
TOUCH FOOTBALL (MIXED) ***Rules & Regulations***

1. Laws of the Game

The competition shall be conducted in accordance with the Federation of International Touch and Touch Singapore Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by IFG Council shall supersede any relevant international sports laws.

2. Player Eligibility

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

3. Registration of Players

3.1. Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

3.2. **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first match of that sport regardless of which faculty is playing first)

3.3. Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first match of that sport regardless of which faculty is playing first)

3.4. Each team may register a minimum of 6 players and a maximum of 19 players. Each faculty may send a maximum of 1 team.

3.5. Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4. Prizes

Medals will be awarded to the players of the top **3** teams. In addition, the champion team shall be awarded a champion trophy and banner.

5. Competition Rules

5.1. Submission of Line-up

5.1.1. The team must submit the complete official line-up of up to a maximum of 19 players to the hosting faculty convenor at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

5.1.2. Each team is allowed a maximum of **2** Varsity Athletes. Teams are allowed to field only **1** Varsity Athlete at any time on court during every match.

5.2. Definitions

5.2.1. A match refers to a contest between 2 teams (faculties).

5.2.2. Each match consists of 2 halves.

5.3. Competition Format

5.3.1. **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.

5.3.2. **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

5.3.2.1. The Semi-Finals shall be played as follows:

Group A 1st position	VS	Group B 2nd position
Group B 1st position	VS	Group A 2nd position

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

5.3.2.2. The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4. League Points

5.4.1. Points shall be awarded in the following scenarios:

Win:	3 league points to the winning team of each match.
Loss:	0 league points to the losing team of each match.
Tie:	1 league point to each team.

Walkover: **10-0 points** for the entire match will be awarded in favour of the non-offending team, who will be declared winner of the match (Refer to 5.11)

5.5. Match Format

5.5.1. Matches will be held in a 6 v 6 format.

5.5.2. A minimum of 3 women are to be on the playing field at all times.

5.5.3. **Preliminary Rounds & Single Round Robin Format**

5.5.3.1. Each match will be played with 2 halves of 10 minutes, with an interval break of 2 minutes.

5.5.4. **Semi-Finals, Finals & 3rd Place Match**

5.5.4.1. Each match will be played with 2 halves of 15 minutes, with an interval break of 3 minutes.

5.5.4.2. In the event of a draw at the end of playing time for the 2nd half, the match shall continue as a sudden death match with one less player on the field for each team.

5.5.4.3. When one team scores, the other team has to match by scoring within the next attack (6 touches). If not, the first team to score wins. If there is no score within 2 minutes, each team drops another player. This continues until there is a minimum of 3 players from each team.

5.5.4.4. For the duration of the sudden death match, a minimum of 30% of the players on the field must be women as demonstrated below:

Number of Total Players	Min. Males	Min. Females
5	3	2
4	2	2
3	2	1

5.6. League Ties

5.6.1. Should there be a tie in league points between two teams, the winner of the match between the two teams concerned shall be awarded the higher placing.

5.6.1.1. If that match ended in a draw, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.6.1.2. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.6.1.3. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing

5.6.2. Should there be a tie in league points between more than two teams, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.

5.6.2.1. If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.

5.6.2.2. If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

5.7. Substitution

5.7.1. Rolling substitution is conducted during play.

5.7.2. The substituting players must make contact with each other behind the side-lines.

5.7.3. Substitute players must remain in their interchange area for the duration of the match.

5.8. Scorecard and Match Results

5.8.1. Each team captain must sign the Referee Score Card at the conclusion of the match, unless they disagree with the score recorded, players sent off, uniform penalties and/or any other factor which may influence the match result.

5.8.2. If a team captain disagrees with the score, he must not sign the Referee Score Card and lodge a Protest in accordance with these Rules within 30 minutes of the conclusion of the match.

5.8.3. In the event no Protest is lodged within 30 minutes of the conclusion of the match, the score which is indicated on the Referee Score Card will stand.

5.9. Equipment

5.9.1. Competition balls will be provided by the IFG Council.

5.10. Walkovers and Disqualification

5.10.1. If a team concedes to a walkover or is disqualified, the non-offending team will be awarded a score of 10 for the entire match. The offending team will be awarded a score of 0.

5.10.2. In the event that a team has been found to partake in or committed, but not limited to, dishonest behaviour such as cheating, fielding ineligible players or similar situations in which a breach of integrity has occurred, the IFG Organising Committee reserves the right to disqualify the team from the competition.

5.10.3. Refer to Rules 8 and 9 for no-show and walkover rules in the NUS IFG General Rules and Regulations.

6. Attire

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. General

7.1. There will be a minimum of 1 Referee appointed for each match ('Appointed Referee').

7.2. An Appointed Referee is the sole person who has the power to discipline a player, official or spectator during a match.

7.3. An Appointed Referee may discipline a player in the following manner:

7.3.1. A verbal warning;

7.3.2. A direction to the player to substitute ("forced-substitution");

7.3.3. A direction to the player to leave the field for a period of time ("sin-bin");

7.3.4. A direction to the player to leave the field for the remainder of the match ("send-off"). Any player that has been dismissed from the field of play by way of a send-off shall incur an automatic 2 match suspension.

8. Official Calls

8.1. In all matches, all faculties shall abide by the decisions of the Match Officials.

8.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

10. Alterations and Amendments

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Office of Student Affairs

27 July 2022

FIT R&R (2013):

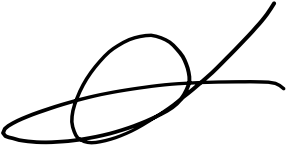

<https://www.internationaltouch.org/media/FIT%20Playing%20Rules%204th%20Edition.pdf>

Touch Singapore League (2019):

https://websites.mygameday.app/get_file.cgi?id=36587119

Acknowledgement

The above Rules & Regulations for IFG 22 has been read and checked by:

	
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