



National Indigenous Tertiary Education Student Games (NITESG) rules are based on Australian University Sport and National rules for each of the sports contested. However, due to the nature of the event, some changes or additions have been made. NITESG mixed Touch Football Rules are based on Touch Football Australia (TFA) 7th Edition rules with the following modifications:

1. Team Size

- 1.1. Each team shall name a squad not exceeding sixteen (16) players. (6 players on field at any one time).
- 1.2. Maximum number of males allowed on the field of play is three (3). The minimum male requirement on the field of play is one (1).
- 1.3. Minimum number of players that can be fielded without incurring a forfeit is five (5).

2. Match Duration

- 2.1 All games will follow the following format:
 - 2.1.1 2 x 12 minute halves
 - 2.1.2 2 minute half time
 - 2.1.3 The game clock will begin running as per scheduled draw unless there are adverse unforeseen circumstances

3. Match Format

- 3.1 Preliminaries are a round robin pool format, with points for each match being awarded as follows:
 - 3.1.1. Winning team – 3 points
 - 3.1.2. Drawn match – 2 points per team
 - 3.1.3. Losing team – 1 point
 - 3.1.4. Forfeiting team--- 0 points
- 3.2 Teams will be re---ranked according to points following the preliminary round, with only the top team from each pool progressing to the finals.
- 3.3 The two wildcards will be the next two highest ranked teams (determined by points, then by point/goal percentage).
- 3.4 Finals are a single elimination format, with only the winner of each game progressing through to the next round of finals.
- 3.5 In the event of two or more teams having the same number of points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria:
 - 3.5.1 The team with the highest goal percentage i.e. (points for divided by points against) multiplied by 100
 - 3.5.2 In the event of the point percentage being equal, the team scoring the highest number of points shall be placed above the other team(s).
 - 3.5.3 In the event that this still does not separate teams, then the team with the best result against the top team in their pool shall be placed above the other team(s).
 - 3.5.4 In the event that this still does not separate teams, then a toss of a coin will decide the winner.



4. Resolving Drawn Finals

4.1 In the event of a tie in the Finals, the ATA Touchdown Drop---off system will be applied.

5. Other Rules

5.1 There will be no time out for injury unless the safety of the player is at risk. The umpire in consultation with the Competition Manager will determine the extra time to be played in this situation.

5.2 If a player infringes the rules and is expelled from the field, such a player shall be suspended for the duration of the game. Any further penalty for the dismissed player will be decided by the Sports Disputes Committee.

6. Forfeits

6.1 A forfeit will be declared ten (10) minutes after the scheduled start of playtime where either team is unable to commence play. One (1) point will be awarded every five minutes a team is late up until ten (10) minutes. Should the commencement of a match be delayed (up to 10z minutes) due to no fault of either side (as determined by the umpire in consultation with the Competition Manager) the game shall be played in its full duration.

6.2 **Forfeit Score:** The forfeit score will be five (5) to nil (0).

7. Presentations

7.1 Presentations will be conducted at the closing ceremony.

7.2 One male and one female player will be selected as most valuable player (MVP) which will be awarded at the closing ceremony.

8. Uniform Requirements

8.1. Minimum uniform requirements for NITESG must be met:

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery).
- Long or sharp fingernails are to be trimmed or taped
- All participating competitors are to be correctly attired in appropriate, matching team uniforms. Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally, the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours.
- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt.
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated.

8.2. Specific Sport Uniform Standards --- The uniform requirements for each specific sport should be as per the national sporting organisation standard with the following minimum uniform requirements:

Touch – Shirts and shorts.

- Numbers on the front or back of shirts to be a minimum of 16cm high. Numbers can be on both sleeves, at a minimum of 8cm high.
- No screw-in studs allowed. Boots with soft molded soles are permitted, provided individual studs are no longer than 13mm in length.