



14 – 16 AUGUST 2026
QUEENS PARK - TOWNSVILLE

CONDITIONS OF ENTRY



FOREWORD

The Townsville Touch Football Cash Comp is a premier community event delivered by Townsville Touch Football and conducted in accordance with the rules and policies of Touch Football Australia. These Conditions of Entry have been developed to provide a clear and consistent framework for all participants, officials, and stakeholders involved in the Event.

This document outlines the rules, expectations, and operational procedures that govern team entry, player eligibility, match conduct, referee requirements, discipline, and general event administration. Its purpose is to ensure the Event is conducted in a fair, safe, inclusive, and professional manner.

All individuals who enter a team, register as a player, official, or referee, or attend in an official capacity, are deemed to have accepted and agreed to comply with these Conditions of Entry. Participation in the Event is conditional upon such compliance.

Townsville Touch Football reserves the right to amend or update these Conditions of Entry at its sole discretion, where such action is deemed necessary and in the best interests of the Event.

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AMENDMENT REGISTER

Version	Date	Amendment Notes
1.0	21/06/2026	First edition

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SECTION 1. DEFINITIONS

For the purposes of these Conditions of Entry, the following definitions apply:

- “Bye”**means a scheduled round in which a Team does not participate in a Match but may accrue competition points and/or For and Against points in accordance with Rule 5.9(c).
- “Conditions of Entry”**means this document, including all sections and rules contained herein, as amended from time to time.
- “Drop-Off”**means the official tiebreaker procedure used to determine a winner where required, as provided for in the Playing Rules.
- “Event Committee”**means the group of individuals appointed by Townsville Touch Football to oversee the planning, delivery, and management of the Event, including the resolution of disputes and enforcement of these Conditions of Entry.
- “Event”**means the Townsville Touch Football Cash Comp.
- “Finals Series”**means the second phase of the Event, in which eligible Teams compete for divisional honours in accordance with Rule 5.4(e) of these Conditions.
- “Fixture” or “Match”**means a scheduled game between two Teams as part of the Round-Robin Stage or Finals Series of the Event.
- “Forfeit”**means the automatic loss of a Match due to non-compliance with the Conditions of Entry, including but not limited to ineligibility, insufficient player numbers, or failure to attend as described in Rule 5.10 of these Conditions.
- “Membership Year”**means the twelve-month period determined by TFA for the purpose of administering annual player membership and associated fees.
- “Player”**means an individual who is registered to participate in the Event as part of a Team, in accordance with Rule 3.7 of these Conditions.
- “Playing Rules”**means the rules governing how each Match will be played, as determined by Rule 5.1(b) of these Conditions.
- “Qualified”**means a Player who meets the eligibility requirements to participate in the Finals Series, as outlined in Rule 5.5 of these Conditions.
- “Referee Coordinator”**means the individual appointed by the Event Committee to manage and assign referees in accordance with Rule 5.7 of these Conditions.
- “Round-Robin Stage”**means the initial phase of the Event, in which Teams compete in a structured fixture format to determine qualification for the Finals Series, as described in Rule 5.4(d) of these Conditions.
- “Team Entry”**means a valid and complete nomination of a Team into the Event, including full payment of the applicable Entry Fee and acceptance by the Event Committee in accordance with Rule 3.1 of these Conditions.
- “Team Manager”**means the individual nominated by a Team to fulfil the responsibilities outlined in Rule 3.6 of these Conditions, including team administration, communication with the Event Committee, and management of matchday obligations.
- “Team Referee”**means the individual nominated by a Team in accordance with Rule 3.8 of these Conditions who is registered to officiate matches on their Team’s behalf during the Event.
- “Team”**means a group of Players who are entered into the Event under a single Team Entry.
- “TFA”**means Touch Football Australia, the national governing body responsible for the administration and development of the sport.
- “TTF”**refers to the Townsville Castle Hill Touch Association Inc., trading as Townsville Touch Football, which is the organising body of the Event.

SECTION 2. *EVENT DETAILS*

2.1 DATES

- (a) The Event will be held across the following dates:
 - i. Friday 14 August 2026;
 - ii. Saturday 15 August 2026; and
 - iii. Sunday 16 August 2026.

2.2 VENUE

- (a) All matches will be played at Queens Park, which is located in North Ward QLD 4810.

2.3 EVENT AUTHORITY & JURISDICTION

- (a) The Event is owned and operated by Townsville Touch Football (TTF).
- (b) All participants, officials, and stakeholders agree to be bound by these Conditions of Entry, and by extension, any additional rules, policies, or procedures communicated by the Event Committee during the Event.
- (c) The Event Committee is the final decision-making authority for all matters relating to eligibility, match disputes, discipline, scheduling, rule interpretations, and enforcement of these Conditions of Entry.

SECTION 3. *TEAM ENTRY REQUIREMENTS*

3.1 TEAM ENTRY

- (a) A maximum of thirty (30) teams will be accepted for the Event across all divisions.
- (b) Entries will be taken on a first-served basis and will automatically close once the maximum number of teams is reached.
- (c) The Event Committee reserves the right to permit or refuse the Team Entry of any team at its own discretion.
- (d) Team Entry must be completed online through MySideline via the Team Entry Link on the Townsville Touch Football website.

3.2 TEAM NAMES

- (a) Each team entered in a Division must have a unique name. If a team proposes a name that has already been registered by another team, the Event Committee will notify the Team Manager, who will be required to submit an alternative name for approval.
- (b) Team names that are considered offensive, inappropriate, or in poor taste will not be accepted.

3.3 TEAM UNIFORMS

- (a) All teams must have a unique uniform consisting of a playing shirt (or singlet) with unique number on back in accordance with the Playing Rules.
- (b) Teams are not permitted to have more than 33% white on their uniform to ensure it does not clash with the uniform worn by the Event's referees.
- (c) A player will not be permitted to take the field if they are not wearing their team's correct uniform.
- (d) A player may wear a long-sleeved shirt under their playing shirt (or singlet).

3.4 ENTRY FEES

- (a) No individual Player Registration Fee will be charged for this Event. However, players may be required to pay a State and/or National Membership Fee during the registration process if they have not already completed registration within the Membership Year in which the Event is held.
- (b) Each team must pay the Entry Fee in full before they will be accepted to the event, and payment will only be accepted electronically through MySideline.

- (c) The Team Entry Fee for each division is as follows: (GST inclusive)

Competitive	Social
\$880 ⁰⁰	\$660 ⁰⁰

Table 1: Team Entry Fees

3.5 WITHDRAWALS

- (a) A team who withdraws three (3) or more weeks prior to the Event will receive a refund of their full Team Entry Fee minus a \$50 Administration Fee.
- (b) A team who withdraws between three (3) weeks and one (1 week) prior to the event will receive a 50% refund of their Team Entry Fee.
- (c) A team who withdraws within seven (7) days of the event will not be refunded their Team Entry Fee.

3.6 TEAM MANAGER

- (a) Each team must nominate a Team Manager who:
- will be the primary person responsible for the team;
 - must be present at all of their team's matches and position in or behind their team's interchange area;
 - will be issued with a Player Registration Link for their team after their Team Entry has been accepted by the Event Committee;
 - will receive access to MySideline Manager, where they will be responsible for ensuring that all players are registered to their Team prior to the cutoff as specified in Rule 3.7(e); and
 - will receive access to the TTF Manager app, where they will be responsible for ensuring all players are listed and recorded as "Playing" prior to the commencement of each match.
- (b) At the conclusion of each match, the Team Manager must confirm the Final Score with the opposing team and the referees. Any score disputes must be resolved prior the next match commencing. A scorecard template will be provided for managers to use throughout the event to assist with the process.

3.7 PLAYER REGISTRATION

- (a) All players must register to their team via MySideline and the Player Registration Link provided to their Team Manager.
- (b) A maximum of fifteen (15) players may be registered to a team.
- (c) A maximum of fourteen (14) players may participate for a team in any match.
- (d) A player may not be registered into and play for more than one team at the Event.
- (e) All players must be registered by no later than midnight 9 August 2026. Late registrations will incur a \$50 "late registration fee" per player.
- (f) If a player, who has not registered prior to the commencement of their team's first match at the Event, subsequently takes the field at any time during the event then the match will count as a Forfeit by their team.
- The Event Committee reserves the right to disqualify from finals and/or remove any team from the Event which contravenes this rule.

3.8 TEAM REFEREE

- (a) Each team must nominate a referee who must be available to referee throughout the entire event.
- (b) A team-nominated referee may also be a Player, Coach, or Team Manager for their nominated team at the event.
- (c) All team-nominated referees must register to their team via MySideline.

SECTION 4. PLAYER ELIGIBILITY & POINTS SYSTEM

4.1 GENERAL ELIGIBILITY

- (a) A player is not required to have any prior registration with any association affiliated with Touch Football Australia.
- (b) A player must be turning twelve (12) or older in the same calendar year as the Event to be eligible to play in the Event.
- (c) A player must be registered to their team in accordance Rule 3.7 with to be eligible to play in the Event.

4.2 SOCIAL DIVISION ELIGIBILITY

- (a) The Social Division is for non-competitive teams who do not have recognised representative players. The Event Committee reserves the right to deny entry to any team it determines is not suitable for the Social Division at its sole discretion.
- (b) A player who has played at a representative level, as defined in Rule 4.3(b), is not eligible to play in the Social Division.
- (c) A team in the Social Division may not have more than two players who have played in the 2026 Townsville Touch Football Colliers Shield Men's 1st Grade competition.
 - i. A player who is turning sixteen (16) or younger in the calendar year is considered exempt from this rule.

4.3 COMPETITIVE DIVISION PLAYER POINTS

- (a) A player who has played at a representative level in the 2025 and/or 2026 calendar years will be allocated Player Points in accordance with Table 2 of these Conditions.
- (b) A team in the Competitive Division is permitted a maximum of seven (7) Player Points per team.

POINTS	REPRESENTATIVE LEVEL
3	Men's Open - International, State of Origin
2.5	Mixed Open (men only) - International, State of Origin
2	Men's Open - National Touch League Championships, State Cup (QLD and NSW only)
1	Men's 20's, Men's 30's - International, State of Origin
0.5	Men's 20's, Men's 30's, Mixed Open (males) - National Touch League Championships, State Cup (QLD and NSW only)
0	Women's Open, Mixed Open (females) - International, State of Origin
BONUS	1 x Bonus Representative Player (any level) from outside of Townsville per team.

Table 2. Representative Player Points

4.4 BREACH OF ELIGIBILITY

- (a) Any team which permits an ineligible player to take the field will automatically forfeit their match.
- (b) Any team which breaches Rules 4.2(b) or 4.3(b) will be disqualified from the Finals Series of the Event and may be removed from the Event at the sole discretion of the Event Committee.

SECTION 5. *EVENT & PLAYING RULES*

5.1 EVENT RULES

- (a) The Event will be conducted in accordance with these Conditions of Entry.
- (b) All matches in the Event will be played under the 8th Edition Playing Rules of Touch Football (“Playing Rules”) as published by Touch Football Australia.
- (c) Where a discrepancy arises between these Conditions of Entry and the Playing Rules, the Conditions of Entry will take precedence.
- (d) All teams participating in the Event agree to be bound by the general rules, policies, and procedures of Townsville Touch Football.

5.2 PLAYING RULE MODIFICATIONS

- (a) Modifications to the standard Touch Football rules may be made in any Division to suit the needs and abilities of the participating players. These modifications will be determined and communicated by the Event Committee prior to the commencement of the Event.

5.3 DIVISIONS

- (a) The Event will consist of the following Divisions:
 - i. Competitive
 - ii. Social
- (b) All Divisions will be mixed-gendered.
- (c) To constitute a competition, a Division must have a minimum of four (4) teams entered.

5.4 FIXTURES & DRAW STRUCTURE

- (a) The Event Committee will determine, at its sole discretion, the most appropriate fixture format and draw structure for each Division of the Event.
- (b) All draws are dynamic and subject to change at any time for operational, logistical, or weather-related reasons. Following the close of the Team Entry Period, an indicative draw structure will be circulated to the Team Managers of participating teams. A full draft draw will be released only after all team lists have been submitted.
- (c) All Divisions will be conducted in two stages: a Round-Robin Stage followed by a Finals Series.
- (d) **Round-Robin Stage**
 - i. Subject to the number of teams entered in each Division, the Event Committee may determine that a Division be split into Pools.
 - ii. Fixtures will be scheduled to ensure that all teams within a Division or Pool play each other at least once during the Round-Robin Stage.
- (e) **Finals Series**
 - i. The Finals Series structure for each Division will be determined by the Event Committee, taking into consideration the number of teams entered and the availability of timeslots.
- (f) The Event Committee reserves the right to amend, reschedule, or cancel fixtures at any time due to unforeseen circumstances, including but not limited to adverse weather, team withdrawals, or operational requirements. In such cases, affected teams will be notified as soon as reasonably practicable.
- (g) All versions of the draw will be published on the official Townsville Touch Football website and/or distributed directly to Team Managers via email. It is the responsibility of each Team Manager to ensure they are aware of the latest version of the draw.

5.5 QUALIFYING FOR FINALS SERIES

- (a) A player will be deemed Qualified to play in the Finals Series only if they have been correctly recorded as having played at least 50% of their team's matches in the Round-Robin Stage.
- (b) A Bye or Cancelled match will count as a match played only if the player was correctly recorded as playing in the match prior.
- (c) If a player who is not Qualified takes the field during the Finals Series, the match will be declared a Forfeit and their team will be automatically removed from the Event.

5.6 INTERRUPTED & CANCELLED MATCHES

- (a) If a match during the Round-Robin Stage is interrupted due to injury or any other extenuating circumstance, the match will move to another field and continue if it is reasonable and safe to do so, otherwise the following will apply:
 - i. If interrupted prior to half-time, the Event Committee will determine whether to replay the match or declare the match to be a draw.
 - ii. If interrupted after half-time, the result will stand as it was when play stopped.
- (b) If a match during the Finals Series is interrupted due to injury or any other extenuating circumstance, the match will move to another field and continue if it is reasonable and safe to do so, otherwise the following will apply:
 - i. If interrupted prior to half-time, that match will be replayed and the Event Committee will determine whether to delay the next timeslot so it can be completed.
 - ii. If interrupted after half-time and the scores are level at the time of the stoppage, a Drop-Off to determine the winner will be played once a field becomes available. All other matches will be delayed until the Drop-Off is completed.
- (c) If a match is cancelled due to extreme weather or extenuating circumstances:
 - i. The Event Committee will determine at their own discretion if the match will be replayed or rescheduled.
 - ii. If a match is not replayed or rescheduled, the match will be declared a draw and both teams will receive points accordingly.
 - iii. If a whole round is cancelled, a team scheduled to have a Bye will receive the usual three (3) points.

5.7 REFEREES

- (a) The Event's Referee Coordinator will appoint referees to all matches, including the Finals Series.
- (b) If a team-nominated referee fails to attend their appointed match and the Team Manager does not find a suitable replacement, the team will lose three (3) competition points.
- (c) All registered referees will be paid for each match they referee.

5.8 INTERCHANGE AREA

- (a) All Interchanges must be made in accordance with the Playing Rules.
- (b) Due to field locations, the Interchange Areas for all matches in the Round-Robin stage are as follows:
 - i. Fields 1, 2, 5, and 6: the "concrete pitch" side of the field only.
 - ii. Fields 3, 4: the "Castle Hill" side of the field only.
 - iii. Fields 7 and 8: the Warburton Street side of the field only.
- (c) During the Finals Series and only where an adjacent field is not used, the Event Committee may permit the teams to use opposing Interchange Areas.

5.9 COMPETITION POINTS

- (a) Points for match results will be awarded as follows:

RESULT	WIN	BYE	DRAW	LOSS	FORFEIT
POINTS	3	3	2	1	-1

Table 3: Competition Points

- (b) In the case of equal points at the end of the round games the final teams will be decided by the following methods:
- (For & Against):** Tries "For" minus Tries "Against".
 - If still equal:* **For & Against** divided by **Matches Played**.
 - If still equal:* **(For** divided by **Against)** times **100**.
 - If still equal:* a **Drop-Off** between the two teams.
- (c) In the event of uneven rounds (where not all teams in a Division or Pool can play each other the same amount of times), the Bye team in each round will accrue For & Against points. In this case, the Bye team will be allocated five (5) points For and zero (0) points Against.
- (d) In the case of a Forfeit, the offending (forfeiting) team will be allocated zero (0) points For and five (5) points Against. The non-offending (receiving) team will be awarded a 5-0 win.

5.10 FORFEITS

- (a) A team must be in attendance at the field and ready to play at least five (5) minutes before the scheduled commencement of the match.
- (b) A match will not commence until the minimum number of players is present at the field in accordance with the Playing Rules. If a team is not able to field the minimum number of players, the match will be abandoned and declared a Forfeit by the offending team.
- (c) A team who Forfeits a match will lose one (1) competition point, and their Team Manager will be required to meet with the Event Committee.
- The Event Committee may disqualify the team from entering the Finals Series if it determines at its sole discretion the reason for Forfeit was not acceptable.
- (d) If a team Forfeits a second time during the Event, they will immediately be disqualified from entering the Finals Series.
- (e) If a team Forfeits a third time during the Event, they will automatically be removed from the Event.
- (f) A team who Forfeits any match in the Finals Series will be automatically removed from the Event.

5.11 DURATION OF MATCHES & TIMESLOTS

- (a) The duration of all matches in the Event will be centrally timed and controlled by Event Administration.
- (b) The scheduled duration of all matches in the Event will be twenty-five (25) minutes, consisting of two (2) halves of twelve minutes separated by a one (1) minute half-time break.
- (c) There will be a five (5) minute break between timeslots.
- (d) Allocation of matches to available fields and timeslots will be at the sole discretion of the Event Committee, and teams must be available to play all scheduled timeslots of the Event.

5.12 PROTEST INFORMATION

- (a) Protests regarding breaches of these Conditions of Entry are to be submitted by the Team Manager, in person, to Event Administration.
- (b) A Protest must be lodged to Event Administration within ten (10) minutes of the affected match being completed.
- (c) The Event Committee will not consider a Protest unless it is submitted with accompanying evidence.
- (d) Protests will be addressed by the Event Committee as soon as possible and all determinations of the Event Committee will be considered final.
- (e) At no point will a Protest against a refereeing decision be accepted.

5.13 DISCIPLINE

- (a) Disciplinary matters will be handled in accordance with the Disciplinary Regulations for Touch Football, as published by Touch Football Australia, with the following clarifications:
- While an Appeal process is available, it cannot be implemented inside an event environment. Appeals will be undertaken separately to the Event under normal Disciplinary Regulations, timelines, and processes.
 - The Event Committee reserves the right to adjust periods quoted in the Touch Football Australia Disciplinary Regulations to ensure it handles complaints in a timeframe befitting Event conditions. These adjustments are laid out in Rule 5.13(b) of these Conditions.
- (b) **Adjustments to Disciplinary Regulations**
- 7. Convening Hearings**
- (ii) A notification of persons charged under the Disciplinary Regulations will be provided to the Team Manager at least **one (1) hour** prior to a hearing.
- 8(b) Two (2) match suspension under Touch Football Rules**
- (ii) Any automatic two (2) match suspension must be reported **verbally** to Event Administration by the referee **within thirty (30) minutes** following the completion of the match. **A further ninety (90) minutes will be allowed for the referee to provide a written report.**
- (iii) The Hearings Officer must inform the player of the sanction that has been imposed within **one (1) hour** of receiving notification from the referee or competition organiser.
- 11(b) Duties of the Hearings Officer**
- (viii) Notice must be provided at least one (1) hour prior to the Hearing.
- (xii)(A) A copy of the incident report will be provided at least one (1) hour prior to the Hearing.
- 13(e) Early Guilty Plea Framework**
- (v) The charged person has one (1) hour from the time of issue to advise of their decision.
- (c) **Sin Bins**
- Any player who receives two (2) Sin Bins in the same match at the Event will receive an automatic one (1) match suspension.
 - Any player who receives three (3) or more separate Sin Bins in the Event will receive an automatic two (2) match suspension.
 - Referees must record the name, number, and team of the player receiving a Sin Bin on the scorecard.
- (d) **Dismissals**
- i. In accordance with the Playing Rules and Disciplinary Regulations, a player who receives a Dismissal from a match will immediately receive an automatic two (2) match suspension.
- (e) All automatic suspensions in accordance with Rules 5.13(c) and 5.13(d) will take effect from the player's next scheduled match for their team. A bye or a match forfeited by the player's team will not be counted toward the suspension period; however, a match forfeited by the opposing team will be counted.
- (f) An automatic suspension will apply only to matches played in the Event and will not carry over into future events or competitions.
- (g) The Event Committee reserves the right to take disciplinary action, including suspension or removal from the Event, against any player, official, or spectator who engages in conduct deemed to be abusive, dangerous, or otherwise detrimental to the integrity of the Event.

5.14 PENALTIES FOR VIOLATIONS

- (a) The following penalties apply for breaches of these Conditions of Entry:
- i. **Rule 3.7 & Section 4: An unfinancial, unregistered, or ineligible player takes the field**
The match is declared a Forfeit by the offending team and the team's players cannot count the match towards their eligibility to play in the Finals Series.
 - ii. **Rules 3.6(a)v & 5.5(a): An otherwise eligible player takes the field but is not correctly recorded as "Played" in the match**
The match will be declared a Forfeit by the offending team and the offending player cannot count the match towards the eligibility to play in the Finals Series.
 - iii. **Rule 5.4: A player takes the field not wearing their team's correct uniform**
The team loses one (1) competition point.
 - iv. **Rule 5.5: A player not Qualified to play in the Finals Series takes the field during a match in the Finals Series**
The match is declared a Forfeit by the offending team and team is immediately removed from the Event.
 - v. **Rule 5.7(b): A team-nominated referee (or suitable replacement) fails to attend their appointed match**
Team loses three (3) competition points.
 - vi. **Rule 5.10(c): A team Forfeits a match during the Round-Robin Stage**
The team loses one (1) competition point.
 - vii. **Rule 5.10(d): A team Forfeits a second match during the Round-Robin Stage**
The team is immediately disqualified from entering the Finals Series.
 - viii. **Rule 5.10(e): A team Forfeits a third match during the Round-Robin Stage**
The team is immediately removed from the Event.
 - ix. **5.10(f): A team Forfeits during the Finals Series**
The team is immediately removed from the Event.

SECTION 6. *EVENT ADMINISTRATION & INFORMATION*

6.1 ALCOHOL SALES & CONSUMPTION

- (a) In accordance with the Liquor Act 1992 (Qld), all alcoholic beverages must be purchased from the licensed bar located within the Townsville Touch Football clubhouse and may only be consumed within the designated licensed consumption area. The possession or consumption of alcohol outside of this area, or the bringing of alcohol onto the premises from external sources, is strictly prohibited.
- (b) Any team found to be in breach of this provision will be immediately removed from the Event, and no refund of Team Entry Fees or other costs will be provided. Further disciplinary action may also be taken at the discretion of the Event Committee and/or Townsville Touch Football.
- (c) If, in the opinion of a referee or a member of the Event Committee, any player is under the influence of alcohol or drugs, that player will not be permitted to participate in the match. The decision of the official or committee member in such circumstances will be final and binding.

6.2 GLASS & METAL CONTAINERS

- (a) In accordance with Townsville City Council regulations for designated sports parks, glass and metal containers are strictly prohibited on all playing fields and within the immediate sideline areas. This includes, but is not limited to, drink bottles, cans, and insulated vessels such as Yeti-style bottles. These items pose a trip and injury hazard to players, officials, and supporters and, in the case of glass, carry a high risk of breakage and serious injury. Teams are responsible for ensuring their players and supporters comply with this requirement at all times.

6.3 CANTEEN & FOOD SALES

- (a) Food and beverages will be available for purchase throughout the Event from the Townsville Touch Football bar and canteen, as well as from approved external vendors operating onsite. Participants and supporters are encouraged to support these providers rather than bringing food from external commercial outlets into the venue. A range of items including confectionery, snacks, cold drinks, and alcohol will be available from the bar, while the canteen will serve hot food daily.

6.4 INSURANCE COVER

- (a) The Touch Football Australia National Insurance Scheme provides limited cover for all players and officials who have met the insurance eligibility requirements of a TFA-affiliated competition.
- (b) To be eligible for coverage, all participants must be correctly registered via the approved process. Full details of the insurance policy, including coverage limits and exclusions, are available on the Touch Football Australia website.
- (c) This policy does not include income protection. All participants are strongly encouraged to assess the adequacy of the provided cover and consider obtaining additional insurance where appropriate.

6.5 INJURIES

- (a) All injuries must be reported to the referee at the time of occurrence. The referee will note the injury on the reverse side of the scorecard.
- (b) In addition, an Injury Report Form must be completed by the injured participant and submitted to Townsville Touch Football Administration no later than the next business day. Injury Report Forms are available from Event Administration.
- (c) To initiate an insurance claim, participants must complete the official claim form available on the Touch Football Australia website or contact Sportscover on 1300 134 956 to request a copy of the form.

6.6 FIRST AID

- (a) First aid services provided at the venue will be limited to the application of ice and basic support such as immobilisation. Ice and Band-Aids will be available from the bar area. Townsville Touch Football staff and executive members are not qualified medical personnel and attend the Event in an administrative capacity only.
- (b) In the event of a serious or urgent injury requiring medical attention, it is recommended that an ambulance be called immediately by dialling 000 from the field. The caller should be prepared to provide relevant details regarding the injured individual.

- (c) If an ambulance is called, Townsville Touch Football Administration must be notified as soon as practicable to coordinate access to the nearest entry point at Queens Park.
- (d) Injured players are strongly encouraged to seek medical clearance from a qualified practitioner prior to resuming participation in the Event.

6.7 MATCH BALLS

- (a) Each team is required to supply a suitable match ball for use in each of its scheduled fixtures. Should an official match ball be provided by the Event Committee—such as through sponsorship arrangements—that ball must be used for all matches in which it is issued.

6.8 EXTREME WEATHER

- (a) In the event of extreme weather or unsafe field conditions, the Event Committee reserves the right to delay, relocate, reschedule, or cancel matches in whole or in part.

6.9 FORCE MAJEURE

- (a) If Townsville Touch Football and/or the Event Committee are unable to perform, in whole or in part, in any obligation under these Conditions of Entry due to a Force Majeure Event, Townsville Touch Football and the Event Committee are relieved of that obligation under these Conditions of Entry to the extent, and the period, that they are unable to perform.
- (b) Townsville Touch Football and the Event Committee 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.
- (c) A **Force Majeure Event**, for the purposes of these Conditions of Entry, includes but is not limited to any or all of the following:
 - i. Acts of God, including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic; or
 - ii. War; or
 - iii. Terrorism; or
 - iv. Riot or civil disturbances; or
 - v. Permanent injunction of any duly constituted court of component jurisdiction; or
 - vi. Any fact, circumstance, matter, or thing behind the reasonable control Townsville Touch Football and/or the Event Committee.

6.10 REQUESTS FOR SPECIAL CIRCUMSTANCES

- (a) Where there arises a special circumstance that is not already covered by these Conditions of Entry, a team may make application to the Event Committee to have their situation considered.
- (b) All requests for consideration must be submitted by the Team Manager in writing to the Event Committee and within a reasonable timeframe to allow for fair consideration.

6.11 AMENDMENTS

- (a) Townsville Touch Football and the Event Committee expressly reserve the right to amend, revoke, or waive any provision contained in these Conditions of Entry at their sole discretion, where such action is considered to be in the best interests of the Event.
- (b) Amendments to these Conditions of Entry may be made at any time and without prior notice.

