Toowoomba Touch Association Junior Competition Term 1, 2024

RULES OF COMPETITION & BY-LAWS

Location(s): Kearney's Spring, Toowoomba

Competition Dates: Season 1, 2024

Table of Contents

SECTION 1: INTRODUCTION
1.0 Purpose 4
2.0 Application of Competition Rules & By-Laws 4

SECTION 2: COMEPTITION STRUCTURE
1.0 General Information 4
1.1 Competition Format .....
2.0 Finals 5
2.1 Finals Format .....
3.0 Determination of Competition Points 5

SECTION 3: COMMENCEMENT OF THE COMPETITION
1.0 Nominations 6
2.0 Fees 6
3.0 Team Structure 6
4.0 Grading 6
4.1 Novice Divisions .....
5.0 Team Uniform 7
5.1 Playing Shirt .....
5.2 Playing Shirt Numbers .....
5.3 Playing Footwear .....
6.0 Competition Draw 7
7.0 Responsibilities 8

SECTION 4: PLAYER REGISTRATION AND ELIGIBILITY
1.0 Player Registration 8
2.0 Eligibility 9
2.1 Junior Eligibility .....
2.2 Senior Eligibility .....
2.3 Masters Eligibility .....
2.4 Finals Qualifications .....
3.0 Restricted Players 9
4.0 Exemptions 9

SECTION 5: COMPETITION REQUIREMENTS
1.0 Substitutions and Interchange (Sub Boxes) 9
2.0 Game Sign-On Sheet/ Score Card & Game Results 10
3.0 Game Ball 10

SECTION 6: PLAYING THE GAME

1.0 Rules of the Game 10

2.0 Timing Regulations/ Game Time 11

3.0 Referees/ Match Officials 11

SECTION 7: WITHDRAWALS, FORFEITS & DISQUALIFICATIONS

1.0 Withdrawals 12

2.0 Delays (Late Starts) & Forfeits 12

3.0 Game Rescheduled 12

3.1 Changes to the Draw .....

3.2 Games Rescheduled on Game Day .....

4.0 Disqualifications 13

SECTION 8: GENERAL

1.0 Penalty for Non-compliance 13

2.0 Complaints, Protests & Appeals 13

3.0 Awards/ Prizes 14

4.0 Force Majeure 14

BY-LAWS

1.0 Injuries, Health & Safety 15

2.0 Reports, Tribunals and Conduct 16

Rules of Competition

SECTION 1: INTRODUCTION

1.0 Purpose

i. The aim of these Competition Rules and By-Laws is to provide all stakeholders with a clear and concise framework under which competitions are conducted by Toowoomba Touch Association.

2.0 Application of Competition Rules and By-Laws

i. Games will be played and refereed under the official Touch Football Australia (TFA) 8th Edition Playing Rules. Non competitive divisions have modified rules.

ii. Alterations to the official TFA 8th Edition Playing Rules, to suit Toowoomba Touch Association competitions, are specified in these Competition Rules and By-Laws, and the attached Appendices.

iii. Where there is a difference between the official TFA 8th Edition Playing Rules and these Toowoomba Touch Association Competition Rules and By-Laws, unless stated in this document the Toowoomba Touch Competition Rules and By-Laws will apply.

iv. Any rule change will be communicated to Officials and Participants in a timely manner prior to implementation.

SECTION 2: COMPETITION STRUCTURE

1.0 General Information

i. These Regulations shall apply to all Toowoomba Touch Association Junior fixtures.

ii. Toowoomba Touch Association Junior competition shall comprise of 6s, 7s, 8s, 9s 10s, 12s, 14s & 16s (Boys & Girls).

1.1 Competition Format:

- A round robin format will be used for preliminary games.
- Where pools are required, cross over semi-finals will be played.

2.0 Finals

i. After the conclusion of all competition round games, all divisions in the competition will have a finals series.

ii. Eligibility for finals will be determined with reference to the ranking of each team on the competition points table.

2.1 Finals Format:

- Teams placing the top 4 or 8 places in any ungraded or graded division after all calculations including any adjustments are completed will take place in the final's series for that division, depending on team nominations.
- Positions for the finals will be determined by;

  Teams with the highest points at the completion of round games
  If equal – For and against
  If equal – Percentage
  If equal – Result of Round Game played
  If drawn – Drop Off
- All players playing in the finals series must qualify under Eligibility guidelines as outlined.
- The format will be dependent on the number of teams per division.
- Drop Offs will be played for all finals matches where required.

3.0 Determination of Competition points

i. The competition will be judged on a points system. General competition points are awarded as follows;

a.	Win	3 points
b.	Bye	3 points
c.	Loss	1 point
d.	Draw	2 points
e.	Loss by Forfeit (notice)	0 points
f.	Loss by Forfeit (no notice)	-4 points
g.	Win by Forfeit	3 points (Default Score +10)
h.	Wash out	0 points

SECTION 3: COMMENCEMENT OF THE COMPETITION

1.0 Nominations

ii. Indicative team nominations are due by COB Friday 15th December 2023, with final nominations due on Friday 12th of January 2024.

iii. Teams must be nominated via email to Toowoomba Touch Association by the due date.

iv. Late nominations will only be accepted at the discretion of the Competition Coordinator and will be dependent on teams already nominated.

v. Some divisions may be capped depending on nomination numbers, and fields available. Every club will have an equal right in the nomination process.

2.0 Fees

i. Each team nominated for the competition must pay the appropriate Team Fees. They are as follows;
   a. Junior Team (6s-16s) Nomination fee is per team $600.00

ii. Junior teams must pay the balance being due by week 3 of the competition.

iii. It is the responsibility of each club to pay their fees.

iv. All Team Fees must be paid by the 3rd week of competition. The TTA will invoice all clubs accordingly and payment must be made by no later than Close of Business (COB). Failure to pay fees by the due date may result in the team being removed from competition.

v. All players within the 'unfinancial' team will be regarded as being 'unfinancial and uninsured' until all fees are paid. As a result of being classified as an 'unfinancial player' they are ineligible to compete in any TFA affiliated competition until all outstanding debts are paid.

3.0 Team Structure

i. The structure of each team must comply with the Rule 5 of the TFA 8th Edition Playing Rules, unless these Regulations state otherwise.

ii. A maximum of 5 players per team may be on the field at any one time in 6s & 7s divisions.

iii. A maximum of 5 players per team may be on the field at any one time in 8s, 9s & 10s.

iv. A maximum of 6 player per team may be on the field ay any one time in 12s & up.

4.0 Grading

i. Clubs or Individual teams must make every effort to nominate in the correct division.

ii. Depending on nomination numbers, age groups may be placed in pools or divisions.

iii. Pools/divisions will be determined on nomination numbers based on variety & fairness of competition.

iv. Toowoomba Touch Association reserves the right to formally grade teams in a particular grade prior to the start of the season or during the first 2 weeks of competition.

v. However, in the interest of fair competition, Toowoomba Touch Association reserves the right to at any point during the season to refuse or alter a team nomination, or to re-grade a team, in consultation with the club or team concerned.

5.0 Team Uniform

i. Each Team entering the Toowoomba Touch Association competition is required to wear a uniform. No person, including opposing team captains, a Referee or Ground Controller may waive the requirement for players to comply with the player uniform Regulations set out within these Regulations.

5.1 Playing Shirt:

- Each player taking the field must wear a uniform representative of his/her Team.
- Playing shirts must bear an exclusive number

5.2 Playing Shirt Numbers:

- The number displayed on a players playing shirt will be their team player number.
- A players' team player number must correspond with the team player number printed on the relevant Sign-On Sheet by, or on behalf of, the player and provided to the Toowoomba Touch Association competition coordinator.
- Team player numbers must be;
  a) At least 16cm in height
  b) 1 or 2 digits
  c) Placed on the rear of the jersey
  d) In a contrasting colour to the colour of the team playing shirts
  e) And legible to a Referee
- Shirts that have numbers taped on or drawn on will not be accepted.

5.3 Playing Footwear:

- A player must wear approved sports shoes at all times whilst on the field during a competition game.
- Football boots with screw-in studs are not permitted.
- A Referee may refuse to allow a player to wear the shoes he/she is wearing if the Referee considers the shoes put the safety of players at risk.

6.0 Competition Draw

i. Competition Management will prepare a schedule of games (draw/fixtures) for each grade competition and these shall be published on the Toowoomba Touch Association Website & social media platforms via My Sideline.

ii. The Competition Coordinator may approve an alteration in the draw where circumstances require.

iii. Draws will not be finalised until after nominations close, it will be 'live' one week prior to the commencement of the competition.

7.0 Responsibilities

i. It is the responsibility of the Club and its delegate/team contact to ensure:
   a. Its players are eligible
   b. Its players, officials and associated spectators always comply with the Code of Conduct and are aware of the Responsibility Code
   c. Its players comply with all uniform requirements
   d. Team competition fees are paid in full
   e. Its players are aware of the TFA 8th Edition Playing Rules.
   f. Team sheets/Score Cards are to be completed at the end of the game by all players to comply with National Insurance Scheme

ii. Each player is responsible for:
   a. Ensuring he/she is aware of and complies with the TFA 8th Edition Playing Rules.
   b. Ensuring they complete their name and correct player number on the Team Sheet/Score Cards for the game.

SECTION 4: PLAYER REGISTRATION AND ELIGIBILITY

1.0 Player Registration

i. Players must be registered through the Toowoomba Touch Association Online Registration system either by Club or Team delegate. Until a player is registered on My Sideline they are not eligible to play in Toowoomba Touch Association competitions.

ii. Once competition has commenced, by Round 3 any new players must be added to the team's online registration prior to them taking the field. This ensures that insurance and legal requirements are met.

iii. A player may not register or play in more than one team within the **same division** on the same night of competition. However, a player is eligible to play a second game in divisions where they meet the age requirements.

iv. Unregistered players are not permitted to take part in any scheduled game. Any team that plays an unregistered player may be disqualified.

v. Parents & Clubs reserve the right to nominate children in the age group/division they see fit, provided they do not **play down.** For example, a child born 2015, the lowest division they can play in 9s, however are eligible to play up in higher divisions if the parents & clubs see fit.

2.0 Eligibility

2.1 Junior Eligibility

2.4 Finals Qualifications

- Players must play at least 50% of competition round games to qualify for any finals series.
- Players must 'Sign-On' correctly in accordance with Registrations Regulations to have a competition round game recorded and added to their game tally.
- If a team receives a forfeit victory at any stage throughout the competition round game period, any players registered at the time of the forfeit will receive a game credited to their game tally.
- If it is found that a player has participated in a finals game and has not been recorded as having played 50% competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the finals series.

3.0 Restricted Players & Club Registrations

Other than a player being deemed ''unfinancial'', players can register with, whichever club they choose to. If a player wishes to move clubs' mid-season a release must be granted from the club, they are currently registered with. If a release is not granted by the club, and appeal process to the TTA will occur. A player is free to move clubs from one season to the next without a release being necessary.

4.0 Exemptions

Applications for exemptions for Finals Qualifications, or the Ability to play for two clubs in the one season, should be directed to the competition coordinator. Toowoomba Touch Association reserves the right to accept or reject applications.

SECTION 5: COMPETITION REQUIREMENTS

1.0 Substitutions & Interchange (Sub Boxes)

i. All substitutions must occur as per Rule 5 of the TFA 8th Edition Playing Rules. Except in the case where a common sideline is shared, teams are then allowed to sub freely along the length of the available sideline.

ii. The only people allowed in the Player (Sub) Boxes are the 14 players participating in the game, the Coach, Assistant Coach, Sports Trainer and Manager and non-playing team members (that are registered). That is a maximum of 20 people.

iii. All persons in the sub box must be wearing closed footwear.

2.0 Game Sign-On Sheet/ Score Card & Game Results

i. All coaches/players must ensure each player's name is listed on the score card, as well as writing their playing number.
ii. Player names must include a First Name and Surname and be written legibly.
iii. If a player's signature or playing number is not on the Sign-On Sheet, they will be deemed to have not played in the game, with no avenue for appeal.
iv. Teams found guilty of fraudulently signing- on players will have any matches where the fraud occurred deemed as forfeited loss, with no accrual of games for finals purposes for any players.
v. Players must have registered online to play.
vi. Teams that have not had players register online will have their games recorded as a forfeit. If both teams have players that are not registered, the game will be recorded as a double forfeit.
vii. At the conclusion of the game, the Team Delegate/ and or Captain must sign the bottom of the score card to acknowledge it is correct.
viii. Each Team Delegate/Captain must sign the Referee Score Card at the conclusion of the competition game, unless they disagree with the score recorded, players sent off, uniform penalties and/or any other factor which may influence the game result.
ix. If a Team Delegate/Captain disagrees with the score, they must not sign the Referee Score Card and lodge a Protest in accordance with these Regulations within 20 minutes of the conclusion of the game.
x. If a Protest is not lodged within 20 minutes of the conclusion of the game, the score which is indicated on the Referee Score Card will stand.

3.0 Game Ball

i. All teams must supply their own game ball. 6s-12s use a Junior (size 4) ball, 14s up use a Senior ball.

SECTION 6: PLAYING THE GAME

1.0 Rules of the Game

i. The Toowoomba Touch Association competition and all competition games will be played, administered and governed by the TFA 8th Edition Playing Rules.
ii. Coaches are to referee the game & assist players from 6s-9s. In the U10s (division 2), coaches are permitted to be on the field in a supporting role, not in a referee capacity. In U10s (division 1) coaches are permitted on the field for the first 2 rounds only. All other divisions will be refereed in accordance with the TFA 8th Edition rules.

2.0 Timing Regulations/ Game Time

i. Subject to the various TFA Policies such as the Extreme Heat Guidelines, Electrical Storm and Wet Weather Guidelines and Air Quality Guidelines, competition games will ordinarily consist of two 20-minute halves with a 5 minute half time break. However, this is subject to change across varying age groups & nomination numbers.

ii. The commencement and recommencement of play in competition games will be initiated by the Competition Coordinator.

iii. The Referee will start and finish the game by the sound of a whistle.

iv. Any disruption to a game will be managed under the appropriate Policy.

3.0 Referees/ Match Officials

i. The Competition Coordinator will appoint a minimum of 1 Referee for each competition game.

ii. Where, for whatever reason, appointed referees are not available for a game, each team is required to be able to supply 1 competent referee for either a full game or half a game depending on the circumstances, or until such time as appointed referee(s) are available.

iii. An appointed Referee is the sole person who has the power to discipline a player, official or spectator during a game.

iv. A Referee may discipline a player by:

   a. A warning
   b. A direction to the player to substitute (forced sub)
   c. A direction to the player to leave the field for a period of time (sin bin)
   d. A direction to the player to leave the field for the remainder of the competition game (send-off).

v. A Duty Referee has the same disciplinary powers as that of an appointed Referee.

SECTION 7: WITHDRAWALS, FORFEITS AND DISQUALIFICATIONS

1.0 Withdrawals

i. Where a team is disqualified or withdrawn from competition after final copies of the draw have been completed, all registration fees and bonds received will be retained by Toowoomba Touch Association and a fine may be imposed.

2.0 Delays (Late Starts) & Forfeits

i. If a Team is not ready to take the field by the time the siren signals the start of the game (assuming the other team is present), the following actions will be taken by the Referee:
ii. One 1 touchdown is to be awarded for every 2 minutes the team is unable to take the field (minimum of 4 players)
iii. If a team is later than 10 minutes, the game is to be declared a forfeit in favor of the team which is present.
iv. If a Team receives a forfeit, they will receive 3 competition points (7-0 score line) and have all their registered players receive credits for 'playing' for finals qualification.
v. Teams who forfeit games giving notice prior to 12pm on the day of the game will receive no points.
vi. Teams who forfeit after 12pm on the day of the competition game will lose 4 competition points.
vii. Any team that forfeits without notice on a total of 2 separate occasions, may be removed from the competition at the discretion of the Toowoomba Touch Association Competition Coordinator with no refund of playing fees.

3.0 Game Rescheduled

i. Where a Team knows they will be unavailable on a particular date(s), they should make this known prior to the draws being made and the Competition Coordinator shall try to make necessary changes to accommodate.
ii. After the draws have been released, Competition Coordinator may approve the rescheduling of any games if the reasons are substantial. The Team requesting the change must provide evidence to demonstrate that the game could not otherwise be played by using players from other grades.
iii. The Rescheduled game(s) may be played prior to the originally scheduled date and must be played prior to the completion of the minor round games for the competition.
iv. A team may reschedule no more than 2 games per competition and no games in any finals series may be rescheduled.
v. Once a change has been agreed by both teams and approved by the Competition Coordinator, it cannot be changed. If an agreement cannot be reached on a new game date and time, the game must go ahead as scheduled or the requesting team will forfeit the game.

3.1 Changes to the Draw

- The Competition Coordinator may reschedule any game or make changes to draws due to unforeseen circumstances (for example; changes to venue availability, issues with the venue, draw errors etc.) as necessary.

3.2 Games Rescheduled on Game Day

- As per the Extreme Heat and Electrical Storm and Wet Weather Guidelines, this may result in an abandoned or rescheduled game.
- No refund of fees is available. The game may be replayed at the discretion of the Toowoomba Touch Association Competition Coordinator.
- If an agreement on when and where the game is to be replayed is not reached between the teams within 7 calendar days, the Toowoomba Touch Association Competition Coordinator shall arbitrate a date, time and venue. A team failing to appear on the appointed occasion will forfeit to the other team.
- If a game is abandoned and has not been replayed prior to the completion of the minor round games, then the game will be declared a draw.

4.0 Disqualifications

i. A team may be disqualified if:
   a. The team plays a player from another team in the same grade
   b. The team plays an ineligible player
   c. The team, or any player within that team, is not financial
   d. The team plays an unregistered player
   e. The team plays a player using a false name
   f. The team, any player or official within that team, or any follower/spectator associated with that team, fails to adhere to the Code of Conduct.

SECTION 8: GENERAL

1.0 Penalty for Non-compliance

i. Unless otherwise stated, the penalty for non-compliance with these Rules of Competition & By-Laws will be at the discretion of the Toowoomba Touch Association Competition Coordinator.

2.0 Complaints, Protests and Appeals

i. A Team Delegate/Contact may lodge a complaint on behalf of his/her team with the Competition Coordinator following a competition game, or with Toowoomba Touch Association at any time.
ii. Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
iii. Complaints will be investigated by the Toowoomba Touch Association Competition Coordinator in accordance with the TFA Disciplinary Regulations Manual.
iv. A Team Delegate/ Contact may lodge a protest on behalf of his/her team with the Competition Coordinator immediately following a game.
v. Protests concerning individual refereeing decisions will not be accepted.
vi. Protests must be lodged within 20 minutes of the conclusion of the game.

vii. Protests may be lodged in relat8ion to;
   a. Specific incident/s in a game considered by the Team Delegate to have fundamentally affected the outcome of the game
   b. Player eligibility
   c. Other matters

viii. An Incomplete Protest Form, or protest deemed frivolous by Toowoomba Touch Association at its discretion will not be accepted.

ix. The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.

x. Any decision made by the Toowoomba Touch Association Competition Coordinator under these Rules of Competition & By-Laws may be appealed to the Regional Administrator. An appeal must be made in writing within 7 days of the original decision. Until such time as the appeal is heard the original decision will stand.

xi. A person who has been charged with any misconduct shall have the right of appeal, as per the TFA Disciplinary Regulations.

3.0 Awards/ Prizes

Winners from both Division 1 & Division 2 (U10-U16) Grand Finals will receive a trophy, and Runners Up will receive medallions. Player of the Final Awards will also be presented at the conclusion of the Grand Finals in these divisions. Participation trophies will be presented to all (U6-U9) players from the TTA.

4.0 Force Majeure

i. If Toowoomba Touch Association is unable to perform, in whole or in any obligation under these Regulations by reason of a Force Majeure event, Toowoomba Touch Association is relieved of that obligation under these Regulations to the extent, and the period it is unable to perform.

ii. Toowoomba Touch Association has no obligation to refund any team or individual competition fees paid if it is unable to perform by reason of a Force Majeure event.

By-Laws

All below listed by-laws can be referred to in more detail within the various TFA Policies. Visit www.touchfootball.com.au to download available policies.

INJURIES, HEALTH AND SAFETY:

First Aid and Insurance

A first Aid Kit will be available at the Administration Area. Ice is also available for the immediate treatment of injuries.

Please note that tape and strapping from the Medical Kit will only be made available for the treatment of injuries, and it is not to be made available for any other purpose.

All injuries must be reported to the Toowoomba Touch Association Competition Coordinator who will then supply an Injury Report Form and advise the proper procedures (regarding insurance procedures).

The Touch Football Australia and Sportscover remain committed to providing the touch football community with a National Insurance Scheme for all registered members. Whilst the policy provides basic levels of cover for players and others participating in Touch Football, it is not all encompassing and does not seek to replace the need for private health and other insurances.

The TFA National Insurance Scheme webpage and resources are provided so that Players and Affiliate Administrators throughout Australia may have immediate access to the policy benefits and procedures of the insurance program. Please visit www.touchfootball.com.au for policy details.

Blood Rule

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time any blood stained clothing must also be either cleaned or replaced before the player can return to the field.

Pregnancy

For recommendations on participation for pregnant players, reference should be made to the separate TFA Member Protection Guidelines.

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.

Drugs and Alcohol

Reference should be made to the separate TFA Drugs and Anti-Doping Policy.

Hot and Wet Weather / Traffic and Parking

Reference should be made to the separate Risk Management Policy and Traffic Management Plan.

REPORTS, TRIBUNALS AND CONDUCT:

Disciplinary Regulations

The TFA Disciplinary Regulations Manual should be referred to for detailed Reporting, Tribunal Hearings and Appeals procedures.

Code of Conduct/ Code of Ethics/ Responsibility Code

For detailed guidelines of how players, team officials and spectators should act at a Touch Football event, please refer to the Code of Conduct/ Code of Ethics and the Responsibility Code.