

BEACH TOUCH (men, women and mixed)

2016

AUS Beach Touch competitions are conducted in accordance with the rules of the [Federation of International Touch](#) (FIT) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 5
- Maximum registered players – 8
- Maximum cross registrations – 0
- Minimum number of players that can take the field without incurring a forfeit – 4
- Minimum number of women on the field (in a mixed game) at any one time – 1

2. Substitutions

- 2.1. Players may substitute at any time in accordance with the interchange procedure.
- 2.2. There is no limit to the number of times a player may interchange.

3. Game time/duration

- 3.1. All games will be 2 x 7 minutes in duration with 3 minutes for half time.
- 3.2. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

4. Point score

- 4.1. Points for each game shall be awarded as follows;
 - Winning team: 3 points
 - Drawn match: 2 points per team
 - Losing team: 1 point
 - Forfeited team: 0 points
- 4.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order favours one team:
 - a) Points differential overall (points for minus points against) in all pool matches
 - b) Percentages of points differential overall
 - c) Match result between the two teams
 - d) Match result of the team vs the highest placed team in their pool

5. Drawn games

- 5.1. If preliminary games are drawn at full time, both teams will be awarded 2 points as per section 4.1.
- 5.2. If progression or medal matches are drawn at the end of normal time, the 'One Touch Shoot Out' concept will be used.

6. Forfeits

- 6.1. Beach Touch is run under the [AUS Guideline – forfeit of competition requirements](#).
- 6.2. A forfeit will be declared 5 minutes after the scheduled start of play time where either team is unable to commence play.
- 6.3. Forfeit score is 5 tries to nil (0).

- 6.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 6.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

7. Uniform requirements

- 7.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 7.2. The specific uniform requirements for Beach Touch are as per the national sporting organisation standard with the following AUS uniform requirements:
- Shirt and shorts
 - Teams must have matching shirt
 - All players must be barefoot
 - Socks and foot bandages are permitted upon approval by officials
 - Numbering is required on the front at least 10cm high and on the back at least 20cm high of shirts
- 7.3. Minimum uniform requirements for AUS events 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 short
 - 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
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

8. Team duties

- 8.1. Team duty requirements for Beach Soccer are:
- One person from each team competing in the current match will be required to assist with timing and scoring.
- 8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.
- 8.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - Forfeit of Competition Requirements](#).

9. Award ceremonies

- 9.1. Medal ceremonies will be held at the completion of the competition.
- 9.2. Gold, silver and bronze medals will be presented to those teams finishing 1st 2nd or 3rd in the competition.

Previous rule amendments

February 2004 | April 2005 | May 2007 | May 2008