COMPETITION REGULATIONS

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Premier Touch Football & City Touch Football
83 Castlemaine Street Milton Qld 4064

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1 Introduction

1.1 Competition Aim

The aim of this professionally managed competition is to provide players, officials and referees with an opportunity to participate in an enjoyable, low cost, team-based sport at a local suburban venue. The competition provides men's, females and mixed sport at social and competitive grades encouraging a healthier lifestyle by gaining of fitness with the enjoyment of competing with friends, work associates and peers.

1.2 Regulations Purpose

These regulations govern the management of this touch competition including tournaments and should be read and applied in conjunction with the 8th edition rules from Touch Football Australia. Players, spectators, officials and referees nominating and participating in a competition are deemed to agree to abide by the regulations, the code of conduct, the disciplinary regulations of Touch Football Australia.

- The primary purpose of having the regulations is to ensure an equitable and fair consideration of the issues that arise during competition operations.
- The regulations seek to prevent parties from gaining advantage over other parties or cheating.
- Whilst an effort is made to update the regulations as a book of precedents, not every situation can be anticipated, and parties will need to accept that the Competition Manager is required to make subjective decisions.
- When the regulations are insufficient to instruct the Competition Manager, consideration of the following will apply:
    - The Competition Aim (1.1) will be the guiding value.
    - Common sense and fair treatment of the parties will be applied.
    - That an unfair advantage for any party should not be created in accordance with the Competition Aim (1.1).

1.3 Notices & Communications

The Competition Manager will issue notices via email and telephone (including text messages) to Team Managers and Deputy Managers though email will be the primary method of communication.

Team Managers and Deputy Managers are required to provide **two email addresses** and at least **two telephone numbers** for this purpose.

Notices issued will be deemed to be received by Team Managers and the Competition Manager will not accept responsibility for Teams not receiving information of those notices. Notices may include wet weather advice, financial details and defaults, disciplinary advice, game notification, newsletters, promotional material.

All complaints and suggestions are welcome in writing via email and addressed to the Competition Manager who will reply within forty-eight (48) hours of receipt.

1.4 Rules of the Touch Football

Games will be played, administered and governed by Touch Football Australia –8th Edition Rules. Team Managers, Players, Officials, Referees and Spectators need to read and be familiar with these rules.

The 8th Edition rules can be found at https://touchfootball.com.au/volunteer/8th-edition-rules/

1.5 Use of Images

Images taken by an authorised representative as appointed by the Competition Organiser for promotional purposes shall remain the property of the Competition Organiser. Upon registering, you acknowledge and consent to photographs and electronic images being taken on behalf of the Competition Organiser during participation in Touch Football Activities.

You acknowledge and agree that such photographs and electronic images are owned by the relevant Competition Organiser, who may authorise use of the photographs for promotional or other purposes, without your further consent being necessary. You may ***request in writing*** that images of you or your immediate family members are not published.

1.6 Junior Touch

Juniors Touch Competitions are governed by these Regulations with the following variations.

Juniors Touch Football is offered to children between seven (7) – sixteen (16) years of age.

- Juniors play on half a normal size Touch Football field.
- A Game runs for thirty (30) minutes.
- The Fee is a per child Fee and is due at Round one (1) of the Competition.
- All payments need to be made directly to the office. No payments will be collected at the venue.
- All parents/guardians must complete Registration through MySideline.
- Blue-Cards are issued by the Commission for Children once it has carried out the Working with Children Check to see if a person is eligible to work in child-related areas covered by the Commission's Act. Any person working with the Juniors including Officials, Referees and Office staff are required to have a Blue-Card.

1.7 Application of Regulations

These Regulations may be varied for any Competition and/or Tournament by the Competition Manager and such variations are to be advised to Team Managers.

1.8 Force Majeure Event

If the Competition Organiser is unable to perform, in whole or in part, any obligation under these Regulations by reason of a Force Majeure Event, the Competition Organiser is relieved of that obligation under these Regulations to the extent, and the period it is unable to perform.

For the purposes of these Regulations, a Force Majeure Event includes but it not limited to any or all of the following:

- Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic; or
- War; or
- Terrorism; or
- Riot or civil disturbances; or
- Permanent injunction of any duly constituted court or competent jurisdiction; or
- Act, fact, circumstance, matter or thing beyond the reasonable control of the Competition Organiser, including ground closure.

In addition to this, the Competition Organiser has no obligation to refund to any individual or team any fees paid if it is unable to perform by reason of a Force Majeure Event.

2 Nominations

2.1 Competition Nominations

The Competition Manager will consider Nominations from Clubs, Teams, Groups, Individuals, Referees and Officials. Nominations are to be completed through MySideline and submitted prior to the nominated close date. Acceptance of a Nomination is at the discretion of the Competition Manager and conditional on applicants agreeing to pay the prescribed Deposit and Fees.

- The Nomination Form will include Team name, Team Managers and Deputy Managers contact details, Venue, Night, Grade and Division preferences which if necessary, may be changed by the Competition Manager.
- Late Nominations may be accepted at the discretion of the Competition Manager. Teams who enter late are given one point per round they have missed and will receive a discount for the missed rounds.
- Players must be fourteen years of age or older to play in this competition.
- A Team, Player, Referee, Official or Club can have its Nomination cancelled and be ejected from a Competition on disciplinary grounds or failing to follow the Competition Manager instruction after the Competition Manager has given Notice.

2.2 Nomination Withdrawal

A Nomination is for the entire Season or Tournament. The Competition Manager will setup the Competition and accept costs on this basis. The Fee is not divisible by the number of rounds as various overhead and Venue related costs are fixed for the season once booked and cannot be altered.

- Team Managers may withdraw their Nomination by writing to the Competition Manager.
- Withdrawal of a Nomination will not cause a refund other than as described in Refunds Regulation [2.6] regardless of the reason.

2.3 Team Names

Proposed Team Names must be included on the Nomination Form.

- Team Names deemed to be offensive or in poor taste (in written form or phonetically) will be rejected by the Competition Manager.
- If a duplication of name occurs preference will be given to the Team which previously used that Team Name. If this situation does not apply priority will be given to the Nomination received first.

2.4 Team Managers & Deputy Manager's Responsibilities

Teams are to have a designated Team Manager and Deputy Manager whose responsibilities include: -

a. Checking for and receiving Notices; and advising Team members of relevant information in those Notices.
b. Checking wet weather Notices one hour before each Game.
c. Ensuring team fees are paid by the due dates and accepting liability for payment of Fees.
d. Ensuring all team members entering the required details and complete the online process before playing their first Game.
e. Ensuring all team members entering the required details and signing the Game Registration Card before taking the field before each Game.
f. Ensuring all Team members abide by Laws of the Game, Regulations and Codes of Conduct.
g. Checking the Draw on Game day for changes.
h. Representing Team Members in communications with the Competition Manager.
i. Communicating concerns directly to the Competition Manager regarding Team satisfaction.

2.5 Fees

Deposits, Fees and Payments are to be made in the manner detailed by the Competition Manager within these Regulations.

- ALL payments must be made either by credit card or direct deposit into the Competition Organiser's bank account - details on the website.
- **Cash payments will not be accepted.**
- Team Managers and Individuals are to ensure that Deposits, Fees Payments are made by the due dates specified by the Competition Manager or those Teams and Individuals will be prevented from participating any further in the Competition until such payments are made.
- Full Fees are required by round four (4), or as stipulated by Competition Manager. Early bird discounts apply if paid in full by round one (1).

- Fees for Tournaments will be fully due and payable by the Nomination closing date.
- Outstanding fees after round 4 will attract a $50 late fee.
- Outstanding fees after round 7, will attract an additional late fee of $100. Teams will not be permitted access to the field and their games forfeited until full payment is made.
- Teams or Individuals not having paid the Fee by the due date may be placed on a bye or have their Nomination cancelled.
- Teams must have fully paid the Fees before Insurance claims will be payable.

2.6 Refunds & Credits

- If a Team withdraws less than 5 business days prior to the commencement of a Competition a full refund of payments received will be made, less a $10.00 administration fee.
- If a Team withdraws from a Tournament ten (10) or less days before the first date of games, no refund will be made.
- Refunds are not available for merchandise, accommodation or like purchases unless a written request is received fourteen (14) or more days before the delivery date, event date or start date. Some purchases will have a no-refund policy such as clothing.
- If a Team withdraws after the commencement of a Competition but 3 business days before Round four (4) is played, it will be entitled to a Refund less the Deposit. A $10.00 administration fee will be charged and taken out of the refund.
- Withdrawals after Round four (4) up to and including Round eight (8) in a Competition may attract a Credit at the discretion of the Competition Manager. The calculation will normally be a credit for each unplayed game with a nominal value of $90 (Premier Touch) and $80 (City Touch).
- Credits for withdrawals after Round eight (8) will only be considered in exceptional circumstances and are unlikely.
- If a Team Nomination is cancelled after the commencement of a Competition or Tournament a proportion of paid Fees less the Deposit may be refunded at the discretion of the Competition Manager. In the event the Team is ejected because of serious misconduct it no refund will be provided.

2.7 Team Member Registration

All players must be registered online in MySideline, including full name, address, phone numbers, date of birth, email, and provide a signature on the Team Registration Sheet at the venue before playing in the Competition.

- Teams playing unregistered or non-financial Players may lose points gained as a result of that Game. Teams continuing to play unregistered or non-financial Players will result in disqualification from Competition.
- Any player that is not registered will not be covered under the Insurance Policy.
- Players to be registered include Reserve Players, Replacement Players.
- Individuals registered are considered to automatically agree to abide by the Code of Conduct.

2.8 Team Registration Card

Each Player is required to provide a signature on the Team Registration Sheet at the venue, and register for each Game in which that Player wishes to participate by signing the Game Registration Card next to their own name prior to the commencement of the second half of the Game.

- The Game Registration Cards will be removed at half time and the sheets for the next Game will be made available for signing.
- Venue Organisers, Referees or the Competition Manager will request photo identification for any Player wishing to participate in Finals Games before signing the relevant Game Registration Card.
- Individuals registered are considered to automatically agree to abide by the Code of Conduct.

3 Insurance

3.1 Risk

Touch is a fast-moving and energetic sport. Players participate at their own risk and the Competition Organiser accepts no responsibility for injuries sustained.

Self-Safety and risk assessment are also the responsibilities of the Players, Captains and Managers prior to, during and after a Game. Individuals have a responsibility to not expose themselves to unnecessary risk or harm, namely fighting, abuse, aggressive or other sport participation related risks. If a Game or a Player becomes aggressive an Individual should do their best to withdraw from the risk. Further antagonising or escalation of the situation is not acceptable conduct.

Claims on insurance will be accepted only if the following requirements have been fulfilled: -

1. The injured player was registered in the online registration system **prior to playing** in the game that caused the injury. The registration must have been completed by the individual themselves and the link to register can be found on the website.

2. The injured player **must report the injury** to the game referee or venue organiser and injury details are to be noted on the score card **on the day/night of injury**. The injured player must report the injury to the insurance provider – Sportscover/Marsh, within 30 days. They will be required to complete an insurance claim form request.

For more information, visit touchfootball.com.au/insurance, or speak to your Competition Manager.

Pregnancy

It is recommended that if a Pregnant player wishes to continue to play, they get their doctor to advise them of the risks associated, and write a letter notifying Competition Administration that they have been advised and agree to continue to play anyway.

Pregnant persons if they decide to participate do so at their own risk and will not be indemnified by the Competition Organiser or its insurers for any injury or loss suffered whilst playing while pregnant.

4 Games

4.1 Eligibility

Teams and Individuals will not be eligible to compete unless their Nominations have been approved by the Competition Manager, all individuals have registered online and completed the game registration card is completed and Deposits, Fees have been paid by due dates.

- A Player must have completed the online registration process via MySideline, signed the Game Registration Card and played at least four (4) rounds in a Competition to be eligible to play with that Team in a Finals Series. Variations to this regulation will be advised prior to the start of the season.
- The Competition Manager will do everything practical to enforce Player eligibility of playing four rounds, particularly in the Grand Final. Unfortunately, it is not possible for the Competition Manager to oversight eligibility every Game and the Team Manager accepts this responsibility. During covid, changes will be made accordingly to player eligibility with changes to the sign in process.
- One female is allowed on the field at a time in the Men's competition.
- A Women's team can play in the Mixed competition if they choose.
- The competition will be play both 6 and 7 a side and this will be advised at the start of the season.
- If in the final series if a team captain has an eligibility issue regarding an opposition player, this must be addressed prior to the commencement of the game or at the latest before the commencement of the second half. A decision will be made by the Venue Organiser and/or referee whether the player can take the field prior to the game continuing. Player eligibility cannot be raised after the game has finished and the score of the game will stand as is.
- A Player who has not played enough Games to qualify for Finals Games may be given an exemption on medical or employment transfer grounds if a relevant certificate is supplied to the Competition Manager 72 hours before the Game. A Player seeking such an exemption must have played at least two rounds in that Competition for that Team.
- If a Team is unable to compete in a Finals Series because of insufficient Player numbers as required by the Rules of the Game that Team may be permitted to use Replacement Players to make up the minimum number of Players required to take the field. If the opposing Team Manager agrees the number of Players may be made up to a full complement without a Reserve Player.
- Any Replacement Player must not play in a higher Grade in the same Division on the same night/day in that Competition.
- A Team Manager seeking permission to use Replacement Players must make a written submission to the Competition Manager which includes details of such Replacement Player's, skill and past playing history and must be done 72 hours before game day.

4.2 Player eligibility

- Players may only play for one team in any one grade.
- If players do choose to play in two grades on the same competition night, they may not fill-in for any other teams on that night
- A bye/forfeit in any grade that a player may play, counts as a game played for that night.
- The maximum number of games a player can play is 2 per competition night (this includes byes and forfeits).
- Players, playing in two different grades will be deemed to have a primary team, being the higher graded team that the player plays in, and a secondary team, which is the team in the lower grade. **No special requests to avoid a clash with secondary team will be considered.**
- Players must meet the grading criteria to play in both teams in the same season; that is they must participate in two thirds of the grading games, in the lower graded team.
- This must be evidenced by the player signing the team sign on sheet for each round played.
- Bearing this in mind, if a team is re-graded into a grade that the player already plays in (i.e. their primary team), that player must then decide, for that season, as to which team they will remain in. Players cannot play in two teams in the same grade.
- If you do play in multiple teams, and these teams make the Finals Series, then you may be faced with the situation of having to choose which team to play for. The competition cannot make any guarantees that it will be able to organise games to prevent clashes; this is not always possible.
- The maximum number of players that may play together in two teams of various grades is three (3). No more than three players from any one team may play together in another grade on the same competition night.

4.3 Player Transfers

A Player may transfer to another Team in the same Division at the same Venue on the same night by submitting a written request to the Competition Manager together with the approval of both Team Managers concerned.

- Such Transfers will be approved only if they are to take place before the fourth last Game prior to the Finals Series for that Competition.
- Transfers are not permitted in a Tournament.

4.4 Team Captain

Teams will normally appoint a Team Captain who may not necessarily be the Team Manager. Team Captains are the only Players who can communicate with Referees during the course of a Game which includes a period of time before commencement of play when Players are gathering in preparation and a period of time after the conclusion of play when Players are dispersing. Captains have a responsibility to control the behaviour of their Players and protect the Players from undue risks and harm.

Team Captains are responsible for: -

a. Assessing risks before and during the Game.
b. Participating in the coin toss prior to commencement of play.
c. The conduct of all Team Members during the Game.
d. Signing the Scorecard at the completion of the Game to formalise the result.
e. Giving the identity of a Player when requested by the Referee or Official.

4.5 Football

Each team is required to provide a regulation size and weight Touch Football for use within its Game. The Referee will make the final decision regarding which Teams Touch Football is to be used during the Game.

4.6 Uniforms

Team members are to wear playing tops matching in colour with clearly visible, unique numbers. Competition Rule:

- One player wearing a playing top with no number in a team shall be permitted as this is a distinguishing feature.
- One player wearing a playing top not matching in colour but with a unique number in a team shall be permitted as this is a distinguishing feature.
- If the opposition captain agrees, a team may field a player/s with a non-matching playing top if it cannot be confused with the opposition's or referee's shirts. Agreement for this should be reached before the relevant player enters the field.
- If the opposition captain disagrees with a team fielding a player/s with a non-matching playing top the referee shall decide whether to permit the player/s to take part in the match.
- An opposing captain's objections to the other team's uniforms should be raised as soon as practical and a determination made immediately.

Other clothing that must be worn are shorts, socks and grass-sport shoes. Shoes with metal cleats or screw-in tags are not permitted. Shoes with moulded soles are permitted provided that the grip features are no longer than 1cm. Referees are to prevent incorrectly dressed players from entering the field of play.

Players are not to participate in any match wearing any item of jewellery, chain, identification band/bracelet or similar item that may prove dangerous. Any jewellery or other items that cannot be removed are to be taped to the satisfaction of the Referee.

All Fingernails must be kept short and/or must be taped.

5 Discipline

The competition will adhere to the Touch Football Australia Disciplinary Regulations. A copy can be found at https://touchfootball.com.au/policies/sport-policies/.

The Competition Manager will process complaints, give verbal and written warnings and act on any matter involving deemed unsportsman-like behaviour or any matter that denigrates the reputation of the Sport, the Competition or the Competition Manager. A Player may be disciplined by a Referee for an Infringement or attempted Infringement of the Playing Rules.

5.1 Zero-Tolerance

The competition has adopted a **zero-tolerance** approach to abuse, which includes sledging, and the use of profane language, both on and off the field. This includes swearing, cursing and the use of vulgar and lewd words. This policy includes:

1. Zero tolerance to abuse and swearing between players/teams on the field
2. Zero tolerance to abuse and swearing from the sideline (from players, coaches, supporters/spectators etc)
3. Zero tolerance to referee abuse and swearing directed at the game officials.

- A Referee has control over Players and Team Members on or off the field during and after the course of a Game.
- A Player sent from the field of play can take no further part in that Game, cannot be substituted and will receive an automatic two-week Suspension from all Games in that Competition and any associated Competitions.
- The suspended player has the right to appeal against the two-match suspension in accordance with the Touch Football Australia Disciplinary Regulations.
- The match Referee and/or Venue Organiser must complete an Incident Report for any Player sent from the field of play or involved an alleged incident and submit to the Competition Manager within 24 hours.
- Serious breaches of discipline will be referred to the Disciplinary Tribunal who will deal with them following the Touch Football Australia Disciplinary Regulations.
- A Player who has been sent off by Referees on more than two occasions during a Season may be ejected from the Competition.
- A Team's Nomination may be cancelled in a Competition or Tournament for unacceptable breaches of Code of Conduct or misconduct.
- A person who has been found guilty of an offence and receives a penalty, in the form of a suspension, under the TFA Disciplinary Regulations shall not play, coach, referee, officiate or otherwise take part in Touch Football activities.
- Player is suspended from all sanctioned, affiliated Games, Tournaments and Competitions for the duration of the suspension.
- Team Managers may lodge complaints or requests only via the Competition Manager/Tournament Manager.

5.2 Code of Conduct

The Code of Conduct applies to all Players, Referees, Team Managers, Captains, and Officials. A copy of the code of conduct can be found on the following website at https://touchfootball.com.au

5.3 Prohibited Substances and Alcohol

a) Any participants taking or found to be using, illegal and/or banned substances will be sent home from the Competition and/or Tournament.
b) Alcohol must not be consumed before or during a Game. This applies to all Team Members and Referees.

5.4 Anti-Doping Policy

The Touch Football Australia Anti-Doping Policy will apply to all participants in a Competition or Tournament. Any participants taking or found to be using, illegal and/or banned substances can be prosecuted under the TFA Anti-Doping Policy.

For a copy of the Touch Football Australia Anti-Doping Policy visit website at https://touchfootball.com.au

6 Fixtures

6.1 Fixture

A fixture is a scheduled Game and includes Forfeits, Byes, Abandoned, Rescheduled, and Cancelled Games. It does not include Un-Notified Forfeit Games. Teams will be allocated points on the following basis

Win – 3 points
Loss– 1 Point
Draw – 2 points
Opposition forfeit – 3 points
Forfeit – 0 points
Bye – 3 points
Cancelled Game – 0 points

6.2 Draw and Changes

The Draw shows the Game detail including names of Teams playing, Grade and Division, Venue, Field number, start time, Day, Date and other required information as published on the Website.

The Competition Manager may need to make changes to the Draw and such notices will be sent to Team Managers in accordance with these Regulations. If a draw is changed after it is published team managers will be contacted and ask to confirm they have the message.

- The Competition Manager will use best endeavours to cater for Special Requests where possible. *Teams need to understand this is a privilege not a right.
- The only requests that can be submitted are Men's and Mixed not to clash, Women's and Mixed not to clash. Early games only and late games only. Requests must be submitted via email 5 business days before the start of the season.
- Only 70% of Games can accommodate a Teams Special Request for each Season.
- Special Requests do not carry over from a previous Seas
- on. Only one request per Team will be accepted.
- Requests by Team Managers for changes to the Draw should be submitted to the Competition Manager for consideration seven days prior to the relevant Game.

6.3 Pools

Nominations are placed into Pools in a Division which are used to group Teams during Grading. Where possible Teams with like skills and strengths will be grouped into a Pool.

6.4 Grading

Teams are graded in a Division from Pools into Grades.
Grading is completed after Round three or Round four subject to Season in the Competition.

- The Venue Organiser will complete the grading and will submit this to the Competition Manager promptly after the third or fourth Round Game is played.
- Team Managers are encouraged to ask Venue Organisers for provisional grading at the third Game.
- Grading is completed considering the Team's ladder position and points allocated but also which opposition Teams were played.
- Teams will be graded up or down as required to balance Pools/Grades/Divisions as the highest priority.
- Grading is done to minimise disadvantage and maximise advantage for every Team and unfortunately with some grading Teams may not be happy with their position. The Competition Manager will consider all requests for a review with the Venue Organiser.
- Grading is progressive and Teams are regraded at Round Ten for a longer week Season and at Round eight for a shorter week Season.
- Grading is weighted approximately on:
    - 65% on the results of the grading matches
    - 25% on past season's results
    - 10% consideration of individual players, past representative status, and performance.

6.5 Forfeit Game

Forfeits are a major inconvenience to opposing Teams and the Competition Manager and all efforts must be made to maximise the number of playing Games per season for every Team.

- If a Team cannot take the field with the minimum required number of Players within ten minutes of the Game starting time that Team will lose that Game by Forfeit.
- If neither Team is eligible to commence the Game the result will be entered as a nil-all result.
- A Team should notify the Competition Manager by 3pm on the day of the Game that it will Forfeit that Game.
- If a Team notifies the Competition Manager of a Forfeit before 4.30pm it will be awarded zero forfeit points.
- In a Tournament a Forfeit must be notified to the Competition Manager fifteen (15) minutes before the Game Start Time.

6.6 Un-notified Forfeit

If a Team does not advise the Competition Manager of a Forfeit more than ninety (90) minutes before a Game Start Time, accordingly it will be debited three points from the Points Table.

In a Tournament if a Team does not advise the Competition Manager of a Forfeit more than fifteen (15) minutes before a Game Start Time, accordingly it will be debited three points from the Points Table.

If a Team Forfeits two or more Games in a Competition or Tournament, it may be ejected from that Competition or Tournament by the Competition Manager.

6.7 Bye Game

Throughout the Season a Team may have a Bye for a Game. The Competition Manager will minimise the number of Byes wherever possible. Each Team will have no more than two Byes per Season or a Game Refund will be offered by the Competition Manager.

6.8 Abandoned Game

After the start of play a Game may be abandoned by the Competition Manager, a Venue Organiser or Referee in consultation with the Venue Organiser and Competition Manager.

- A decision to abandon a Game will be made considering the safety of Players and Officials or serious misconduct on the part of Teams or Team Officials.

A Game abandoned in the First Game Half may be re-scheduled by the Competition Manager or declared a Draw by the Competition Manager.

- A Game Abandoned after the completion of the First Game Half will be declared with the scores as at that time.

6.9 Postponed Game

Games may be postponed prior to the scheduled start time because of weather conditions, unavailability of grounds or any reason deemed appropriate by Competition Manager or Venue Organisers.

- If a postponed Game cannot be reasonably re-scheduled it will be cancelled. Team Managers will be advised in accordance with the notification process contained in these Regulations.

6.10 Re-scheduled Game

In addition to an Abandoned Game and a Postponed Game, a Game may be re-scheduled if both Team Managers agree and Competition Manager can reasonably make other arrangements.

- If a Game cannot be re-scheduled it will become a Cancelled Game.

6.11 Cancelled Game

Games which have not been commenced and subsequently cancelled will be re-scheduled where possible.

- If the Game cannot be re-scheduled, it will be recorded as a cancelled Game with a score as advised by the Competition Manager.

6.12 Catch-up Games

In recent seasons many Games have been unplayable due to the weather. Catch-up Games are a reality in any outdoor sport, especially one that relies on the grass surface to be preserved and not damaged during drought or floods. In the situation when Rescheduled Games are numerous and Seasons cannot be extended, catch-up Games will be organised as follows:

- The Competition Manager will consider all options and only arrange catch-up Games if the Season will be delayed excessively or further delays are expected due to weather or the like
- The first option would be to arrange double headers (two games per night) on the selected night of the delayed competition.
- Thursday nights will be used as a second option to play catch-up Games, often with double header (two games per night)
- When excessive delays are experienced as a last resort the Competition Manager will arrange Sunday Games, often with a double header (two games).
- When Games cannot be played under any circumstances, the Competition Manager will consider credit of Fees towards next Season
- No catch up games will be rescheduled due to wet weather for any mini 6 week competitions

6.13 Grand Finals

Historically Grand Finals are played at larger venues, or at joint Venues. Sunday Grand Finals will be used for shorter Competitions or if the Season is delayed.

6.14 Public Holidays

Historically Games are not played on Christmas, New Year or ANZAC Day. Games are played on all other public holidays.

7 Officials and Referees

7.1 Competition Manager

The Competition Manager is responsible for the Competition administration.

7.2 Venue Organiser

The Venue Organiser is responsible for servicing Players and Teams, Referees at the Venue.

7.3 Referee Appointments

The Venue Organiser and/or Competition Manager will appoint Referees.

- Team Managers will have no input to the allocation of Referees.
- During a Game the Referee is the sole judge of interpretation and application of the Rules of the Game.
- If the Venue Organiser is unable to appoint a Game Referee, the Team Manager or Captain of each Team can agree to one of the following alternatives: -
  - Each Team to provide a Referee for half of the Game.
  - The Game to be declared a nil all Draw.
- If Teams cannot reach agreement, the Competition Manager will offer within 48 hours the options of playing two Games on a following Competition night, playing on another night or playing on a weekend. Both Teams must agree on one of these options. If the Game is not played it will become a cancelled Game.
- If a Team Manager wishes to lodge a complaint in relation to the game, an Incident Report form is to be obtained from the Venue Organiser the same night or it can be downloaded from the website and submitted to the Competition Manager within 24 hours of the game.

7.4 Scorecard

The Referee will enter results on a Game score card.

- Both Team Captains are to sign the score card at the completion of the Game as an indication that the scores are correct.
- If there is a score discrepancy on the night, the preference is for the referee and team managers to try and resolve on the night.
- A Team Manager may enter a protest about the recorded scores to Competition Manager, only if the Captain has not signed the score card.
- The Referee is to advise the Venue Organiser if the score card is not signed.
- Team Managers are to check the results on the website to ensure the scores have been entered correctly.

7.5 Disputes

- Only Team captains are permitted to seek clarification of a decision directly from the Referee. An approach may only be made during a break in play or at the discretion of the Referee.
- The Team Captain must lodge the dispute as soon as practicable during the Game.
- The Game Referee must determine the dispute immediately. The Referees decision is final.
- A dispute about the attire of a Player who has been on the field with that attire during the first half of the Game will not be accepted after the half time break.

7.6 Protests

Games which are the subject of protests may be declared by Competition Manager as a Forfeit, Drawn Game or be re-played.

- A Team Manager can lodge a protest after the completion of the Game in relation to the score, Player eligibility or any incident deemed to have affected the outcome of the Game.
- Protests must be submitted in writing on an Incident Report form obtained from the Venue Organiser the same night/day.
- The report must be lodged within 24 hours and will be determined by Competition Manager before the next round of Games.

8 Venues

All Venues should be line marked fortnightly, mowed weekly and provide clean toilets and sufficient lighting for Touch.

- The Competition Organiser hires each of the Fields and does not have control to conduct any maintenance without Venue approval.
- The Competition Manager will endeavour to audit the standard of every Field and liaise with Venue owner to ensure all Venues are running at an acceptable standard.

9 Tournament Sub-Regulations

The Competition Organiser may add, alter or /amend additional Competition Rules, Regulations and/or Disciplinary procedures for use in Tournaments.

10 Terms and Meanings

- In these Regulations the following terms are used and may have singular or plural meanings.
- Tournament or Events will be deemed to use the Competition based Regulation unless otherwise notified.

Appeals Tribunal means the external tribunal having the authority to review decisions made by Disciplinary Panel and charged by the Competition Organiser to enforce Penalties, Suspensions and other rulings relating to discipline and conduct of the Competition**.**

Business Hours means 9am to 5pm Monday to Friday.

Bye Game means a Round where a Team is not scheduled to play a Round Game.

Clubs means a group of Teams with a common Team Manager and one common first word in the Team Name.

Competition means a Competition sanctioned by the Competition Manager.

Competition Manager means the office staff appointed for the purpose of operating and managing the Competition.

Competition Organiser means the legal entity controlling the Competition, that being Premier Touch Football, City Touch Football and/or Queensland Touch Football

Deposit means the minimum fee an Individual or Team is required to pay at the time of Nomination.

Disciplinary Tribunal means the external tribunal having the authority and charged by the Competition Organiser to enforce Penalties, Suspensions and other rulings relating to discipline and conduct of the Competition**.**

Draw means the schedule of Rounds and Games set down for the Season.

Deputy Team Manager means the second contact person provided by a Team and is the second primary contact. All references to a Team Manager also refer to a Deputy Team Manager.

Division refers to the type of Competition and means collectively Juniors Division, Men's Division, Women's Division or Mixed Division

Fee/s means the Fee, inclusive of the Deposit, an Individual, Group or Team, Club is required to pay to participate in the Competition by the due date

Field refers to the playing area of a Game as nominated in the Draw.

Finals / Final Series means the format of Games to be played after the conclusion of Round Games in accordance with Regulation.

First Game Half means the time after the Referee starts a Game up to when the Referee stops the Game**.**

Fixture means the order and time of Games as published by the Competition Manager and contained within the Draw

Forfeit refers to the result of Game that was not played because a Team was not of its own accord eligible, in accordance with these Regulations.

Forfeiting Team means a Team who Forfeits its Game

Game means any Game played in a Competition in accordance with the Draw or at the direction of Competition Manager throughout the Season regardless of whether it is a Grading Game, Round Game or Finals Series Game.

Game Registration Card means the form a Player is required to sign before participating in a Game to validate their name, signature, playing number and attendance.

Game Time means the time a Game is scheduled to start in Draw.

Grade means the pool a Team is allocated to, within its Division after Grading Rounds

Grading means the process of allocating Teams to a Grade

Group means a collection of two to eight Individuals

Half Time means the break after the First Game Half Time and before the Second Game Half starts.

Individual means a single person.

Insurance means the commercially purchased insurance cover from a broker or insurance company**.**

Junior means a person under the age of eighteen.

Junior Teams means a Team with Junior Players

Junior Competition means a Competition only for Junior Teams. **Late Nomination** means a Nomination received by Competition Manager after the close of the Nomination period.

Late Fee means the fee a Team, Individual, Club is required to pay if any portion of its Fee is outstanding at 9am after the fourth Game has been played.

Rules refers to the rules of Touch Football as revised from time to time by Touch Football Australia.

Men's Division means a Division for males aged fourteen years or over and in which only one woman is permitted to play.

Mixed Division means a Division in which males and females aged fourteen years or over permitted to play.

Month means a calendar month

Night means the night of the week a Game is played.

Nomination means an application to participate in a Competition

Notified Forfeit means a Forfeit where a Team Notified the Competition Manager about or before 4pm on the day of the Game.

Official means Referees, Coaches, Venue Organisers or other persons appointed by the Competition Manager.

Player means a Player who has Registered for the Team through MySideline and whose name appears on the Team Registration Card.

Player Number means the number each Player is required to wear on the back of his or her Playing Shirt not less than 16cm in height, clearly displayed on the rear of the playing top.

Player Transfer refers to the process of a Player deregistering from one Team and registering with another Team during the Season.

Playing Shirt means a shirt of the same colour for all Players in a Team.

Points means the points to be allocated to each Team based on the Game result.

Points Table means the Table that displays the number of Points a Team has gained, the number of tries a Team has scored and the number of tries a Team has had scored against it.

Pool means a group of Teams usually for Grading

Pre-Competition Meeting means the meeting conducted by Competition Manager prior to the start of the Season and/or Tournament.

Referee means a person engaged by Venue Organiser to officiate in a Game.

Refund means the amount of the Fee that can be repaid to the original payer.

Registration means the Registration of Individual Team Member in the current Season as stipulated in the Eligibility Regulation.

Regulations means the Regulations contained within this document.

Replacement Player means a new Player to join a Team in accordance with the Eligibility Regulation.
Reserve Player means a Player not on the field during a Game but registered in accordance with Regulations.

Round means the Competition Game, including a Competition Grading Game, Final Series Game scheduled to be played

Scorecard means the official record of the results of a Game.

Season means the duration of the Competition including the weeks covering Grading Rounds, Competition Rounds and Finals Series Rounds.

Self-Safety means that an Individual will assess the Venue, Field, conditions, and situation and not allow them to be placed into a harmful or a risk situation.

Suspensions means the withdrawal of participation in a Competition of a Team, Player, Individuals, Referee or Official.

Sport means Sport in general or Touch Football as a sport.

Start Time means the time confirmed in the Draw for a Game to start.

Start of the Season means to the day on which the first Competition Manager Game is played in a Competition.

Team means a Team who has paid its Fees including any late fee.

Team refers to five to eighteen Players who register on a Team Registration Card under the same Team Name, noting a Team on the field of play maybe reduced to three Players, but a Team cannot start a game unless they have five Players.

Team Captain means the person appointed by a Team Manager to be its representative to the Referee during its Game.

Team Manager means the person nominating into the Competition.

Team Member means an Individual, Player, and Group, Coach, and Official, parent or spectator who appears to be associated with a Team.

Team Name means the name that identifies a Team on the Nomination form.

Team Nomination refers to the status of a Team whose Nomination has been approved by Competition Manager and who has paid its Fees, including any applicable Late Fee

Time Slot means to the time period in which a Game in scheduled to be played in Draw.

Tournaments means a one or multiple day Competition.

Touch refers to the sport of Touch Football.

Touch Football Australia (TFA) is the governing body of the sport of NRL Touch Football in Australia.

Un-Notified Forfeit Game means a Forfeit where a Team did not notify the Competition Manager in accordance with the Regulations.

Unregistered Individual refers to an Individual who has not registered in accordance with the Regulations.

Venue means the grounds/location where a Game is played.

Website means the official website of the Competition.

Week means a calendar week.

Women's Division means a Competition Division in which only females over the age of 14 are permitted to play.