

## UNIFORMS

Teams must wear uniforms and the shirts must be clearly numbered prior by the third week of competition. The penalty for non-compliance is forfeiture of game points (at the discretion of the Module Organiser) for each game in which the dress standards were not complied with.

Teams must wear the same colour shirts / singlet's which must have identification numbers **MUST be on the back** of the playing shirt and be a minimum of 15cm in height, or numbers on **both** sleeves a minimum of 7cm in height. Uniform policy must be adhered to... no sun glasses to be worn unless prescribed.

Teams may wear any colour shorts / track pants, but denim shorts / jeans are not permitted.

Any protest must be made before the start of the 2<sup>nd</sup> half, so the score on the field will stand at fulltime.

## SPIRIT OF THE GAME

We ask that all teams respect the fact that Touch is primarily played for social reasons and as such should be played in good spirit and with a measure of self control. For this reason alone, the "SPIRIT OF THE GAME" will be taken into account by the Officials in all decisions that they make.

Foul, abusive or racial language, intentional dangerous play, over aggressive play, and a lack of respect for other players' personal safety are just some of the examples of what we consider to be detrimental to the "SPIRIT OF THE GAME"

## PLAYER SENT OFF

If a player is dismissed for the remainder of the game, the referee must provide the Module Coordinator with a Match Disciplinary Report as soon as practical on the playing night. The player ordered off incurs an automatic two week suspension from the module, regardless whether the player is in the finals series or not. The Module Coordinator may call a judicial hearing if the two-week suspension is insufficient.

## TIED FINALS SERIES GAMES

Draws will count in the qualifying round games. Extra time (drop-off procedure) as set out in Rule 4.8 TNZ Rules will be used in the Grand Finals only. Teams who qualify higher will go through in any other Finals games.

## TEAMS TIED AT THE END OF ROUND GAMES

If at the end of round robin play, two or more teams have equal points, the following will apply:

The team who has won the most games + (any Win Forfeits and Byes)

If still undecided, the difference between the points scored for and those scored against will be collated and the team with the highest point's differential will be placed ahead.

If still undecided, the toss of a coin shall determine placing.

## DEFAULTS

Any team defaulting during the season will incur a three point penalty on the competition ladder. If teams default more than once they run the risk of being removed from competition.

## BLOOD BIN POLICY

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also be either cleaned or replaced.

If the player does not leave the field immediately, the referee must stop the game and ask the player to leave the field. (Normal substitution rules apply)

Once the flow of blood has been stemmed, the cut or abrasion cleaned and covered, any blood stained clothing and equipment cleaned or replaced, the player may return to the field and continues play.

If the bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

## FEES

Team Fees are expected to be paid prior to the season, unless you have organised a different payment schedule with the Module organiser.

Any team who have not paid their team fee before round three run the risk of being removed from competition.

Teams cannot receive points for any match after round 2 if not financial

## REFUND OF FEES

No entry fee will be refunded if teams change their mind about playing in the module or are removed from competition for breaking these rules. If however the module becomes full and can no longer take the team on the night they require, Touch@SthHagley will refund any monies paid.

## ALCOHOL / SMOKEFREE

Due to council by-laws, alcohol is not permitted on Hagley Park while the Touch competition is in operation.

ENTER ONLINE

[www.touchsouthhagley.co.nz](http://www.touchsouthhagley.co.nz)

# Module Policy

(Effective as of July '19)

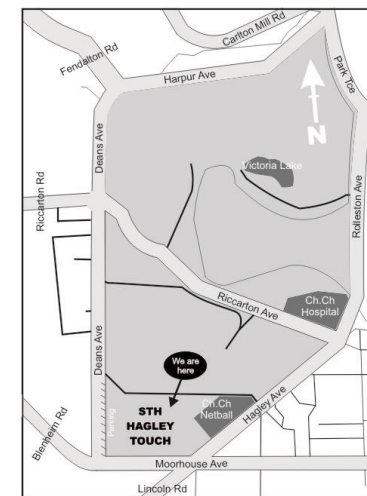


**Touch@South Hagley  
HAGLEY PARK**

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# Welcome... Touch@Sth Hagley

... And thanks for the opportunity to provide your team with their weekly outdoor sports experience.

This booklet has been prepared so that your team is fully aware of how competitions work, what you can expect from us, and what we expect from you during the course of the competition.

Please take the time to read through this information, because if you've never played at our module before, it'll give you a good understanding of how our competitions work. Similarly, if you've played before but not at one of our modules, you'll get to know the differences that set us apart from the rest and help us to provide you with the total outdoor sports Experience.

If there is anything that you don't understand, aren't too sure of, or isn't covered in the following pages, please bring it to our attention. We are always happy to assist wherever we can.

Good luck for the games ahead, and once again, welcome to one of the best Touch modules in town.

## COMPETITION FORMAT

Each of our weekly leagues includes grading games, competition round games, semi-finals and finals. Your team will receive points for all round games.

During the grading rounds your team will play opponents of varying abilities so that we can get a good idea of just how competitive or social your team really is. Once the grading rounds are finished your team will be placed into a grade with other teams of similar ability.

After this it's time for the competition round games. This is the heart of each competition, where you play against the other teams of the same ability. Don't panic if your team either struggles a bit or isn't challenged enough during the early round games, because we re-grade all teams where necessary at least twice during this section of the competition.

At the end of the competition round games, the top four teams in each grade then transfer through to the semi-finals. We use various different formats for our semi-finals, generally choosing the best one to suit your grade at the time.

All teams that progress successfully then get to compete on "Grand-Final" day. The dates for the start of the competition round games, semi-finals and finals are all listed on the "Important Dates" on the Entry form.

As with all sports, there are a whole stack of rules relating to how Touch is played. Without these rules there would be chaos on the field. Now it's not essential that you swat up and know the rules inside and out (that's what your Official is for), but it is helpful to have a quick read through them to get a better understanding of how to play the game.

For detailed touch rules go to  
[www.touchcanterbury.co.nz](http://www.touchcanterbury.co.nz)  
or [www.touchnz.co.nz](http://www.touchnz.co.nz)

## COMPETITION BYE-RULES

### FIXTURES AND RESULTS

For all your fixtures and results go to

**[www.marketingsportnz.com](http://www.marketingsportnz.com)**

### GAME POINTS

Win 3pts, Draw 2pts, Loss 0pts, Bonus 1pt (within 20),  
WF 3pts, LF -3pts, Bye: 3pts

### CANCELLATIONS

Decisions on cancellations are made at 4.30pm on the day.

A Text will be sent out to the captains of the teams involved.

If a round is cancelled it will not be replayed, all teams including those team which may be on a bye will receive 0pts.

### ABANDONED MATCH

In the odd occasion when games have been abandoned before the completion of all matches on the night, all teams including those teams which may be on a bye and those teams that completed their match will receive 0pts.

### PLAYING RULES

The New Zealand touch Association playing rules (7<sup>th</sup> edition) will apply, with Touch@Sth Hagley bonus scoring zones. Men's and Mixed grades (6aside), Mixed you must play a minimum of 2 females on field. Teams may use as many players as they wish during a season, but no more than 12 in any match.

### TIME PERIOD

At this module each game will consist of two periods of fourteen (14) minutes with a two (2) minute break at half time.

Every field has its own timer; the referee will endeavour to start game on their scheduled start time.

### MATCH COMMENCEMENT

Teams and referees must be at the allocated ground two minutes before the game is due to start. If a team is not present with a start ticket at the start, one touchdown shall be awarded (three points) for each two minutes after the schedule start time. A maximum of six touchdowns (18pts) shall be awarded after which time the team in attendance shall be awarded victory. All persons not involved in the game must stay clear of the field of play.

## PLAYER REGISTRATIONS

Teams may register as many players as they wish, however players must provide a minimum of their Christian and Surname, Mobile number and or email address. Touch@Sth Hagley reserves the right to remove a team or player from the competition for breaches of these rules.

## COMPETITION ROUND GAMES

A Player can play for more than one team in any grade, however cannot play for another team in the same grade without permission of the module organiser. Be aware that teams who play players from a higher grade run the risk of being graded in a higher division. No more than 2 Provincial representative players will be allowed on field per team. (Provincial player within the last 5 years), management has the right to allow more rep players, e.g. the players are in the Canterbury 45's etc.

No player may play more than two games in a night, including playing Mixed and Men's grades without permission from the module organiser. This excludes any finals games a player may have legitimately qualified for.

## COMPETITION FINALS SERIES GAMES

Players must have participated in at least one third of all round robin games to be eligible for finals series. Win forfeit games will count toward games played, byes do not count..

Eg. 6-8rds (2 games to qualify), 9-11rds (3 games to qualify)

12-14rds (4 games to qualify), 15-17rds (5 games to qualify)

**There are no exceptions to this rule**

The team captain or manager must ensure that Player Registrations are correctly completed prior to the start of each season and that all playing members are updated throughout the season.

If eligibility is challenged, the onus is in the player to produce proof. The minimum proof required is a passport, photo driver's license or any other form of photo identification.

The penalty for a team playing unregistered or ineligible players is forfeiture of all points scored in games where the offence took place. The non-offending team will be awarded the game 21-0 win or retain the points scored, whichever is greater.

## SCORING ZONES

Bonus Zone in the middle of the in goal = (5pts)

Anywhere in the in goal, outside of the Bonus zone = (3pts)