

1. See General Regulations Governing Sporting Competitions.
2. **Touch Football** is conducted under the rules of Touch Football Victoria (Australia) unless otherwise stated.
3. **Team size:** Teams can consist of a maximum of fourteen (14) players only. Teams must have six (6) players on the field at any one time. Teams must have a minimum of four (4) players to begin the game.
4. **Duration of games:** Matches will be played in 2 x 20 minute halves, with a five (5) minute half-time interval.
5. **Ball size:** All Year 7 to 12 students should be using the size 5 ball (also called Senior ball).
6. **Field of play:** Cones must be placed on the halfway line and the score lines only. Fields will be line marked.
7. **Start times:** It is essential that Captains report to the referee and teams report to the specified field with the first six (6) on field no later than one (1) minute prior to the games starting time.
8. **Fixtures/Redraws:**
 - a. Firsts. All teams will play each other once. Any 'by arrangement' games must be played prior to the last round of the regular season.
 - b. If required for the Redrawn Rounds, the top 2nds team will play the teams ranked 7, 8 & 9 in the Firsts competition.
 - c. To determine the order for the redraw the position on the ladder be determined by:
 - i. Wins if equal
 - ii. The Head to Head result and if equal
 - iii. By percentage between the games played between those teams.
9. **Referees:** Referees will be appointed by Touch Football Victoria.
10. **Uniforms:** The correct school's sport uniform must be worn for all matches regardless of grade. Shirts must be numbered, especially Firsts Teams. Boots may be worn at all venues. No jewellery or watches allowed.
11. **Conduct:** Players, Coaches and Spectators should adhere to the APS code of Conduct.

Breaches to this code will incur:
 - a. Penalty awarded against offending player, with a warning.
 - b. Forced Substitution where player is sent to sideline, can be replaced and then come back on at any time.
 - c. Period of Time where a player is sent to their attacking score line to stand behind dead ball line and remain there until referee calls them back on.
 - d. Remainder of the Game where a player is sent for the remainder of the game and must be a minimum of 10 metres from the field of play.

Players sent from the field for the remainder of the game will then go under their school disciplinary rules.
12. **Redraws where required - Refer to General Reg 17 for method of calculation.**
13. **Scoring:** Tries are worth one point.
14. **Grand Final/Premiership:**
 - a. **Allocation of Premiership Points: Win: 2 points; Draw: 1 point**
 - b. **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to General Regulation 17 for determination of ladder position.**
 - c. **Extra Time: In the event of a drawn result at the conclusion of regulation time in the Grand Final match, there will be two periods of additional time played of five (5) minutes each way, plus time on. Teams do not change ends from the last quarter during the first period of additional time. If scores remain tied at the end of additional time, the Premiership will be shared.**
15. **APS Representative Squad Selection:**
An APS Touch Football team of up to 14 players will be selected for a match to be played against the AGSV.

Selectors: 2026 XC & BGS
 2027 Caul & HY
 2028 MGS & SKC
 2029 CY & SC