

SACPSSA TOUCH CARNIVALS



GUIDELINES FOR REFEREEING WITH MODIFIED RULES

I'll assume you have a good amount of experience with the game of Touch Football, so this information will focus on the modified rules that are different to adult Touch Football, and the important aspects of being a referee.

The key things to remember are:

- The students you're refereeing are likely to be quite inexperienced,
- The carnival is designed to offer the students both an enjoyable and learning experience centred around the game of Touch Football.
- Your role is as much as a teacher as it is as a referee.
- Therefore – where you feel it's helpful to pause the game for a short moment to teach a particular aspect – always do so – especially if an error is occurring repeatedly.
- If the students you've refereed leave your field having had fun and having learnt a little more about how to play Touch Football, you've done an excellent job!

THE MODIFIED RULES

Key points:

- The only time a toe-tap is used is to start the game at halfway, and to re-start the game at halfway after a score.
- All other times, including changes of possession, a “play the ball” is used.
- We encourage players at the ruck to put the ball down stationary and step over it.
- We discourage rolling the ball back with the hand or with the foot.
- In a set of six, teams are allowed one error. This can be ANY form of error. The error counts as a touch in that set of six but it is not a turnover on the first error.
- If a 2nd error occurs in a set of six, it's a turnover.
- The “acting half” must pass the ball after picking it up from the “play the ball”.
- The referee will hold the defenders until the pass has been thrown to give more time to the attacking team.

REFEREE POSITIONING

- Position yourself in the centre of the field at the spot where you need the defenders to retreat to, so that they become “on-side”. Constantly adjust so that you are a guide to the defenders.

VOICE

- Your voice is by far the most important part of your refereeing technique.
- Constantly call out to the defenders to get back to “onside”. Teach them what it means if they're not sure.
- Constantly call out the progress of the set of six and add if there's been an error in that set of six, eg, “Touch 3 with an error.”
- The main words you are using are “touches” and “errors”. The word “penalty” is never needed.
- Keep your voice instructive and fun – authoritative without being “bossy”

WHISTLE

Only use the whistle to pause the game:

- an error,
- a change over,
- a score.

Whistle not needed at each touch. Voice much more important than your whistle.

COUNT ON YOUR FINGERS

Keep count on your hand as you call the progress of the touches in a set of six, with your fingers showing what number touch it is.

This helps you as much as it does the players!

We hope you enjoy your time as a referee at the SACPSSA Touch Football carnival.

We thank you for your generosity in helping us provide an enjoyable learning experience for our students.