



DARWIN TOUCH FOOTBALL COMPETITION LOCAL RULES



2023 SEASON 2

FORWARD

The following document is the Darwin Touch Football Competition (DTFC) Local Rules and is applicable to all participants and spectators and must be adhered to at all times. The DTFC Local Rules should be read in conjunction with the Touch Football Australia (TFA) Playing Rules 8th Edition, and any other policies distributed by TFA and/or Touch Football Northern Territory (TFNT). The Darwin Touch Football Advisory Committee (DTFAC) have adopted and endorsed the TFA Playing Rules, except where specifically stated in the DTFC Local Rules.

It is the responsibility of Team managers, coordinators, coaches, captains, referees, and contact persons to ensure participants and spectators under their control are fully aware and conversant with the TFA Playing Rules and the DTFC Local Rules.

The DTFAC reviews the DTFC Local Rules annually in January and any additions, deletions or alterations to the DTFC Local Rules are distributed to teams at the commencement of each season. Ignorance of the DTFC Local Rules is not considered an excuse and it is the responsibility of individuals to familiarise themselves with any changes.

The DTFAC reserves the right to amend any or all of the DTFC Local Rules without notice. If there are any queries regarding interpretation of the TFA Playing Rules or DTFC Local rules, contact the TFNT Office or the DTFC Games Coordinator in the first assistance.

Contact Details for TFNT Staff

NT State Manager	Ian Bateman 08 89270532
Sports Operations Coordinator	Temieka McAlpine 0474 127 940
Community Sports Coordinator	Kieren Crowe 0427 727 194

Competition Advisory Members

Member	Tom Edgword	Member	Nathan McDonald
Member	Tamara Appo	Member	Barbra Conroy
Member	Desley Motlop	Member	Brooke Prince

Rule 1 – Venue

1. All matches are played at Territory Rugby League Stadium, 105 Abala Rd, Marrara Northern Territory.
2. Parents are responsible for the supervision of their children at all times.
3. Pets are not permitted Inside the facility

4. **Vehicle Parking** – please park within designated bays.
5. **Alcohol consumption** – This is a licensed premise and as such no alcohol may be brought into the venue or consumed in the carpark.

Rule 2 – Player Fees

1. **Competition Fee** for 2023 is \$90 per person. All competition fees are payable at time of registration. Any team that plays unregistered/unfinancial players after round three (3) will forfeit all matches until registration/ payment is received. Teams with less than 10 players will be invoiced any moneys remaining to ensure total amounts paid per team is not less than \$900.
2. **Clubs** with three (3) or more teams can request a combined invoice for their teams. Payment of invoice is due in full prior to the commencement of round 3.
3. **Individual Membership** is required for all players, payable at the time of registration. This includes National Membership (\$22), and NT Membership (\$20). This allows players to enter unlimited competitions within Australia until the 30th of June.
4. **Sports Vouchers** any eligible participants wishing to register and pay using their sports voucher can do so. Please email vouchers to the office and you will be issued a discount code. Sport Vouchers cannot be used to pay National or State affiliation costs at this stage.
4. Teams or individuals with outstanding debts from previous competitions will be required to finalise any such account prior to admission into future competitions.
5. A non-financial individual or team is deemed any person or group of persons with an outstanding debt, for whatever reason to TFNT or any TFA affiliate competition.
6. Any team fielding a non-financial player will forfeit all matches in which that player participated.
7. Any TFNT/DTFAC Participant or Team breaching the above Rules, may face disciplinary action by TFNT/DTFAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 3 – Access to Fields

1. Access to the fields will be via TRLS.
2. Only TFNT/DTAC authorised or emergency vehicles are permitted to drive into the facility.
3. Any TFNT/ DTFC Participant or Team breaching the above Rules may face disciplinary action, by TFNT/DTFAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 4 – Player Eligibility and Attire

1. **Player Eligibility.**
 - a. **Registration.** All players are to complete the on-line Player Registration via www.touchfootball.com.au/nt. Late or additional player registrations must be completed prior to playing their first game. Playing unregistered players will result in forfeiting all matches until all players are registered.

Players must be registered in each team in which they play. (Eg. A player participating in Men's 2 and Men's O35 is competing in two separate competitions and must register for both teams). The National & State fee will only be payable once each financial year (July 1- June 30)

- b. **Age Requirement.** Age divisions will be based on the age of the player by December 31st 2023.
 - i. The minimum age requirement for Open Competition is 13 years.
 - ii. For the Men's Over 35 Competition, the player must turn 35, on or before 31 December in the given year of the competition.
 - iii. U10s will play modified format suitable to their abilities.
 - iv. U14s all players 10-14 will be eligible for this division.
 - v. Dispensation may be granted upon written request from the Parent/Guardian and approval by the DTFAC/TFNT.
 - vi. Players may be required to show Proof of Age or Identity to the TFNT Game Coordinator when requested.
 - vii. Players who have dispensation from the Age Rule may be periodically reassessed.

c. All Abilities Requirements

Certified Athletes (CA) are required to have at least ONE of the following

- Current NDIS Number
 - Current Sports Inclusion Australia Number
 - Current National Campaign Card
- i. Each team is eligible to have a Non-Certified Athletes (NCA) player on the field at all times, different sock colours will be used to identify the from the CA players.
 - ii. The focus of the All Abilities Games is to increase participation, and enjoyment around our game.
 - iii. Support, assistance and game modification is to be provided on an as required basis, and is up to the referee's discretion.

d. Representative Players and Division 1 players. Current Representative and a regular Division 1 players are eligible to play in one (1) lower division team. Teams lower than Division 1 may only have a maximum of two (2) Representative or Division 1 players registered in their team. Representative players are not eligible to be nominated or receive awards for lower Divisions.

e. A current Representative player is deemed any player who is representing TFNT at U18's or higher State Representative level, TFNT equivalent (Representation for any other State/ Territory) or greater, in the year of that competition or the 12 months prior to the season commencement.

f. Teams or players must seek dispensation from TFNT if they are wanting Representative or Division 1 players register in lower divisions.

g. A regular Division (1) one player is someone who has played Division (1) for two consecutive seasons in the last two (2) years' (or similar).

2. **Player Attire.** All teams are to be correctly attired by the start of the third round. The correct attire is outlined below;

a. **Playing Shirt.** All players in a team are to wear the same colour, design and style of top. A player in a different/similar top will not be permitted to participate in that match without prior approval from TFNT.

Note: Tops are not to be predominantly pink to avoid any confusion with Referees.

Exception to this may be granted upon written application to TFNT.

b. **Identification Numbers** are as per TFA 8th Edition Rule 4.3.

No two players in the same team may wear the same number. Sharing playing tops during a match is prohibited. This is a directive to all referees to protect themselves should major disciplinary action become necessary.

Note: Tape may be used to adjust an existing number on a playing top.

c. **Footwear** is as per TFA 8th Edition Rule 4.6.

d. **Jewellery and Fingernails** are as per TFA 8th Edition Rule 4.7.

Notes: Footwear considered dangerous to participants or potentially damaging to the playing fields and surrounds is also prohibited. Participants are responsible for providing tape to cover jewellery and fingernails where required.

3. Any TFNT/DTFC participant in breach of Player Eligibility and Attire may face disciplinary action by TFNT/DTAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 5. Mode of Play, Duration and Scoring.

1. **Start Time.** DTF round games start at 6.00 p.m. on Monday and Wednesday. All teams are to ensure they are ready to commence the match on time. In the event no allocated Referee is present, it is the responsibility of both teams to referee a half each. Failure to complete this task may result in the offending team losing 3 competition points as per DTF Local Rule 16.
2. **Duration.** All matches are 45 minutes in duration, consisting of 2 x 20 minute halves, with a 5 minute half time break.
3. If teams are equal on points at the conclusion of the round games, score differences, then touchdown averages (for and against) will decide 1st, 2nd, 3rd, and 4th positions.
4. **Refreshment Breaks.**
 - a. A team with no substitutes can request one (1) Refreshment Break per half. The Break is to last no more than 30 seconds. At least one (1) player must leave the field during the break. The Team Captain has the responsibility to request the Break.

- b. Only one (1) Break is allowed per half. If both Teams have no substitute players, the Team tapping off for the half requests the Break for that half. If a Team does not request a Break, the Referee is to use their discretion in permitting a Break.
 - c. The Team Captain may request the Break only when their team is in possession. It is at the discretion of the Referee to call time, and place the ball on the mark.
 - d. Time is not stopped for a Break and no time is added to the match to compensate for the Break. The Referee is the sole judge of time for the Break.
 - e. Mixed Competition. Only if there are no female substitutes or if the total number of players is six or less, is a break permitted in the Mixed competition.
 - f. Normal interchanges are permitted by both sides during Refreshment Breaks.
 - g. In the event a player is injured during a game and is unable to return to the field, and there is only the minimum number of players participating, the Team is entitled to a Refreshment Break. Once a Break has been called the injured player is ineligible to return to the field of play. If the injury occurs in the second half of play, no Break is allowed.
5. **Drop Off.** If scores are tied at the end of a finals game the Drop Off Procedure will apply. *Refer DTFC Local Rules Appendix A and TFA 8th Edition Rule 24.*
6. **Abandoned Matches.** If a match is abandoned due to any circumstances in the first half, the DTFAC shall decide the outcome. Should a replay be required, teams will be advised of the time and venue. Separate arrangements by teams will not be permitted. Replayed matches will attract competition points. If a match is abandoned in the second half, the score on the scorecard at the time of abandonment will apply.

The DTFAC will decide if matches or a complete night of matches is to be abandoned due to weather and field conditions. Notification to teams will be via the Touch NT Facebook page, HOT100FM radio station or by teams contacting the DTFC Games Coordinator on, 8927 0532 or 0499 411 152, after 3pm on the day of the matches.

7. **Rescheduled Matches.** Matches can be rescheduled due to special circumstances. A Rescheduled Match request must be submitted at least

72hrs prior to the original game start time to the Game Coordinator for approval by the DTFAC.

8. **Team Result Points.**

- 3 points for a Win
- 3 points for a Bye
- 3 points for a Forfeit Win
- 2 points for a Draw
- 1 point for a Loss
- 0 points for a Forfeit Loss

Rule 6 – Team Composition and Substitution

1. Teams can have an unlimited number of players registered, however only fourteen (14) registered players can play in any one game.
2. All Teams must field a minimum of four (4) players. Should a team be unable to field four players within 10 minutes of the schedule start time refer to DTFC Local Rule 11.
3. **Substitution** is as per TFA 8th Edition Rule 17.
4. **Team Sheets** are available from the referee on game night.
 - a. Player names, number and signature are required to be completed on the Team Sheet. It is the Team Captain's responsibility to ensure the team sheet is completed in a legible manner, and all team players have completed the Team Sheet prior to participating in the game.
 - b. Players arriving after halftime must report to the referee and sign-on before taking the field.
 - c. If a players name does not appear on a team sheet, then they are not registered and as such the game will be a forfeit.**
5. **Score Cards** are to be signed by the Team Captain at the conclusion of the game. Signing the Score card indicates the score is correct and there is no appeal to the score. If you do not agree with the score discuss this respectfully with the opposition captain and game referees. If an agreement cannot be come to, then appeal the score in writing to the TFNT office with 24 hours of the completion of the game.
6. Any TFNT/DTFC participant or Team breaching Team Composition Rules, may face disciplinary action by TFNT/DTFAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 7 – Multiple Registrations and Player Transfers

1. **Multiple Registrations.** In conjunction with DTFC local Rule 4, a player can only participate in different divisions in the same competition, under the following circumstances.
 - a. A player Must notify TFNT when registering in multiple divisions.
 - b. The player does not register/play for more than one team in the same division.
2. **Player Transfers.**
 - a. Any Player proposing to transfer to another team must submit a written request to the DTFAC outlining the reason/s for transfer. Player Transfers come into effect only on receipt of written approval from the DTFAC, and completion of the compulsory waiting period as per DTFC Local Rule 7.2.b.
 - b. Unless participating in a higher division, any player requesting a transfer to another team cannot compete in the new division for two weeks of competition games. This waiting period is waived for a player advancing to a higher division or when approved by the DTFAC in extenuating circumstances.
3. Any TFNT/DTFC Participant or Team found breaching the above Rule, may face disciplinary action by TFNT/DTFAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 8 – Player Eligibility for Finals

1. Players must play Four (4) matches as a registered player in a team to be eligible to play in finals for that team and division. Byes do not count as a game played.
2. Dispensation may be granted to Rule 8.1 in extenuating circumstances. A written application with supporting documentation must be submitted to the DTFC Game Coordinator, for approval by the DTFAC, 7 days prior to commencement of the finals.
3. Any TFNT/DTFC Participant or Team breaching the above Rule will have the match registered as a forfeit and their place taken by the non-offending team. Participants or Teams may also face disciplinary action by TFNT/DTFAC,

including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 9 – Forfeits

1. A forfeit will result in a 7-0 scoreline against the forfeiting team, and no competition points awarded to the forfeiting team. In a dual forfeit instance, the score will be posted as 0-0 and no competition points awarded to either team.
2. A forfeit will count as a game played for players on the non-offending team, provided the Team Sheet is completed as per DTFC Local Rule 6.4.
3. If a Team cannot field the correct number of players as per DTFC Local Rules at the advertised commencement time for the game, the following progressive score will be recorded against the offending team;

After 5 minutes	2 Touchdowns
After 6 minutes	3 Touchdowns
After 7 minutes	4 Touchdowns
After 8 minutes	5 Touchdowns
After 9 minutes	6 Touchdowns
After 10 minutes	7 Touchdowns and Forfeit.

4. Participants/Teams forfeiting three (3) games in one competition may also face disciplinary action by TFNT/DTFAC, including but not limited to, loss of Team points, personal or Team suspension or expulsion from the competition.

Rule 10 – Discipline and Player Conduct

1. Players who infringe the DTFC Local Rules and TFA Rules are liable to be penalised or receive other appropriate action according to the nature and seriousness of the infringement/misconduct. Penalties will be awarded in accordance with the applicable rules. These penalties may be varied at the DTFAC or Judiciary's discretion.

Team Captains are responsible for the conduct of players in their team and should be aware that undisciplined players and actions are disruptive to the spirit of the game.

Players who serve a suspension throughout the season are ineligible for Best and Fairest awards.

2. **Sin Bin.** Sin Bins are actioned in accordance with TFA 8th Edition Rule 22. Additions to this rule are as follows;
 - a. If a player is Sin Binned, twice (2) in one (1) game, it will result in an automatic two (2) week suspension from all TFA games the player is affiliated with.
 - b. Any player suspended for three (3) or more weeks is required to referee a Minimum of Two (2) game's before returning to play. It is the offending player's responsibility to contact the DTFC Game Coordinator to arrange a suitable game to referee.

3. **Remainder of Match Dismissals.** Remainder of Match dismissals are actioned in accordance with TFA 8th Edition Rule 23. Additions to this rule are as follows:
 - a. Any player suspended for two (2) or more weeks is required to referee a Minimum of Two (2) game's before returning to play. It is the offending player's responsibility to contact the DTFC Game Coordinator to arrange a suitable game to referee.
 - b. The player may also be called to a judiciary where extra sanctions may be imposed as per TFA Disciplinary Guidelines.
 - c. A player dismissed for the remainder of the match is to be 100 metres away from the boundary of the Venue.

4. **Reports.** Any reports by referees, players, spectators, volunteers or officials are to be submitted to the DTC Coordinator in writing within twenty four (24) hours of the alleged incident.

5. **Appeals.** Any appeals against decisions made by the DTFAC/TFNT must be in writing and submitted within forty-eight (48) hours of receiving the written determination of penalty applied. Any appeals will attract a \$200 fee payable to TFNT. If the decision is overturned the \$200 fee will be refunded.

6. **Judiciary Board.** The DTFAC/TFNT can refer appeals or gross misconduct charges to a Judiciary. Judiciary hearings are held on Tuesdays, at 6.00pm or as advised by TFNT. Any players, referees, spectators, volunteers and officials involved in the alleged incident will be notified. It is the players, referees, spectators, volunteers and officials responsibility to present themselves and any witnesses at the allotted time and place. All Judiciary hearings will proceed with or without the person charged being present.

7. **Coach, Player, Spectator / Referee Communication.**
 - a. At the end of a match, a coach, player or spectator is not to approach the referee/s who officiated their match. If a coach, player or spectator requires discussion on any matters with the referee/s, the Referee Director or DTFC Games Coordinator must be approached in the first instance to coordinate a

meeting between the relevant parties. **A minimum of thirty (30) minutes is to elapse before the meeting will commence.**

- b. The DTFC Games Coordinator has the power to intervene if the meeting cannot reach an arbitrary conclusion.
- c. If spectator/s are abusing the referee/s and the abuse is such that referee/s are distracted from the match, play may be halted and may not recommence until the abuse ceases. Team captain/s will also be advised that if the abuse continues he/she may be penalised or dismissed.

Rule 11 – Insurance Claims

1. In the event of an injury players must notify the referee and request it be documented on the score card. Unregistered players or players who have not signed the team sheet are not covered by insurance and are taking the field at their own risk.
2. Any claim for insurance must be lodged with the TFNT office within 7 days of the injury occurring. Claims submitted after this time frame will not be actioned by TFNT or the insurance company. Contact details for the insurance company are as follows;

Sports Cover

1300 134 956

asiapac.claims@sportscover.com

<https://au.marsh.com/sport/touch-football.html>

Or go to the DTFC website for more information on insurance.

3. The insurance provided is a compulsory insurance only, therefore there is no wage cover. It is highly recommended that individuals take their own Private Health Cover Insurance, as the insurance policy is very basic and has been greatly reduced. The insurance company will send you a claim form and answer any questions you have.
4. Players who allow other players to treat their injuries may find that the insurance company will deny them cover. To prevent this from happening please do not allow anyone but a Sports Medicine Trainer or qualified medical practitioner to treat you at the fields.

Rule 12 – Member Protection Policy

1. The DTFC adopts and endorses the TFA Member Protection Policy (MPP). The MPP can be viewed at <https://touchfootball.com.au/wp-content/uploads/2017/03/Member-Protection-Policy-2017-v2.pdf>

The MPP includes policies on Child Protection, Pregnancy, Anti-Doping, Anti-Discrimination and Harassment, Gender Identity and Complaints.

2. Any participant found to be wearing or carrying anything onto the field which may be injurious to themselves or others may be required remove or rectify the offending object before taking the field.
3. Any participant considered physically at risk, or with medical issues/concerns may be required to submit a Doctor's medical certificate of fitness, or relevant documentation, and a letter removing all responsibility from the DTFC, TFNT and TFA, within seven days of participating. Subsequent medical certificates may be required at the discretion of the DTFAC.
4. The DTFAC will enforce a regulation whereby all open cuts and abrasions must be dressed prior to an on-field participant taking the field.

If during a match a participant is bleeding from an open wound or abrasion, the participant will be instructed to leave the field. The participant cannot continue in the game until all bleeding has stopped and the wound is covered with an appropriate bandage to avoid transfer to other participants.

All clothing, equipment and surfaces contaminated with blood will be considered as infected and will need to be treated appropriately. Any participant's clothing contaminated with blood must be replaced prior to taking any further part in the match.

Rule 13 – Roster Referees

1. All teams entered into the DTFC are required to supply a Roster Referee if asked upon by TFNT, if a team fails to supply a Roster Referee without sufficient notice there will be a loss of 3 competition points.

All participants in the Touch Football Northern Territory (TFNT) Competitions and Tournaments are expected to adhere to the following values and code of ethics:

1. Encourage honest and open competition.
2. Respect individual differences of people within the TFNT.
3. Support innovation and creativity.
4. Share failures and celebrate success.
5. Share the responsibilities and work loads.
6. Participate as members of a team to achieve the organisations Goals and Objectives.
7. A Player, Referee, Coach, Selector, Manager, Volunteer, Official or Organiser must not engage in any verbal or physical confrontations with any Player, Coach, Selector, Manager, Volunteer, Official or Organiser no matter how minor.
8. A Player, Referee, Coach, Selector, Manager, Volunteer, Official or Organiser must not, while engaged in a game, use crude or abusive language, or engage in any conduct detrimental to the spirit or image of the game of Touch.
9. Alcohol cannot be consumed by any participants during the game. If the referee identifies that a person is intoxicated during a game or is consuming alcohol during a game, the referee may ask the offending player to leave the field. If the player does not leave the field, the game will not proceed until this has taken place.
10. In the interest of common health smoking is not permitted within the Darwin Touch Football grounds.
11. Where the TFNT Referees or the TFNT and DTAC receives report of any alleged breach of this Code of Ethics, if the Player, Referee, Coach, Selector, Manager, Volunteer, Official or Organizer is found guilty of that Breach the TFNT or DTC may after due inquiry, disqualify, suspend or otherwise deal with the Player, Referee, Coach, Selector, Manager, Volunteer, Official or Organiser concerned.

SPECIFICALLY

Players Code

1. Play by the Rules at all times.
2. Play equally intensively for yourself and your team.
3. Be equally loyal to yourself and your team.
4. Exhibit exemplary sportsmanship at all times.
5. Enjoy the game by giving your best at all times.
6. Co-operate with your Coach, Manager, Teammates, Volunteers and Officials.
7. Respect your opponents no matter how good or bad they are.

Referees Code

1. Display fairness and uniformity in applying the rules.
2. Be honest in your assessment of situations.
3. Be consistent, courteous in calling all infractions.
4. Condemn the deliberate foul play as being unsporting and promote fair play and appropriate sporting behaviors.
5. Use common sense to ensure the "spirit of the game" for players is not lost by being too pedantic when applying the rules.
6. Be conscious that you are seen as a "Role Model".
7. Ensure you remain up to date with any Rule changes and/or interpretations of rules as laid down by the TFA, TFNT and DTCSC.
8. Make a personal commitment to keep yourself informed of sound officiating principles.
9. A Referee should be a person who is considered to be beyond reproach.
11. A Referee must at all times, act, dress and behave in a manner befitting the expectations of the TFNT Referees, the TFNT and the DTAC.
12. A Referee shall not gamble on the results of any games under the jurisdiction of

the TFNT.

13. A Referee should always endeavor to present him/herself as a Referee team orientated person.
14. A Referee should always be seen too fully support fellow Referees, both on and off the field.

Coaches Code

1. Teach your players that the rules of the game are a mutual agreement that no one should try to evade or deliberately break.
2. Be reasonable with your demands on players, their time, their energy and their enthusiasm.
3. Avoid over playing and/or training your players.
4. Ensure that the equipment and facilities meet safety standards of the age, sex and ability of your team.
5. Demonstrate respect for all players no matter what level of ability they possess.
6. Do not swear at or abuse them.
7. Develop respect for the ability of your opponents, Referees and all Officials.
8. Make personal commitment to keep informed on sound coaching principles and abreast of current trends.

Administrators/Officials Code

1. Ensure that equal opportunity for participation in Touch is available to all regardless of size, ability, shape, set, age, ethnic origin or disability.
2. Ensure equipment and facilities are safe and appropriate to the ability level of all the participants.
3. Establish that adequate supervision is provided by qualified and competent coaches and officials capable of developing appropriate sports behaviour and specific skill technique.
4. Avoid allowing sports programs becoming primarily spectator entertainment.

Focus on the needs of the participant rather than the enjoyment of the spectator.

5. Provide opportunity aimed at improving the standards of coaching and officiating, with an emphasis on appropriate sports behavior and skill technique.
6. Ensure the parents, coaches, sponsors, administrators, officials, volunteers, physicians and participants understand their responsibilities regarding fair play in sport.
7. Ensure that on and off field behavior is consistent with the principles of good sportsmanship.
8. Modify rules and regulations to match the skill levels and the needs of players.

Appendix A – The Drop Off Procedure as per TFA Playing Rules 8th Addition Rule 24

24.1 Should a Winner be required in drawn matches, the following Drop-Off procedure is used to determine a Winner.

24.1.1 Each Team will reduce their on-field Team to four (4) players and within 60 seconds take up a position to restart play from the Halfway Line, defending the same end of the field as at the End of Play.

24.1.2 The Drop-Off commences with a Tap from the center of the Halfway Line by the Team that did not commence the match with Possession.

24.1.3 The Drop-Off will commence with a two (2) minute period of extra time.

24.1.4 Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.

24.1.5 Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.

24.1.6 The Match will recommence immediately after the players have left the field at the same place where it paused (i.e. the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.

24.1.7 There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.

24.1.8 Substitution during the Drop-Off is permitted in accordance with normal Interchange Rules.

24.2 Mixed gender Teams may have no more than two (2) males on the field during the Drop-Off.

24.2.1 In the case of a male player serving time in the Sin Bin at the commencement of the Drop-Off the offending Team will start with no more than one (1) male on the field.

24.2.2 Where a male player has been dismissed for the remainder of the match, the offending Team will be permitted to have no more than one (1) male on the field for the duration of the Drop-Off.

24.3 At the commencement of the Drop-Off, if there is a player serving time in the Sin Bin and is yet to complete the required time, their Team commences the Drop-Off with one (1) less player on the field than their opposition and continues to play with one (1) player less until the Sin Bin period has been completed.

24.4 At the commencement of the Drop-Off, if a Team has had a player dismissed for the remainder of the match that Team continues to play with one (1) player less than the opposition Team for the duration of the Drop-Off.

24.5 For the avoidance of doubt for clauses 24.3 and 24.4 the non-offending Team will retain a numerical advantage on the Field of Play during the Drop-Off

APPENDIX B – Forced Substitution Rule Referee Note Darwin Competition

This option comes into play when you feel a sin bin is too harsh, a penalty is not quite enough or if you feel a player needs a 'cooling off' period.

This option is used in a similar way to a Yellow Card in soccer. However, this is in no way meant to be a soft option, players still must take responsibility for their actions, if the infringement deserves a sin bin, use it.

The replacement player must be off the field, before the substitute can enter, as per replacement rules, however, the game should continue while the players are changing.



DARWIN TOUCH COMPETITION

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