



## Competition Rules

A. It is the responsibility of the Team Delegate/Manager to forward any and all forms of communication with the team players regarding Queens Park Touch Competition. It is also recommended that delegates, managers and players follow us on all our Social Media platforms (Website, Facebook & Instagram).

B. **Insurance:**

- i. **No Team or Player is covered by Insurance;**
- ii. **Insurance is not compulsory;**
- iii. **Insurance is each players own responsibility and/or choose.**

C. **All our players, officials and referees are human. They volunteer their time and without them we wouldn't have a Competition. Please treat everyone with respect.**

D. **Game:**

- i. All games are played with two (2) 20 min halves. No half time (except for Finals)
- ii. **Game Points:**

<b>Win / Duty</b>	<b>3 Points</b>
<b>Draw</b>	<b>2 Points</b>
<b>Loss</b>	<b>1 Point</b>
<b>Forfeit</b>	<b>0 Points*</b>

- iii. More than one (1) forfeit will incur a penalty of minus three (3) points
- iv. If a Team forfeits three (3) times they will be removed from the competition

E. **Player Registration:**

- i. **All players must be registered with the Association.**
- ii. The online registration form will be issued to Team Delegates/Managers via email and **must be completed prior to the Start of the Competition**. If not completed, the Team will **NOT** be entered into the draw.
- iii. Any **NEW** players to join a team must be registered by emailing [queensparktouch@hotmail.com](mailto:queensparktouch@hotmail.com) in which a new online registration form will be provided for completion.
- iv. Any Team who take the field with an unregistered player will forfeit the game and will incur a penalty of minus three (3) points.



#### F. All Players/Teams:

- i. To be in Uniform by **Round 4**
- ii. Must Sign On for every game
- iii. Must **Sign On** at least **five (5) times** to **qualify for the Finals**
- iv. Can only be registered with one (1) team in any one (1) Competition/Shield
- v. Are **ONLY** allowed to have seven (7) players on the field at any one (1) time.
  - i. MIXED Teams cannot have more than four (4) men on the field at any one time, however may play extra ladies if they so wish.
- vi. **^**Must take the field no longer than five (5) minutes after the starting bell; and
- vii. **^**Must have at least five (5) players\* on the field to start the game otherwise the game will be forfeit and the opposition will be rewarded the Win.
- viii. **#**In the event of a side being short of players, they may enlist further players from another team with the consent of the opposing captain before "kick-off". No consent, then a forfeit will apply.
- ix. Replacement players must come from one side of the field only, and may only come on when the team is in possession of the ball.
- x. **Mercy rule will be in forced** once any Team is behind by seven (7) tries.
- xi. For the finals (first 4), for and against will decide positions in the event of tied points.
- xii. The drop off rule will apply when teams are tied at full time during the finals series.
- xiii. Teams may be regraded up to Round 7, under the discretion of Management Committee, if regraded Teams will carry their accumulated points to the new Division/Shield.

\*MIXED Teams must have at least one (1) lady to start the game and four (4) men

**^**The referee is solely in charge of game time, we as a competition can't allow for EXTRA TIME for injuries

**#**Not Applicable during COVID-19

#### G. Draws / Score Tables:

- i. Draws will be available online the day before, at the latest.
- ii. All teams must check online prior to their game to confirm which field they are playing on.
- iii. Point Score table will also be available online.

#### H. Wet Weather:

- i. In the case of bad/wet weather please call Wet Weather line **0425 383 752** or check our Social Media outlets by 4pm on game day.
- ii. Team Delegates/Manager will also be notified via email if games are called off.
- iii. If a game is abandoned by bad weather then, the following week will move to next round.



I. **Duty:**

- i. Duty Teams must have three (3) players available at the park to assist with duty tasks to gain three (3) competition points.
- ii. If no players are available or they are a “no show” on the night, then it will result in minus three (3) competition points.

J. **Misconduct:**

- i. Any player cited by an official or sent from the field for the remainder of the game will receive an automatic two (2) game suspension. The player must appear before the Judiciary and will not play until that meeting, which will be held at the discretion of the Management Committee depending upon the availability of the player, referee and committee and if necessary any witnesses.
- ii. Abuse (verbal or physical) of referees or officials will not be tolerated. Offenders will be cited to appear before a Management Committee and be ineligible to resume playing until they have done so or have been notified in writing. We can do without certain attitudes but we can NOT do without the referees.
- iii. If a game is abandoned because of foul play, then points will be awarded at the discretion of the Management Committee taking into consideration the full circumstances regarding the abandonment.
- iv. Any discrepancies or altercations you want to address, put them in writing to [queensparktouch@hotmail.com](mailto:queensparktouch@hotmail.com) **DO NOT** take it up with the referee or officials at the park. The Management Committee will address it directly.



## Playing Rules

- A. **Marker rule applies.**
- B. **Seven (7) metre rule applies during general play.**
- C. Play the ball can either be **Rolled between the legs** or **Rolled backwards with the foot**. The ball must not go back further than two (2) metres. If it does then the attacking side will forfeit possession.
- D. The play the ball must be made at the point where the touch was effected or where the ball is dropped. **The defenders position will dictate the mark for a touch, the referee to be the sole judge.**
- E. **Before the ball is played the Marker must move back two (2) metres (2-3 steps)**, a penalty will be awarded when the Marker interferes with the play and has not retreated the two (2) metres.
- F. The referee will indicate the mark for a tap penalty. The opposition must retire ten (10) metres back. The ball may be tapped forward, backward or played between the legs.
- G. Defenders are not allowed to move up until the dummy half touches the ball. Should there be no dummy half present within a reasonable time according to the referee, then turn over of possession will be awarded **markers cannot gain possession.**
- H. **Dummy half can score a try.**
- I. Dummy half will forfeit possession if caught with the ball.
  - i. Touch can be effected by the attacker or defender, **but should the defender "pull away" or "balk a touch "a penalty will be awarded to the "attacking side".**
  - ii. If the attacking player plays the ball before being touched, a penalty will be awarded to the defending team.
- J. When a try is scored the non-scoring side will restart play with a place kick (tap for the Ladies) on halfway, at the referees signal (varies under the mercy rule).
- K. Six (6) again rule will apply in lieu of a penalty being awarded, unless there are continual or serious offences occurring.
- L. On completion of the 6<sup>th</sup> touch or a "dropped ball" the defending side will recommence play by taking possession of the ball in her/his hands and play the ball.
- M. Referee Dissent is punishable at any time by a Penalty against the offending player or team. If the dissent continues, it is up to the discretion of the referee if that player is sent off for the rest of the game or a specific time period.
- N. The referee shall send a player to the blood bin and/or sin bin, when warranted.
- O. Placed Kick-Offs to start and restart play - Mixed & Men's Competitions Only. Tap off in Ladies Competition.



## Kick-Off Rule

- A. Only applicable for Mixed and Men's Competitions
- B. Play will commence with a place kick off, on half way, (no-scorer to kick) which must go at least ten (10) metres. The ball must land in the field of play or a penalty will be awarded to the non-offending team as per Rugby League rules (when mercy rule is enforced losing team will "tap-off").
- C. If the ball goes out on the full, a penalty is awarded on the half way to the team receiving the kick.
- D. If the ball lands in the field of play and then goes "dead" (over the try line) then the receiving side will restart play with a drop kick from their try line.
- E. A player may knock the ball down with any part of the body, except the hands and be allowed to pick it up and play-on.
- F. The team kicking-off cannot regather possession, if a receiving player has knocked on with their hands or deflected the ball over the side line or try line, they will forfeit possession.
- G. If the subsequent try line drop out goes out on the full, then a penalty will be awarded to the opposition ten (10) metres out from the try line.