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. Ladder positions will 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 19 for method of calculation.

13. Scoring: **Tries are worth one point.**

14. Semi Finals: Semi Finals will be conducted following the conclusion of the regular season.
   a. Allocation of points: 2 points for a win and 1 point for a draw.
   b. Should any two or more teams be equal and having played each other, the team winning that contest will take precedence, otherwise refer to General Regulation 19 for determination of ladder position.
   c. Format: The format will be 1v4 and 2v3 with the winner of each match progressing to the Grand Final.
   d. In the event of a drawn result at the conclusion of regular time in the Semi Final match, drop offs will be conducted. Teams do not change ends from the last quarter during the first period of additional time.
   e. If scores remain level thereafter, the team that finished higher on the ladder at the end of the home and away season will progress to the Grand Final

15. Grand Final/Premiership – Extra Time
In the event of a drawn result at the conclusion of regular time in the Grand Final match, drop offs will be conducted. Teams do not change ends from the last quarter during the first period of additional time.
If scores remain level thereafter, the Premiership shall be declared shared.

16. APS Merit Team Selection:
An APS Touch Football Merit team will be selected annually. The APS Merit Team of up to 14 players will receive an APS Badge and certificate each

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