**Wiley Park Zone**

**PSSA Touch Football Draw 2022**

The 2022 Touch Football season will follow the rules as stated in the updated Wiley Park Constitution.

Match results are to be entered online via **Google Sheets**,

<https://docs.google.com/spreadsheets/d/14rlFl8lAfTeO8R7bK0v7Jll9_AOsIu3oSukH0v7mFMs/edit?usp=sharing>

If unsure how to access this Google Sheet, please send your match results to: **matthew.robinson62@det.nsw.edu.au**

It is the responsibility of every school to provide witches hats (to mark the field) and a match ball for every game.

**FYI:**

* There are 9 x Senior teams and 9 x Junior teams
* There are 12 rounds in total

3 points for a win

2 points for a draw

1 point for a loss

0 points for a forfeit

2 points for a wash out, unless you were scheduled for the BYE, in which case, you receive 3 points.

ALL games will be played at CROYDON PARK.

Mr Matt Robinson
Touch Football Convener
Ashbury Public School

|  |  |
| --- | --- |
| **Juniors** | **Seniors** |
| Ashbury  | Ashbury  |
| Belmore North  | Belmore North |
| Campsie | Campsie  |
| Canterbury | Canterbury |
| Clemton Park | Clemton Park |
| Earlwood  | Earlwood |
| Hampden Park | Hampden Park  |
| Harcourt | Harcourt |
| McCallums Hill  | McCallums Hill |

**Competing Schools**

**Term 2**

**Round 1 6/5/22 Term 2 Week 2**

|  |  |  |
| --- | --- | --- |
| 1 | Clemton Park | Hampden Park |
| 2 | Belmore North | McCallums Hill |
| 3 | Harcourt | Campsie  |
| 4 | Earlwood | Canterbury |
| 5 | Ashbury | BYE |

**Round 2: 13/5/22 Term 2 Week 3**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Harcourt |
| 2 | Hampden Park | Belmore North |
| 3 | Earlwood | Clemton Park |
| 4 | Canterbury | McCallums Hill |
| 5 | Campsie | BYE |

**Round 3: 20/5/22 Term 2 Week 4**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Hampden Park |
| 2 | Earlwood  | Campsie |
| 3 | Clemton Park | Canterbury |
| 4 | McCallums Hill | Harcourt |
| 5 | Belmore North | BYE |

**Round 4: 27/5/22 Term 2 Week 5**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Belmore North |
| 2 | Campsie | Canterbury |
| 3 | Hampden Park | McCallums Hill |
| 4 | Harcourt | Clemton Park |
| 5 | Earlwood | BYE |

**Round 5: 3/6/22 Term 2 Week 6**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Canterbury |
| 2 | Belmore North | Harcourt |
| 3 | McCallums Hill  | Earlwood |
| 4 | Clemton Park | Campsie |
| 5 | Hampden Park | BYE |

**Round 6: 10/6/22 Term 2 Week 7**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | McCallums Hill  |
| 2 | Earlwood | Harcourt |
| 3 | Clemton Park | Belmore North |
| 4 | Hampden Park | Campsie |
| 5 | Canterbury | BYE |

**Round 7: 17/6/22 Term 2 Week 8**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Clemton Park |
| 2 | Canterbury | Harcourt |
| 3 | Belmore North | Campsie |
| 4 | Hampden Park | Earlwood |
| 5 | McCallums Hill | BYE |

**Round 8: 24/6/22 Term 2 Week 9**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Campsie |
| 2 | Clemton Park | McCallums Hill |
| 3 | Hampden Park | Canterbury |
| 4 | Earlwood | Belmore North |
| 5 | Harcourt | BYE |

**Round 9: 1/7/22 Term 2 Week 10**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Earlwood |
| 2 | Campsie  | McCallums Hill |
| 3 | Belmore North | Canterbury |
| 4 | Harcourt | Hampden Park |
| 5 | Clemton Park | BYE |

**Round 10: 22/7/22 Term 3 Week 1**

|  |  |  |
| --- | --- | --- |
| 1 | Clemton Park | Hampden Park |
| 2 | Belmore North | McCallums Hill |
| 3 | Harcourt | Campsie  |
| 4 | Earlwood | Canterbury |
| 5 | Ashbury | BYE |

**Round 11: 29/7/22 Term 3 Week 2**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Harcourt |
| 2 | Hampden Park | Belmore North |
| 3 | Earlwood | Clemton Park |
| 4 | Canterbury | McCallums Hill |
| 5 | Campsie | BYE |

**Round 12: 5/8/22 Term 3 Week 3**

|  |  |  |
| --- | --- | --- |
| 1 | Ashbury | Hampden Park |
| 2 | Earlwood  | Campsie |
| 3 | Clemton Park | Canterbury |
| 4 | McCallums Hill | Harcourt |
| 5 | Belmore North | BYE |

**Semi Finals: Week 4 12/8/22**

1 v 4 & 2 v 3

**26/8/22 – Week 6 Grand Final**

Winning teams from Semi Finals.

**Non-winning teams from the Semi Finals can play each other for 3rd place if both schools agree.**

|  |
| --- |
| **2022 Touch football fields – Croydon Park** |
| **Croydon Avenue** |  | **3** | **1** | **Brighton Avenue** |
|  | **4** | **2** |
| **Albert Road** |

I have put Ashbury on field 1 for each week they play. This is to make it easier to find me if you have any questions.

**THE GAME**

Played similarly to Rugby League, except the defenders and attackers touch instead of tackle. The aim is to score tries by placing the ball over the opposition’s goal line, while trying to prevent the opposition scoring.

**TIME – Juniors must start at 1pm, seniors 1.40pm. This allows games to be finished by 2.15pm and buses to be boarded by 2.25pm**

15 Minutes each way. Same half-length for junior and senior age groups. 2 minute half time break. Change ends at half time.

**AGES**

Junior 8,9,10 years

Senior 11,12,13 years

**PLAYERS**

* 7 players on the field at all times from each team, who can interchange with reserves at any time. It is advisable to have between 3 and 5 reserves because of the fast nature of the game.

**EQUIPMENT**

* A school shirt or football jersey
* No bare feet.
* Soft studded moulded football boots allowed
* Touch football ball to be used.

**Commencement of Play**

* Referee to keep score not children. 1 point per try.
* When in front by 10 the game will be declared over (mercy rule). Games will continue but in a friendly nature with scores no longer being kept.

**FIELD**

* Half a Rugby League field is used, running across the field.
* Corners and halfway marked by cones. Schools must provide cones for their own game.
* 3 metre dead ball line marked where possible or at discretion of referee, considering neighbouring matches, paths or inclines

**The Toss**

* Team captains are to toss the coin in the presence of the referee with the winning captain’s team making a choice of receiving possession for the commencement of the first half or the choice of direction for the first half.

**Attacking Team**

* The attacking team is to start the match with a tap at the centre of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.

**RULING - A change of possession at the centre of the halfway line.**

**Method**

* The tap is taken by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball cleanly. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.

**RULING - A change of possession at the mark for the tap.**

**Defending Team**

* All players of the defending team are required to retire a distance of not less then ten (10) metres from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.

**RULING - A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark**

**Recommencement of Play**

* For the recommencement of play following a half- time break, teams shall change directions and the team losing the toss is to start the match with a tap as described in rules. For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play.

**RULING - A penalty awarded to the non-offending team at the position where the ball made contact with the foot.**

**PLAYER NOTES**

* A player taking the tap may face any direction to take the tap and may be forward of the halfway line.
* The player taking the tap is to wait until the referee indicates the mark prior to tapping the ball.
* Players may take the ball behind the mark for a tap up to a maximum of ten (10) metres. No sideways movement from the mark is allowed.

**REFEREE NOTES**

* Referees are to ensure that there is minimum delay between the scoring of a touchdown and the recommencement of play.
* Referees should penalise players who attempt to delay play following a touchdown. If the delay is caused by the team scored against, the penalty should be awarded from the centre of the halfway line. If the team who scored is causing the delay, the penalty should be awarded at a mark ten (10) metres forward of the halfway line.

***Possession***

**General**

* Providing other Rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.

**Changeover Procedure**

* Following the sixth touch or the loss of possession due to any other means, players of the team losing possession are to hand, or pass the ball to the nearest opposition player, or place the ball on the ground at the mark without delay. Attacking players who request the ball are to be given the ball. Players are not to delay the changeover procedure.

**RULING - A penalty awarded to the non-offending team ten (10) metres forward of the mark for the change of possession or penalty.**

**Ball to Ground**

* If the ball is dropped to the ground a change of possession results. The mark for a change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is of greater advantage to the team gaining possession.

**PLAYER NOTES**

* Should a touch be effected on a player in possession while the ball may not be physically in the hands (e.g. while juggling or trying to maintain control), the touch is to count.

***Roll the ball***

* PLAY THE BALL- when a player is touched he/she must place the ball between their legs on the mark where the touch was made. Ball can be rolled or stepped over. Overstepping the mark incurs a penalty. A member of the attacking team (dummy half) picks the ball up and passes it to another team member
* A player is to perform a Rollball under the following circumstances:

(a) When a touch has been effected;

(b) When possession changes due to the sixth touch;

(c) When possession changes due to the ball going to ground;

(d) When possession changes due to an infringement by an attacking player at a penalty or a tap;

(e) When possession changes when the half is touched (or places the ball on or over the scoreline) whilst in possession of the ball;

(f) When possession changes due to a player in possession of the ball running across the sideline; or

(g) When so directed by the referee.

* The half is not to delay picking up or gathering the ball. The player who performs the Rollball is not permitted to obstruct or otherwise prevent the defending team from gaining possession or effecting a touch on the half.

**RULING - A penalty awarded to the non-offending team at the mark where the infringement occurred.**

* All players of the defending team are to retire a distance of not less than five (5) metres from the mark for a Rollball. All defenders players must have both feet behind the line. Players of the defending team are not permitted to move forward of the five (5) metre position until the half has made contact with the ball.

**RULING - A penalty awarded to the attacking team along a line five (5) metres forward of the mark for the Rollball and nearest the infringement.**

* When there is no dummy half the defending team can move once the ball has been played. Should the defending team gain possession, the match will recommence with a Rollball where position was gained.
* A player in possession is not to perform a Rollball unless a touch has been effected.

**RULING - A penalty awarded to the non-offending team at the mark where the Rollball occurred.**

**PLAYER NOTES**

1. The ball must touch the ground in a Rollball but does not necessarily have to be rolled. The foot may be used to control the ball.
2. Defending players who are offside at the Rollball are liable to penalty and should remain out of play until a touch has been effected or until they have assumed an onside position.

***The touch***

* Minimum force.

**Ruling Aggressive tags will incur a penalty.**

* Roll the ball must occur on spot of tag.

**RULING - A penalty awarded to the defending team at the mark where the Rollball should have been performed.**

* A player is not to pass or otherwise deliver the ball after a touch has been effected

**RULING - A penalty awarded to the defending team at the mark where the touch occurred.**

* A player must not claim or otherwise call for a touch unless a touch has actually been effected.

**RULING - If an advantage is apparent, the referee will indicate “play on”, otherwise a penalty is awarded to the attacking team where the touch is claimed.**

* Should a player in possession effect a touch on an offside defender who is making every effort to retire and remain out of play, the touch is to count. If the player in possession is the half, a change of possession
* If attacking team hold on to defender after a tag, attacking team will be penalised.

***Obstruction***

* Players of the attacking team are not to obstruct defending players from attempting to effect a touch. A player in possession must not run or otherwise move behind the referee or other players in the attacking team in an attempt to avoid a touch.

***Penalty***

* Play is to resume by tap. Defenders must be back 10m from place of penalty.
* The player who is to take the tap is required to wait until the referee indicates the location of the mark before the tap can be taken. However a player may take a quick tap providing the referee acknowledges such a request and providing the tap is taken at or behind the correct mark.
* All other play is to commence with a Rollball,

**General**

* Can only be taken as a play the ball and all defending players must be back 5 metres.
* Players must make replacements at only one sideline, designated before the game starts. Retiring player must cross the sideline before replacement player takes the field.
* Handovers or penalties given within 5 metres of a sideline or try line may be brought out 5 metres from the try line and/or 5 metres in from the sideline.
* The referee will make all the decisions.
* If a ball is touched by the defending team and regathered by the attacking team before it touches the ground, the 6 touches start again.
* There are no markers in the play the ball.
* The dummy half cannot score. If this occurs, the opposing team regains possession from the 5 metre mark (5 metres from the try line).