



22 January 2024

L1.24

SUPER TOUCH LEAGUE RULES, GUIDELINES & REGULATIONS LEAGUE 1 2024

The league has 3 sets of "Rules" as follows:

- 1. Playing Rules.** The KZN Association has adopted the TFA Edition 8 rules, with a few minor adjustments. These are applied by the referees during the course of the games.
- 2. Behavioural Rules.** The Association has a set of Rules/ policy with respect to behaviour and misconduct. These are applied by referees in games, and are backed up by the Association in enforcing or hearing appeals regarding playing bans.
- 3. Player registration; Team composition & Attire Rules.** These rules refer to the number of players eligible to play for a team, any limitations on female or male players etc, and so forth.

TEAM COMPOSITION, REGULATIONS & GUIDELINES

Elite Men's and Ladies Open teams:

1. Elite teams must register the names & playing numbers of their players.
2. There is no limit to the number of provincial or female players in elite teams.
3. However, no player may register or play for more than 1 team in this division: no fill-ins.
4. There may be a **maximum of 20 players on the team list, however a maximum of 14 may play in any 1 game.**
5. **Teams may register additional players at any time** provided they comply with points 1, 3 & 4 above.
6. Teams must have a minimum of 4 players for a match to proceed. Less than 4 players will result in an automatic forfeit.
7. **There are 3 points for a win, 2 for a draw & 1 for a loss, while a forfeit is 0 points.**

Mixed elite teams:

1. As above.
2. There must be a maximum of 3 male players on the field at any time.
3. In a drop-off (which starts with 4 players on) there must be a minimum of 2 female players & a maximum of 2 male players at any time. A female may drop off when the 2 minute time is up.
4. **There are 3 points for a win, 2 for a draw & 1 for a loss, while a forfeit is 0 points.**

Mixed, or Mens 1st grade teams:

1. Teams are permitted to register any number of elite players (who, currently, or in the previous 5 years, have played elite grade or open provincial grade Touch) but a **maximum of 2 male or 2 female** elite players playing in any 1 game.
2. Junior rep players are excluded from this ruling.
3. There may be any number of players on the team list. (No players outside of the team list are permitted to play in knock out games)
4. Teams are permitted to register additional players at any time.
5. Teams must have a minimum of 4 players for a match to proceed. Less than 4 players will result in a forfeit.
6. Teams are permitted to use 'Fill in' players provided they comply with Points 1 & 3 above.
7. **There are 3 points for a win, 2 for a draw & 1 for a loss, while a forfeit is 0 points.**

Mixed, or Mens social grade teams:

1. Teams are permitted a **maximum of 1 male & 1 female elite players** (who, currently, or in the previous 5 years, have played elite grade or open provincial grade Touch).
2. Junior rep players are excluded from this ruling.
3. There may be **any number of players on the team list**. (No players outside of the team list are permitted to play in knock out games)
4. Teams **are permitted to use 'Fill in' players** provided they comply with Points 1 & 3 above
5. Teams **are permitted to register additional players at any time**. No player is permitted to register for more than 1 team in this division.
6. Teams must have a minimum of 4 players for a match to proceed. Less than 4 players will result in a forfeit.
7. There are 3 points for a win, 2 for a draw, 1 for a loss, 0 points for a forfeit.

INDEMNITY

Super Touch makes every effort to ensure safe playing conditions and playing environment at all times. However, all players, teams, referees & spectators are reminded that they participate in the Super Touch League entirely at their own risk. The league management and the KZN Touch Association will not be liable for any claims or damages, including injury or loss of property, arising from the participation or presence of any person in or at the League venue (Northwood Crusaders)

GENERAL RULES

1. Sportsmanship and playing within the rules & spirit of the game are values which SUPER TOUCH and the KZN TOUCH ASSOCIATION actively encourages and endorse.
2. We strive to create an environment of strong community values, of fitness, fun and enjoyment for all persons concerned, whether they are referees, players, spectators, parents or outside observers.
3. We also foster the enjoyment of the game, by encouraging high standards of play & competition between teams.
4. We ask that every player, captain, referee and spectator respect this ethos as befits a participant in the Touch community.
5. NO swearing or foul language; referee or player abuse & confrontation between teams, or players & referees will be tolerated; this applies equally to overly physical, or robust play; fighting, kicking, hitting with open or closed hands etc. Repeated penalty offences which result in a player being set off the field for a period of time, or for the rest of the game by the referee are included. The referee will be obligated, in these cases, to submit a disciplinary report, and the offending player/s may be subjected to a playing ban.
6. Please note that **NO** dispute or discussions with the referee/s are permitted during any game. A **brief polite** enquiry (by the team captain, on the run) may be allowed, but no delay in play or distraction of the referee is permitted. Players or Teams who are in breach of this ruling may be sanctioned as follows: a forced substitution, sending off for Time, sending off for the Remainder of the Game, a Playing Ban of 1 or more matches; or further action as determined by the Super Touch Disciplinary panel.

ADDITIONAL RULES

1. No informal complaint regarding REFEREE DECISIONS will be entertained during or after any game. The referee is the sole judge of fact in any game, and no discussion will be entered into.
2. No informal request to change referee appointments or implications or accusations of referee bias or incompetence will be accepted by the league management.
3. Should there be, however, any complaints or requests regarding referee decisions, referee competence or referee match appointments, these must be submitted **in writing** to the League Manager, or the KZN Chairman
4. Any other requests, suggestions or matters pertaining to the league may be submitted to the League Manager for consideration.

International playing Rules are provided by FIT (Federation of International Touch)

These can be found on the TFA website under Touch Football Rules.

The following summary will be of use to most entry level players:

- There are only 6 players on the field from each team at any time. There may be less, but a game cannot proceed unless there are 4 players present. The substitute players may come on or players come off at any time, provided the player comes off before the replacement goes on.
- The team who wins the toss chooses sub box side, direction and to start or receive.
- A tap occurs at the start/ re-start of the game and at any penalty. Ball must be on the ground, hands-free and touched with the foot before picking up and playing. The person taking the tap may score or be touched.
- A roll-ball is the act of bringing the ball back into play at a touch, turnover of possession or loss of possession. The ball is placed cleanly on the ground at the point of touch, or turnover, and stepped over between the feet, and facing directly forwards. (Loss of control, dropped balls, or facing sideways during a rollball will result in a change of possession. Rolling the ball off the mark is liable to penalty.)
- A touch is defined as any contact between the ball carrier and and defender – and the touch must be made with the minimum force necessary. The ball carrier may (and is encouraged to) effect the touch on a defender. (Failure to touch with the minimum force may result in a penalty)
- Once the ball is 'rolled' (Preferably it does not move), the nearest player becomes the half and returns the ball to play by picking it up & running or passing. However, the ½ may not score, and if touched turns over possession immediately.
- After a touch, the defender and the entire team must retreat a minimum distance of 7 m from that point, unless the tryline is at a lesser distance. This 7 m 'onside' line is usually indicated by the referee. (Failure to retreat the full distance may result in a "play through' call or a penalty)
- The ball may only be passed backwards out of the hands; only BEFORE a pass is made and may not touch the ground. (Forward passes or Late passes are liable to penalty.)

- Players are not permitted to slow or delay play by holding onto the ball at a turnover or penalty, throwing it away, or engaging in discussion with the referee or players. (A penalty 10 m in advance may be awarded)
- The aim of the game is to move the ball forward towards the opposition tryline by running, passing the ball, and using the 6 possessions (or touches) and then placing the ball over the line before a touch is made.
- No excessive force in contact, swearing or verbal abuse towards players or officials and no deliberate breaching of the Rules is permitted. A player may be penalised, force-substituted or Sent from the field for a period of 4 sets of full possessions, or for the remainder of the game.
- The referee is the sole judge of fact and no arguments or discussions may be entered into while play continues.