



Competition Rules

Mixed & Opens & Over 30's
2026 – Season 2 (Summer)





FOREWORD

Townsville Touch Football (TTF) is the organisation responsible for the governance and operation of touch football competitions and activities in Townsville. All TTF competitions are run in accordance with TTF's various policies, and procedures, which are supplemented by a set of rules specific to that competition, known as "Competition Rules".

TTF is very receptive to all constructive feedback and suggestions that will improve the safety and fair conduct of touch football competitions, and each set of Competition Rules are reviewed annually, prior to the commencement of the competition. To ensure consistency throughout the full season, amendments are generally not made while the season is active.

Exemptions to these Competition Rules are only granted in cases where special circumstances are confirmed to exist, at the sole discretion of TTF. Requests for the consideration of Special Circumstances that are not covered by these Competition Rules must be made in writing to TTF.

The current edition of the Competition Rules is the culmination of over fifty-years of experience, general principles and best practice across the sport, and the ongoing feedback and review process undertaken by TTF.

These Competition Rules are primarily supplemented by the Playing Rules of Touch Football as published by Touch Football Australia. In general, the Playing Rules govern the way the sport is played on the field, while Competition Rules govern the way that a competition is managed and operated. These Competition Rules have been developed to be complimentary to the Playing Rules, though some clauses exist in the Competition Rules which override similar clauses in the Playing Rules, and in all cases the Competition Rules are deemed to take precedence.

RIGHT TO AMEND

Townsville Touch Football reserves the right to amend, vary, or update these Competition Rules at any time as it deems necessary. Any such amendments take effect immediately unless otherwise stated.

In general, amendments will not be made during a competition. However, Townsville Touch Football reserves the right to make amendments during a competition where it considers such changes necessary for the proper administration of the competition, the safety of participants, or to ensure the competition is conducted fairly and in the best interests of all teams, players, and officials.

COPYRIGHT NOTICE

© Townsville Touch Football, 2026.

All rights reserved. This work is copyright. Apart from any use permitted under the *Copyright Act 1968 (Cth)*, no part may be reproduced, stored, or transmitted in any form or by any means without prior written permission from Townsville Touch Football.



CONTENTS

1.	INTRODUCTION & RULES OF PLAY	3
1.1	Rules, Regulations & Policies	3
1.2	Use of Images	3
1.3	Force Majeure Event	3
2.	NOMINATIONS, PAYMENT OF FEES & WITHDRAWALS	4
2.1	Team Nominations	4
2.2	Team Manager Role & Responsibilities	4
2.3	Payment of Team Nomination Fees	4
2.4	Nomination Withdrawal & Refunds	4
2.5	Team Name	5
3.	AFFILIATION, REGISTRATION, INSURANCE, TRANSFER & MATCH RECORDS	6
3.1	Affiliation	6
3.2	Participant & Official Registration	6
3.3	Insurance	6
3.4	Player Transfer Clearances	6
3.5	Match Participation Records	6
4.	TEAM UNIFORMS, SHOES & ATTIRE	7
4.1	Team Uniform	7
5.	TEAM COMPOSITION	8
5.1	Divisions, Pools & Grades	8
5.2	Age Requirements	8
5.3	Number of Players in a Team	8
5.4	Teams a Player Can Play For	8
6.	FIXTURE INFORMATION	9
6.1	Duration of Matches & Timeslots	9
6.2	Scoring & Points	9
6.3	Competition Rounds	9
6.4	Byes	9
6.5	Interrupted & Cancelled Matches	9
6.6	Forfeits	10
6.7	Interchange Area	10
6.8	Match Procedure	10
7.	FINALS INFORMATION	12
7.1	Finals Series Rounds	12
7.2	Determining Final Placings	12
7.3	Qualifying for Finals	12
7.4	Qualifying Concession	12
7.5	Forfeits during the Finals Series	13
8.	REFEREES (MATCH OFFICIALS)	14
8.1	Referee Nominations & Appointments	14
8.2	Registration, Insurance & Payment	14
8.3	Referee Accreditation	14
8.4	Number of Matches to Referee/Day	14
8.5	Referee Uniforms	14
8.6	Scorecard	14
9.	DISCIPLINE & PROTESTS	15
9.1	Disciplinary Incidents	15
9.2	Zero Tolerance	15
9.3	Unfinancial & Suspended Players	15
9.4	Code of conduct	15
9.5	Prohibited Substances & Alcohol	15
9.6	Anti-Doping	15
9.7	Protest Reports	15
10.	CHILD SAFETY	17
10.1	Child Safety Requirements	17
11.	REQUESTS FOR SPECIAL CIRCUMSTANCES NOT COVERED BY THESE RULES	17
SCHEDULE A.	PENALTIES FOR VIOLATIONS	18



1. INTRODUCTION & RULES OF PLAY

1.1 RULES, REGULATIONS & POLICIES

- 1.1.1 These Competition Rules govern the management and conduct of the Townsville Touch Football (TTF) Season 2 (Summer) Mixed, Open and Over 30's competitions (hereafter collectively referred to as "the Competition") and should be read and applied in conjunction with the Touch Football Australia Playing Rules, 8th Edition and approved amendments.
- 1.1.2 All players, spectators, officials and referees participating in the Competition agree to abide by these Competition Rules and the related policies, procedures, and regulations set out and/or referenced in them.

1.2 USE OF IMAGES

- 1.2.1 Images taken by an authorised representative as appointed by TTF for promotional purposes shall remain the property of TTF. Upon registering, you acknowledge and consent to photographs and electronic images being taken on behalf of TTF during participation in Touch Football activities.
- 1.2.2 You acknowledge and agree that such photographs and electronic images are owned by TTF, who may authorise use of such 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.

1.3 FORCE MAJEURE EVENT

- 1.3.1 If the Competition is unable to proceed, in whole or in part, any obligation under these Competition Rules by reason of a Force Majeure Event, TTF is relieved of that obligation under these Rules to the extent, and period it is unable to perform.
- 1.3.2 For the purposes of these Competition Rules, a Force Majeure Event includes but is not limited to any 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 or any duly constituted court or competent jurisdiction; or
 - (vi) Act, fact, circumstances, matter or thing beyond the reasonable control of TTF, including ground closure; or
 - (vii) Pandemic.
- 1.3.3 In addition to this, TTF 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, PAYMENT OF FEES & WITHDRAWALS

2.1 TEAM NOMINATIONS

- 2.1.1 Team nominations into the Competition are to be individually entered teams (i.e. not required to be club teams).
- 2.1.2 Team nominations are to be completed in the format set by TTF, and conditional to the Team Manager agreeing to pay the prescribed fees to TTF. Nominations are due by the set dates for teams to be included in the week's fixtures.
- 2.1.3 A minimum of four team (4) teams is required to constitute a competition and/or grade.
- 2.1.4 Late nominations may be accepted up to the third week of competition, only where fields and timeslots permit, and at the sole discretion of TTF.

2.2 TEAM MANAGER ROLE & RESPONSIBILITIES

All teams must have a Team Manager who will be considered by TTF to be the primary contact for the team, and whose responsibilities will be:

- 2.2.1 Checking and receiving of notices and advising their team members of any relevant information.
- 2.2.2 Ensuring all team payments are paid by the due dates and accepting liability for the payment of fees.
- 2.2.3 Ensuring that all team members complete the registration process as determined by TTF before playing their first match for the team.
- 2.2.4 Ensuring that all team members (including any fill-in players) are entered into TTF's Team Manager app, and players are recorded each match they play by the required time.
- 2.2.5 Ensuring that all their team members abide by these Competition Rules and all subsequent rules, policies, procedures, codes, and regulations as set out in accordance with Rule 1.1.
- 2.2.6 Check the draw on match days for any changes and notify players and their team referee of their match times.
- 2.2.7 Notify the TTF office by the set time if the team must forfeit a match at any time.
- 2.2.8 Communicate with the TTF office or Competition Administrator any team concerns

2.3 PAYMENT OF TEAM NOMINATION FEES

- 2.3.1 Nomination fee payments can be made:
 - (i) online when nominating the team; or
 - (ii) by Direct Deposit into TTF's bank account (preferred); or
 - (iii) by debit/credit card or cash at the competition venue during competition hours.
- 2.3.2 A deposit of 50% of the team's full nomination fee is to be paid on or before the first night the team plays, with the remaining 50% to be paid in full on or before the team's second match in their respective competitions.
- 2.3.3 Teams not paid in full on or before their second match will incur a late fee of \$110.00 (inc. GST).
- 2.3.4 Any team that has not paid their nomination fee in full (including any late fees) by midnight the third week of competition will not be permitted to play, and their players listed as un-financial until their team's nomination and late fees are paid in full.
- 2.3.5 Team Managers are responsible for keeping track of any individual payments. The TTF administration is not responsible for tracking individual payments.

2.4 NOMINATION WITHDRAWAL & REFUNDS

- 2.4.1 A nomination is for the entire season, and the competition is set up on this basis.
- 2.4.2 Notification of a team's withdrawal from a competition must be emailed to the TTF office by the Team Manager.
- 2.4.3 Any team that withdraws at least five (5) business days prior to the commencement of the competition will have a full refund of any payments made less a \$15.00 administration fee.
- 2.4.4 Any team that withdraws less than five (5) business days prior or within the first two (2) weeks of the competition will receive a refund of any payments paid less the nomination deposit.
- 2.4.5 Any team that withdraws after the first two (2) weeks of the competition will be liable for the full nomination fee and any applicable late fees and will not be refunded any fees already paid.



- 2.4.6 All players from any team with an outstanding balance to TTF due to their withdrawal from a competition will be listed as un-financial and unable to play in any TFA-affiliated competition until the team's outstanding fees are paid to TTF in full.

2.5 TEAM NAME

- 2.5.1 The proposed team name (made up of a maximum of twenty letters and/or numbers) must be provided during the nomination process.
- 2.5.2 Team names deemed to be offensive or in poor taste (in written form or phonetically) will be rejected.
- 2.5.3 If a duplication of a name occurs preference will be given to the team which previously used that name. If this situation does not apply, priority will be given to the nomination received first.
- 2.5.4 TTF will not be liable for any cost incurred by any team, organisation, or individual because of any changes to a team's name made in adherence to these Competition Rules.



3. AFFILIATION, REGISTRATION, INSURANCE, TRANSFER & MATCH RECORDS

3.1 AFFILIATION

- 3.1.1 All participants and officials in the Competition are bound by the relevant rules, regulations, policies, and procedures of any regional, state, and/or national-level governing bodies with which TTF maintains an active affiliation to.
- 3.1.2 An individual or team registering or nominating into the Competition may be required to pay a membership fee by a regional, state, and/or national-level governing body, which is set by the relevant body and beyond the control of TTF.

3.2 PARTICIPANT & OFFICIAL REGISTRATION

- 3.2.1 All players, Team Managers, and Duty Referees must register to their team before they participate.
- 3.2.2 Late registrations will be accepted up until the close of business on the 20th of November in the year of the competition. After this date, registrations will not be able to be made to the Competition.
- 3.2.3 Players NOT registered by this date will not be permitted to play in the final series.
- 3.2.4 If TTF determines that a team has played unregistered players, the team will receive zero (0) competition points and zero (0) 'FOR' points for any match in which unregistered players have competed.

3.3 INSURANCE

- 3.3.1 Touch football is a fast-moving and energetic sport. Players participate at their own risk and TTF accepts no responsibility for injuries sustained.
- 3.3.2 Self-safety and risk assessment are also the responsibilities of the Players, Captain, Team Managers, and Referees prior to, during, and after the match.
- 3.3.3 Limited insurance coverage is provided to registered Participants and Officials in the Competition through TTF's affiliation with Touch Football Australia (TFA). Any claim for insurance must be made in accordance with the terms and conditions set out by the insurer and TFA.

3.4 PLAYER TRANSFER CLEARANCES

- 3.4.1 Any player wishing to transfer to another team during the season must obtain a clearance from their previous team ensuring that they have resolved all their financial obligations to their former team.
- 3.4.2 A player will not be permitted to play for their new team until a clearance from their previous team is received by both TTF and their new team.

3.5 MATCH PARTICIPATION RECORDS

- 3.5.1 TTF's Team Manager app is the only approved method for each team to record all players that participate for their team in a match (including finals). Only players who participated in a match are permitted to be recorded.
- 3.5.2 If TTF determines that a team failed to correctly record a participating player in a match or falsely records a non-participating player in a match, the offending team will receive zero (0) competition points and zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.
- 3.5.3 Any player that was recorded incorrectly in a match will not have that match count towards their eligibility to play in the final series.
- 3.5.4 A team will be permitted to record their participating players up to one (1) hour after the match ends, after which no additional changes will be permitted.
- 3.5.5 Match participation records in accordance with Rule 3.5 will be the only record accepted by TTF that a player played in a match to qualify for the finals.



4. TEAM UNIFORMS, SHOES & ATTIRE

4.1 TEAM UNIFORM

Playing uniforms are to be in accordance with the Playing Rules and in addition the following:

4.1.1 Playing Tops

- (i) Playing tops must be a shirt or singlet of the same colour that is not more than 30% white as it clashes with our referee's uniform.
- (ii) Players may wear a long-sleeved shirt under the official shirt.

4.1.2 Playing Shorts/Bike Pants

- (i) Players are to wear shorts or bike pants preferably in their team's predominant colour.

4.1.3 Predominant Colour

- (i) Predominant colour means the strongest or main colour that takes up at least 80% of the visible surface of the item of clothing.

- 4.1.4 All teams are expected to be in their team's current uniform by the sixth week of the competition. Teams not in uniform by this date (unless special dispensation has been granted) may be penalised by a loss of one (1) point per match.



5. TEAM COMPOSITION

5.1 DIVISIONS, POOLS & GRADES

5.1.1 The Competition will be contested in the following divisions:

- (i) Mixed, played on Monday nights; and
- (ii) Open's and Over 30's, played on Wednesday nights

5.1.2 Pools

- (i) Teams will play teams within their respective division for the first two (2) weeks of competition, and points will not count during this period.
- (ii) After this period (if numbers permit), teams will then be split into one or more pools of similar standard teams in their respective division to play their round matches, and points will then count for these rounds.
- (iii) Teams may be moved to a different pool at any time during the Competition if necessary. Teams are to be aware that if they use fill-in players of a different standard than their normal players this could result in the team being moved to a different pool.
- (iv) TTF reserves the right to move teams at any time, in which case any points that have been accumulated by a team prior to the move will be carried into their new pool.
- (v) Any team concerned with being moved should discuss their concerns with the Competition Administrator.
- (vi) If team numbers permit only one pool to be formed, then points may count from the first week.

5.1.3 Grades (Finals)

- (i) After the pool stage and if numbers permit, teams in each pool will be further split into grades for the final series. Where possible, the top four (4) teams in each grade will then play a two-week final series.
- (ii) A team which has lost points due to violations of these Competition Rules, and subsequently finishes lower on the ladder, may be placed into a higher grade for the finals at TTF's discretion.

5.2 AGE REQUIREMENTS

- 5.2.1 All players in the Mixed and Open divisions must attain the age of 12 years (or older) by the 31st of December in the year of the competition to be permitted to participate.
- 5.2.2 All players in the Over 30's competition must attain the age of 30 years (or older) by the 31st of December in the year of the competition to be permitted to participate.
- 5.2.3 Teams may be permitted to have two (2) underage players, at the sole discretion of TTF.
- 5.2.4 If TTF determines a team has utilised an underage player during a match without dispensation in accordance with Rule 5.2.3, the team will receive zero (0) competition points and zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.

5.3 NUMBER OF PLAYERS IN A TEAM

- 5.3.1 If TTF determines that a team has played more than fourteen (14) players during a match, the team will receive zero (0) competition points and zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.
- 5.3.2 The maximum and minimum number of male and female players in the Mixed division is in accordance with the Playing Rules.
- 5.3.3 Teams in the Open's and Over 30's division may be comprised of players of any gender, with no minimum or maximum gender requirements.

5.4 TEAMS A PLAYER CAN PLAY FOR

- 5.4.1 Players may play for more than one (1) team on any fixture day for round matches, regardless of pool or grade.
- 5.4.2 Once teams are graded for the final series, a player can play for more than one (1) team only in accordance with Rules 7.3.4 & 7.3.5.



6. FIXTURE INFORMATION

6.1 DURATION OF MATCHES & TIMESLOTS

- 6.1.1 Where possible, matches will be forty-five (45) minutes duration, consisting of two (2) twenty (20) minute halves and a five (5) minute halftime break.
- 6.1.2 There will be five (5) minutes break between the finish and start of each match.
- 6.1.3 Allocation of matches to available timeslots is at the discretion of TTF and all teams must be available to play all timeslots.
- 6.1.4 Whilst efforts to accommodate any special timeslot requests will be considered by TTF, this may not always be possible.

6.2 SCORING & POINTS

- 6.2.1 In all matches each Try scored will be worth one (1) point.
- 6.2.2 Points for all competitions will be as follows:
 - Win/Bye..... 3 points
 - Draw 2 points
 - Loss 1 point
 - Forfeit..... 0 points
- 6.2.3 In all round matches, if a forfeit occurs then points 'FOR' & 'AGAINST' will be allocated to the teams. In this case, the team forfeiting will be allocated zero (0) points 'FOR' and five (5) points 'AGAINST'. The non-offending team will be allocated five (5) points 'FOR' and zero (0) points 'AGAINST'.
- 6.2.4 In the case of a violation of these Competition Rules which results in the offending team receiving zero (0) competitions points and zero (0) 'FOR' points, the non-offending team will have their 'FOR' points recorded so that they receive the win.
 - (i) if the non-offending team did not score any tries during the match, they will receive five (5) 'FOR' points and therefore the win for the match with a score of 5-0.

6.3 COMPETITION ROUNDS

- 6.3.1 The number of competition rounds shall be determined solely by the number of weeks of the competition.
- 6.3.2 Uneven rounds may occur, but no additional matches will be played.
- 6.3.3 No catchup matches will be played in the event of a match or round being cancelled due to weather.

6.4 BYES

- 6.4.1 If a pool or grade has an uneven number of teams, it will be necessary for one team in that pool or grade to have a bye each week.
- 6.4.2 All normal rules apply to those players as if they had played the day the bye occurred.
- 6.4.3 A team on a bye will not receive any 'FOR' or 'AGAINST' points.

6.5 INTERRUPTED & CANCELLED MATCHES

Should a match be interrupted due to injury or any other extenuating circumstance which results in the match being unable to continue, the following is to be the policy:

6.5.1 Prior to half-time:

- (i) If possible, the match will be replayed in its entirety, otherwise a draw will be awarded, and both teams will be allocated five (5) 'FOR' points and five (5) 'AGAINST' points.

6.5.2 After half-time:

- (i) If the match does not require a winner, the score will stand as it was when play stopped.
- (ii) If the score was drawn when play stopped and the match requires a winner, a 'Drop-Off' will be played after full-time on the closest available and suitable field.

6.5.3 Cancelled fixture day:

- (i) If on a fixture day all matches are cancelled, the replaying of the matches will be at the discretion of TTF.
- (ii) If matches are not replayed, then all teams who were scheduled to play will receive two (2) competition points and will be allocated five (5) 'FOR' points and five (5) 'AGAINST' points.



- (iii) Bye teams will receive the usual three (3) competition points but no 'FOR' or 'AGAINST' points.

6.5.4 Cancelled fixture matches:

If on a fixture day some matches are cancelled due to rain, etc., then the following will apply:

- (i) Those matches that were able to be played in full will receive points as per the scorecard.
- (ii) Those matches that were part played, Rules 6.5.1 & 6.5.2 will apply respectively.
- (iii) Those matches that were unable to be played, Rule 6.5.3 will apply.
- (iv) In the case of a match in the Final's series, the replaying of the affected match/es will be at the discretion of TTF.

6.6 FORFEITS

- 6.6.1 If a team must forfeit, the Team Manager must notify the TTF Office by 4:00pm prior to the scheduled match, to allow sufficient time to notify the opposing team and referees.
- 6.6.2 Any team that cannot field a minimum of four (4) players on the field for a match on the scheduled date (in accordance with Rules 5.3.2 or 5.3.3) after five (5) minutes of the siren going will be deemed to have forfeited that match.
- 6.6.3 Any team that forfeits a match and fails to notify the TTF Office by the given time will result in the loss of three (3) competition points from the offending team's total points.
- 6.6.4 In the case of a forfeited match, points will be awarded as per Rules 6.2.2 & 6.2.3 and the non-offending team will be counted as a team on a bye and all rules associated with a bye team (as per Rule 6.4) will apply.
- 6.6.5 Any team that forfeits three (3) matches shall be immediately removed from the Competition unless an acceptable reason is presented to TTF.

6.7 INTERCHANGE AREA

6.7.1 Shared Interchange Areas

- (i) Due to limited space between some fields, teams may be required to share an Interchange Area on the same side of the field:
 - (a) **Field 1** – Burke street sideline
 - (b) **Field 2** – Kennedy Street sideline
 - (c) **Fields 3 and 4** – Clubhouse sideline
 - (d) **Fields 5 and 6** – Clubhouse sideline
 - (e) **Fields 7 and 8** – Warburton Street sideline
- (ii) When teams are required to share an Interchange Area, the following will apply:
 - (a) Each team will be allocated one half of the Interchange Area, corresponding to the end of the field they are defending. All players and team officials will remain in that area for the duration of the half and interchanges may only occur after the player leaving the Field of Play has entered their team's designated area of the Interchange Area.
 - (b) At half-time both, teams are to collect their water bottles, etc., and each team will change to the opposite end of the Interchange Area.

6.7.2 Team Officials Position

- (i) Team Coach(es) and Team Manager(s) are permitted in their team's designated Interchange Area for the duration of the match.
- (ii) A Team Coach may move from one position to the other but shall do so without delay.
- (iii) While in position at the end of the Field of Play, the Team Coach(es) must remain no closer than five (5) metres from the Dead Ball Line and must not coach or communicate (verbal or non-verbal) with either team or the Referees.

6.7.3 Spectators Position

- (i) Spectators are not permitted in the Interchange Area and must be a minimum of five (5) metres from the Field of Play.

6.8 MATCH PROCEDURE

- 6.8.1 All players and team officials are to be present at the field prior to the start of a match.



- 6.8.2 The referees will ascertain the captains of the teams and check shoes, fingernails, and jewellery and inform the players of any issues they have.
- 6.8.3 The toss is made, and players will enter the field in readiness for the match to commence.
- 6.8.4 At end of match:
 - (i) The captain or Team Manager should confirm the score with the referees. If the score is disputed and cannot be resolved, the referees will mark the scorecard accordingly and the disputing team is to submit a Protest to TTF immediately after the match.
 - (ii) The Team Manager is to ensure that all players that participated in the match have been recorded correctly in accordance with Rule 3.5.



7. FINALS INFORMATION

7.1 FINALS SERIES ROUNDS

7.1.1 Grades may be created within each pool with excessive numbers for the finals, at the discretion of TTF.

7.1.2 In each division and/or grade, the top four (4) teams (unless Rule 5.1.3(ii) is taken into consideration) who have the highest points score at the end of the round matches will progress to the Finals Series. The Finals Series will be a two (2) week series in the following format:

- (i) Week 1 – Semi Finals: (A) 1 v 4 (B) 2 v 3
- (ii) Week 2 – Grand Final: Winner A v Winner B

7.1.3 In grades that have three (3) or less teams, the format for the final series will be at the discretion of TTF.

7.2 DETERMINING FINAL PLACINGS

If teams are on equal points at the completion of the round matches, 'For and Against' results will be used to decide the higher teams for the final series.

7.2.1 The 1st (**Difference method**) is determined by subtracting the total of Tries 'AGAINST' from the number of Tries scored 'FOR'. The team with the best difference will obtain the higher position.

Example:

Team A scores 50 'FOR' and 10 'AGAINST' = 40

Team B scores 40 'FOR' and 20 'AGAINST' = 20

Team A obtains the higher position

7.2.2 The 2nd (Percentage method) is utilised if teams are still equal after the difference method. This system ensures that the team with the least number of Tries scored against them would obtain the higher position. 'FOR' divided by 'AGAINST' multiplied by 100.

Example:

Team A = $\frac{50}{10} \times \frac{100}{1} = 500\%$

Team B = $\frac{60}{20} \times \frac{100}{1} = 300\%$

Team A obtains the higher position.

7.2.3 The 3rd (**Drop-Off method**) is utilised if teams are still equal after the other two methods are used. The teams that are still equal would play a drop-off to decide the final series positions.

7.3 QUALIFYING FOR FINALS

7.3.1 For a player to qualify to play in the final series for a given team, that player must have:

- (i) Registered as a Player in their team by the due date in accordance with Rule 3.2.
- (ii) Have been recorded as 'played' for their team in a minimum of four (4) round matches in accordance with Rule 3.5, or have a Qualifying Concession granted as per Rule 7.4.

7.3.2 A player is eligible to count a bye, forfeit, or washout towards their finals eligibility only if they were correctly recorded as having participated, in accordance with Rule 3.5, in their team's most recent match that took place immediately prior to the bye, forfeit, or washout.

- (i) A forfeit only counts if the opposing team forfeited the match. If a team forfeits their own match, that match will not count towards eligibility for a bye, forfeit, or washout.

7.3.3 If TTF determines that a team has played a player who has not qualified for the finals in accordance with Rule 7.3.1, the team will have their match counted as a forfeit and they will be unable to progress in the Finals Series.

7.3.4 In the Finals Series, players may play for more than one (1) team providing they qualify for each team, and the teams are not in the same grade.

7.3.5 Once a player plays a match in the final series for a team in a specific grade, they cannot then play in any other team in that grade.

7.3.6 If TTF determines that a team has played a player in a Finals Series match who has already played in a Finals Series match for another team in the same grade, the team will have their match counted as a forfeit and will be unable to progress in the Finals Series.

7.3.7 All teams that compete in the Finals Series must have no outstanding balances with TTF.

7.4 QUALIFYING CONCESSION

7.4.1 If a player who is a registered and financial member of a team, and has been recorded correctly in accordance with Rule 3.5 as playing a minimum of two (2) matches for their team, becomes sick,



injured, pregnant, or for work purposes will be unable to play sufficient matches with their team to qualify for the Finals Series, then that player can apply to TTF for a Qualifying Concession.

7.4.2 For a request to be considered, it must be:

- (i) submitted on the official Qualifying Concession Request Form, in the format determined by TTF from time to time; and
- (ii) submitted to their Team Manager for endorsement; and
- (iii) must outline the reason that they will be unable to play the required matches to qualify, and in the case of an injury or medical reason, a copy of the Doctors certificate to be included; and
- (iv) must specify the team the request applies to; and
- (v) must be submitted to the TTF Office by the Team Manager within seven (7) days of the reason for the request occurring.

7.4.3 A Qualifying Concession will be granted for one (1) team only.

7.4.4 Players (including students) who do not reside in the Townsville District (covering Ingham, Charters Towers, and Burdekin areas) will not be eligible for this concession.

7.4.5 For the avoidance of doubt, a player who is not able to participate for their team in a match is not to be recorded in accordance with Rule 3.5.

7.5 FORFEITS DURING THE FINALS SERIES

7.5.1 Teams that qualify for but will be unable to play in the full Final Series are to notify the TTF Office as soon as possible or immediately following the conclusion of the round matches. The next team in line will take their place in the Final Series.

7.5.2 Once the Finals Series commences, any team that forfeits a match will immediately be removed from the Competition.

7.5.3 If a team wins their Semi Final and then finds that they will be unable to play in the Grand Finals, the team that was defeated in the Semi Final, will automatically progress to the Grand Final.



8. REFEREES (MATCH OFFICIALS)

8.1 REFEREE NOMINATIONS & APPOINTMENTS

- 8.1.1 All teams must nominate at least one (1) Duty Referee (though two is preferable in case of injury) when they nominate their team.
- 8.1.2 Duty Referees are to be available to referee each week that their team plays, though usually only one (1) will be required each week. This will not be the same time as they play.
- 8.1.3 If a team's Duty Referee is unable to officiate their appointed match, the team is responsible for ensuring that they have someone replace them in the match.
- 8.1.4 If a team's Duty Referee (or replacement referee) fails to attend their appointed match, the team will lose two (2) competition points and the team may be suspended from the next round match which, will be counted as a forfeit by the offending team.
- 8.1.5 Referees shall be appointed to all matches by the Townsville Touch Referees Association (TTRA), who will try to ensure that all matches have at least one (1) experienced referee officiating.
- 8.1.6 In the rare situation that there are insufficient referees, or the appointed referees or replacements are unavailable, then each team will be required to supply one of their number to officiate their match.
- 8.1.7 The minimum age for referees is 12 years. A referee must attain the age of twelve (or older) on or before the 31st of December in the year of the competition.

8.2 REGISTRATION, INSURANCE & PAYMENT

- 8.2.1 Referees are required to register to TTF (and/or the TTRA) to be eligible to receive payments for the matches they officiate.
- 8.2.2 Referees will be paid by the TTRA only for the matches they have officiated and completed all post-match requirements in accordance with Rule 8.6.

8.3 REFEREE ACCREDITATION

- 8.3.1 A team's Duty Referee is not required to hold a touch football referee accreditation, though should (at a minimum) complete the Australian Sports Commission's free Community Officiating Essential Skills course.

8.4 NUMBER OF MATCHES TO REFEREE/DAY

- 8.4.1 Referees are not permitted to referee more than three (3) matches in a row on a single night, regardless of their age, level, or experience.

8.5 REFEREE UNIFORMS

- 8.5.1 While refereeing, at a minimum all referees are required to wear the TTRA's official on-field referee shirt and may wear any suitable shorts of their choosing.

8.6 SCORECARD

- 8.6.1 Referees must record each try scored, the final score, and any injury or dismissal (include players name, team & type of incident) that occurred on the Match scorecard.
- 8.6.2 At end of match, the referees will check the score with the captains and/or Team Managers and then mark the card that the teams either 'Accept' or 'Dispute' the score.
- 8.6.3 If the score is disputed, the referees and Captains and/or Team Managers will try and resolve the discrepancy immediately after the match.
 - (i) If the dispute cannot be resolved at that time, the Team Manager/Captain will be required to submit a Protest to TTF in accordance with Rule 9.7.
- 8.6.4 Referees are to ensure that the names of each referee who officiated the match is clearly written on the scorecard, prior to it being returned and submitted to TTF.
 - (i) Failure to clearly record a referee's name will result in no payment being made to that referee.
- 8.6.5 Referees are to notify TTF if there is a disputed score, dismissal, or if any injuries occurred during the match.



9. DISCIPLINE & PROTESTS

9.1 DISCIPLINARY INCIDENTS

- 9.1.1 Disciplinary incidents will be handled by the TTF Disciplinary Tribunal, in accordance with the Disciplinary Regulations for Touch Football, as published by Touch Football Australia and amended from time to time.

9.2 ZERO TOLERANCE

- 9.2.1 TTF has zero-tolerance towards abuse and negative behaviour, which includes sledging and the use of profane language, both on and off the field.
- 9.2.2 In the Competition, a referee has control over all players and team members, both on and off the field, during and after the course of a match.
- 9.2.3 No players, coaches, managers, or officials are to approach, engage, or communicate with a referee in a negative manner immediately following the conclusion of the match.
- 9.2.4 The checking of the scorecard will take place only with the captains of the teams. Should either try to engage the referees in discussion about the match, or decisions made during the match, the referees will immediately stop those discussions and direct the captain to their Team Manager.
- 9.2.5 Referees are not to tolerate abusive behaviour from the Interchange Area during the match and will deal with it appropriately should it take place. This may involve removing a player from the Field of Play at the discretion of the referee.
- 9.2.6 A player, coach, manager, or official may not agree with the way a referee officiates a match, nor may he/she agree with decisions made, however there are proper procedures and avenues to handle such matters. Approaching referees after the match is not the measure we allow. We do however welcome feedback, reports, or consultation under proper guidelines.
- 9.2.7 Should there be an issue with the performance of a referee you may (accompanied by your Team Manager):
- (i) Arrange to consult, in a calm manner with the Competition's Referee Coordinator.
 - (ii) If necessary, they may orchestrate a meeting with the referee and the Team Manager.
- 9.2.8 All disputes or feedback are to be placed in writing and forwarded to the TTF Office.

9.3 UNFINANCIAL & SUSPENDED PLAYERS

- 9.3.1 Any TTF member listed as un-financial with TTF, or with any TFA-affiliated body (i.e. a team, club, association, region, state, or TFA itself) is not permitted to play, coach, or referee until their account is settled.
- 9.3.2 Any TTF members who have been suspended by TTF, or by any TFA-affiliated body (i.e. another association, region, state, or by TFA itself) shall not be permitted to play, coach, or referee until their suspension has been served.
- 9.3.3 A team that permits an un-financial or suspended player to participate in a match will receive zero (0) competition points and zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.

9.4 CODE OF CONDUCT

- 9.4.1 TTF's Codes of Conduct applies to all players, Team Managers, referees, officials, and spectators.

9.5 PROHIBITED SUBSTANCES & ALCOHOL

- 9.5.1 Any participants found to be in possession of or using illegal and/or banned substances will be sent from the competition grounds.
- 9.5.2 Alcohol must not be consumed before or during a match by players, coaches, Team Managers, officials, and/or referees.

9.6 ANTI-DOPING

- 9.6.1 The Touch Football Australia Anti-Doping Policy will apply to all participants.

9.7 PROTEST REPORTS

- 9.7.1 In the case of a dispute relating to the score of a match, or a violation of these Competition Rules which is deemed to have affected the outcome of the match, a Protest form must be completed, signed by either the Team Manager or captain, and lodged with TTF immediately after the match.



- 9.7.2 Protests forms can be obtained from the Administration Window or by contact TTF.
- 9.7.3 The completed report must be accompanied by verifiable proof of the infringement (if applicable) and must be lodged with TTF within one (1) hour of the completion of the last match of the day/night.
- 9.7.4 Protests relating to final scores and violations of the Competition Rules will be addressed by TTF on the next business day after the incident is reported.



10. CHILD SAFETY

10.1 CHILD SAFETY REQUIREMENTS

10.1.1 Child safety requirements, including the requirement to hold a Blue Card or Exemption Card, is in accordance with TTF's relevant child safety policies.

10.1.2 A coach, Team Manager, or official that is in breach of TTF's child safety policies and/or requirements will not be permitted to take part in any TTF activity until the breach is remedied.

11. REQUESTS FOR SPECIAL CIRCUMSTANCES NOT COVERED BY THESE RULES

11.1 Where there arises any special circumstance that is not already covered by these Competition Rules, a team may make application in writing to TTF to have their situation considered.

11.2 All requests must be submitted by the Team Manager.

11.3 Any requests under this rule that apply to the Finals Series must be submitted to TTF by the end-of-play two (2) weeks prior to the start of the Final Series.



SCHEDULE A. PENALTIES FOR VIOLATIONS

Violation	Rule(s)	Penalty or Sanction(s)
Nomination fees not paid by team's 2nd match	2.3.3	Late fee of \$110 incurred
Nomination fee (incl. late fee) not paid by 3rd week	2.3.4	Removal from competition until fees including late fee is fully paid. Players listed as un-financial.
Team withdraws at least five (5) business days before start of competition	2.4.3	Team owes Admin cost of \$15
Team that withdraws less than 5 business days or within first 2 weeks of competition	2.4.4	Team owes deposit i.e. 50% of Nomination fee
Team that withdraws after first two (2) weeks of competition	2.4.5	Team owes full nomination fee.
Team that withdraws after the third week of competition.	2.4.5 2.4.6	Team owes full nomination fee and the late fee. Players listed as un-financial until paid in full.
Team played unregistered player	3.2.4	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
Player who participated not correctly recorded, or non-participating player recorded as playing	3.5.2 3.5.3	Team receives zero (0) competition points and zero (0) 'FOR' points for the match. Match cannot be used as a 'match played' by that player.
Player/s not in uniform by the set date (without dispensation)	4.1.4	Loss of one (1) point by the player's team.
Playing an underage player (without dispensation)	5.2.4	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
Team plays >14 players in a match, or incorrect composition of players	5.3.1 5.3.2	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
Failure to notify TTF of a forfeit by the set time	6.6.3	Loss of three (3) competition points from offending team's total points.
Team that forfeits three (3) matches	6.6.5	Removal from competition if reason not accepted by TTF
Team that forfeits during the finals	7.5.2	Removal from competition.
Team plays player/s in the Finals Series that have not qualified	7.3.3	Match counts as a forfeit by the offending team.
Team plays player/s in the Finals Series who has already played for another team in that grade in the Finals Series	7.3.6	Match counts as a forfeit by the offending team.
Team's Duty Referee or replacement fails to attend	8.1.4	Loss of two (2) competition points, team is suspended from their next match, and that match is counted as a forfeit by the offending team.
Team permitting an un-financial or suspended player to play	9.3	Team receives zero (0) competition points and zero (0) 'FOR' points for the match. If in a Finals Series match, counts as a forfeit by the offending team and team is removed from the competition.
Any person who is deemed to be intoxicated or using banned substances.	9.5	Person not permitted to be involved in a match and may be asked to leave the venue.



Townsville Touch Football sincerely thanks all our sponsors, and we urge all members to support these very special businesses and organisations who are supporting us!

