on the printed competition draws.

It is the responsibility of the team Manager or Contact to ensure that all players are fully aware of these rules and regulations as set out by the Balmain Junior Touch Association. All teams must supply an email address with their manager or contact person.

Full listing of game rules can be downloaded from www.nswtouch.com.au

Competition Points:

WIN=3
DRAW=2
LOSS=1
FORFEIT=0
BYE=3