



RULES OF COMPETITION & BY-LAWS

Location(s): Mary Barry Touch Complex, PCYC Precinct, Cooper St, Dalby

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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 Dalby 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.
- ii. Alterations to the official TFA 8th Edition Playing Rules, to suit Dalby 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 Dalby Touch Association Competition Rules and By-Laws, unless stated in this document the Dalby Touch Association 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 Dalby Touch Association Competitions.
- ii. Dalby Touch Association competitions shall comprise of Seniors Competitions including Mixed, Men's, Women's and Juniors.

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 competitions will have a final 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 four places in any ungraded or graded division after all calculations including any adjustments are completed will take place in the finals series for that division.
- 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 as follows Minor Semifinal 1 plays 2, winner goes straight to Grand final. Preliminary final 3 plays 4, winner plays loser of Major final 1 and 2, winner goes to grand. This format can be altered depending on weeks remaining and if weather is not permitting.

Drop Offs will be played for all finals matches when 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 [2 points]
 - c. Loss [1 point]
 - d. Draw [2 points]
 - e. Loss by Forfeit (notice before 3pm) [0 points]
 - f. Loss by Forfeit (no notice) [-4 points]
 - g. Win by Forfeit [3 points]
 - h. Failure to provide persons for shed duty or a Duty Referee [-3 points]
 - i. Failure to provide a team representative for the AGM, General Meeting and any required meeting define as mandatory by the committee [-4 points]

SECTION 3: COMMENCEMENT OF THE COMPETITION

1.0 Nominations

- ii. Teams must be nominated using the nomination form and the online registration code provided by Dalby Touch Association and all information requested on this form must be supplied by the due date.
- iii. Late nominations will only be accepted at the discretion of the Competition Coordinator, and will be dependent on teams already nominated.

2.0 Fees

- i. Each team nominated for the competition must pay the appropriate Team Fees. They are as follows;
 - a. Senior Team Fee [Set by the committee as start of each year]
 - b. Junior Team in a Senior competition Fee [Set by the committee as start of each year]
 - c. Junior Player Fee [Set by the committee as start of each year]
 - d. Junior representative Fee [Set by the committee as start of each year]

- ii. It is the responsibility of each team representative to pay their fees in full.
- iii. All Team and player fees must be paid by third week of competition and prior to the commencement of their game. Failure to pay fees by the due date will result in the team/player being removed from competition.
- iv. Junior Team in the Senior competition is deemed where all players but 2 are under the age of 18

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 6 players per team may be on the field at any one time.
- iii. A maximum total number of players that can play for a team during one competition season is [20].
- iv. In the Junior U8, U10 and U13 division, teams may only register maximum [14] players per team.

4.0 Grading

- i. Clubs or Individual teams must make every effort to nominate in the correct grade.
- ii. Dalby Touch Association reserves the right to formally grade teams in a particular grade prior to the start of the season or during the first [4] weeks of competition.
- iii. However in the interest of fair competition, Dalby 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 Dalby Touch Association competition is required to wear a uniform. If receipt or invoice is given to competition coordinator to state shirts are on order for playing team exemptions can be made. No other 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 as of the third week of games.
- 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 Match Official (Referee).
- Team player numbers must be;
 - a) At least 15cm in height
 - b) Placed on the rear of the jersey
 - c) In a contrasting colour to the colour of the team playing shirts
 - d) And legible to a Referee
- Shirts that have numbers taped on or drawn on will be accepted and allowed to take the field.

5.3 Playing Footwear:

- A player must wear approved sports shoes at all times whilst on the field during a competition game (refer to TFA's 8th edition rule 3).
- 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 Dalby Touch Association website.
- ii. The Competition Coordinator may approve an alteration in the draw where circumstances require.

7.0 Responsibilities

- i. It is the responsibility of the Team and its delegate/team contact to ensure:
 - a. Its players are eligible
 - b. Its players, officials and associated spectators comply with the Code of Conduct at all times 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. The Sign-On Sheet is signed 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 sign their name and correct player number on the Sign-On Sheet for the game.

SECTION 4: PLAYER REGISTRATION AND ELIGIBILITY

1.0 Player Registration

- i. Players must be registered through the Dalby Touch Association Online Registration system either by Club or Team delegate. As of week 4 if a player is not registered they are not eligible to play
- ii. Each team is allowed to register maximum of [20] players.
- iii. Once competition has commenced, by Round 4 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.
- iv. A player may not register or play in more than one team within the same competition on the same night of competition.
- v. Unregistered players are not permitted to take part in any scheduled game.

2.0 Eligibility

2.1 Junior Eligibility

- Players must be 12 years old or under to play

2.2 Senior Eligibility

- Players must be turning 12 years of age in the playing year to qualify to play senior mixed, ladies and men's competition
- Players playing in the senior men's competition must be of the male gender to qualify to play
- Players playing in the senior women's competition must be of the female gender to qualify to play

2.3 Junior Representative Players

- Players must play in a Dalby Competition in one competition for more than 5 games
- Players will be selected by approved Coaches, Manager or other members define by the committee

2.4 Finals Qualifications

- Players must play at least [5] 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 [5] competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the finals series.

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. It is recommended all persons in the sub box must be wearing closed footwear.

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

- i. All players must sign their name onto the Sign-On Sheet, 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 name 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 Sign-On Sheet to acknowledge it is correct.
- viii. Each Team 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 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 use the official Touch Football Australia match ball provided in all games. If one is not provided, it is the responsibility of either participating teams to supply a suitable game ball.

SECTION 6: PLAYING THE GAME

1.0 Rules of the Game

- i. The Dalby Touch Association's competition games will be played, administered and governed by the TFA 8th Edition Playing Rules.

2.0 Timing Regulations/ Game Time

- i. Subject to the various policies such as the Hot Weather Policy and game delays etc competition games will ordinarily consist of two 20 minute halves with a [3] minutes half time break.
- ii. The commencement and recommencement of play in competition games will be initiated by the Ground Controller/ 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 received will be retained by Dalby Touch Association and a change will be made to the draw as according.

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. If a team is later than [10] minutes, the game is to be declared a forfeit in favor of the team which is present.
- iii. If a Team receives a forfeit, they will receive [3] competition points (5-0 score line) and have all their registered players receive credits for 'playing' for finals qualification.
- iv. Teams who forfeit games giving notice prior to [3pm] on the day of the game will receive no points.
- v. Teams who forfeit after [3pm] on the day of the competition game will lose [4] competition points.

3.0 Notifications

- 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 Dalby Touch Association.

2.0 Complaints, Protests and Appeals

- i. A Team Delegate/Contact may lodge a complaint on behalf of his/her team with the Ground Controller following a competition game, or with the Dalby Touch Association Executive at any time.
- ii. Complaints must be submitted in writing to Dalby Touch no later than 24 hours after the alleged conduct occurs
- iii. Complaints will be investigated by the Dalby Touch Association Executive 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 Ground Controller/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 relation 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. Player shirts
 - d. Other matters
- viii. An Incomplete Protest Form, or protest deemed frivolous by the Dalby 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 Dalby Touch Association Appointee under these Rules of Competition & By-Laws may be appealed to the Dalby Touch Association Executive. 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 Force Majeure

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

1.0 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 On-field Referee and Ground Controller or 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.

Religious or Cultural Attire

The wearing of religious and cultural attire, such as a burqa or hijab, will be allowed with approval from Competition Administration, provided that it can be worn with the team uniform and in such a way so that it is considered safe for all participants.

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.

2.0 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.