



# Rules for the Belgian National Championships Season 2019-2020

Ref. PL 2019.01

## PL 19.01 – 01. Format

- a) The 2019-2020 championships will be played in a league-style format, with each team playing the other participating teams once, that will result in a final ranking.
- b) Each game will last 2x20 minutes with a 5 min half time break.
- c) All games will be played according to FIT rules.
- d) Each club plays 2 games per leg.

## PL 19.01 – 02. Player Eligibility

- a) Each player must be registered through their own club to Touch Belgium. If a player is found to be registered with two clubs, his/her registration will be suspended until clarification is made by the player him/herself.
- a) A list of eligible players must be submitted to Touch Belgium two weeks before each leg.
- b) The deadline for clubs to submit the names of new players to participate in an upcoming leg of the national championships is two weeks.
- c) If a player wants to transfer from one club to another after initial registration: there is a cooling off period of 60 days before they are allowed to play for the new club.
- d) Each team is allowed to register 16 players per leg, with 14 players allowed in each team per game. The 16 players do not have to be the same 16 for each leg.
- e) For all matches, every player will be required to play with a visible number on their back. Numbers cannot be duplicated in the same team.
- f) Male players under the age of 15 will be considered as female players. From the day of their 15<sup>th</sup> birthday included, they will be considered as a male player.
- g) Touch Belgium reserves the right to ask for ID to check the age of players.

## PL 19.01 – 03. Referee Requirements

- a) A new referee system is being put in place in order to keep growing the referee level in Belgium and to encourage clubs to develop their referees.



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- b) Each team will be required to provide a minimum of 2 eligible referees for each leg, in accordance with the PL 2019.02.

## PL 2019.01 – 04. Points System

- a) Points will be allocated per match according to the following system:  
Win = 4 points  
Loss = 0 points
- b) In a drop-off situation, the winner of the drop-off will receive 4 points, and the losing team will receive 1 point.
- c) If a team forfeits a game, the score will be recorded at 10-0 for the scheduled opposition.
- d) The maximum score that a team can achieve in any one match will be limited to +/-10.
- e) 'Score' refers to the number of touchdowns recorded at the end of each match. 'Points' refers to the points awarded at the end of each match.
- f) There will be no playoffs for the 2019-2020 season. If there is a draw at the end of the four legs, the following rules will apply in this order to determine the higher ranked team:
- Number of points
  - Total number of matches won
  - Score difference (+/-)

## PL 2019.01 – 05. Clarification of the 'hands on' rule

- a) Defenders may not move forward from an onside position following a rollball until the half has made contact with the ball, unless the half is not in position, or is delaying play.
- b) Where the half is not in position (or is delaying play), the referee should call "play on" (as soon as practically possible, in relation to the attacker performing the rollball) to allow the defence to move forward from an onside position.
- c) There is nothing in this interpretation which prevents a defender from moving forward as soon as the player in possession releases the ball, however it should be noted that in the absence of a "play on" call from the referee, they do so at their own risk.