



# Competition Rules

**Colliers Shield**  
2026





## 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 complementary 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.

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## CONTENTS

<b>1.</b>	<b>INTRODUCTION &amp; RULES OF PLAY</b> .....	<b>3</b>
1.1	Rules, Regulations & Policies.....	3
1.2	Use of Images.....	3
1.3	Force Majeure Event.....	3
<b>2.</b>	<b>NOMINATIONS, PAYMENT OF FEES &amp; WITHDRAWALS</b> .....	<b>4</b>
2.1	Clubs.....	4
2.2	Team Nominations.....	4
2.3	Team Manager Role & Responsibilities.....	4
2.5	Payment of Team Nomination Fees.....	4
2.6	Nomination Withdrawal & Refunds.....	5
2.7	Team Name.....	5
<b>3.</b>	<b>AFFILIATION, REGISTRATION, INSURANCE, TRANSFER &amp; MATCH RECORDS</b> .....	<b>6</b>
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
<b>4.</b>	<b>TEAM UNIFORMS, SHOES &amp; ATTIRE</b> .....	<b>7</b>
4.1	Club Colours.....	7
4.2	Uniform Requirements.....	7
<b>5.</b>	<b>TEAM COMPOSITION</b> .....	<b>8</b>
5.1	Divisions & Grades.....	8
5.2	Minimum Age Requirements.....	8
5.3	Number of Players in a Team.....	8
5.4	Number of Matches a Player Can Play.....	8
5.5	Players Moving Between Grades.....	9
<b>6.</b>	<b>FIXTURE INFORMATION</b> .....	<b>10</b>
6.1	Duration of Matches & Timeslots.....	10
6.2	Scoring & Points.....	10
6.3	Competition Format.....	10
6.4	Byes.....	10
6.5	Interrupted & Cancelled Matches.....	10
6.6	Forfeits.....	11
6.7	Rescheduled Matches.....	11
6.8	Interchange Area.....	12
6.9	Match Procedure.....	12
<b>7.</b>	<b>FINALS INFORMATION</b> .....	<b>14</b>
7.1	Finals Series Rounds.....	14
7.2	Determining Final Placings.....	14
7.3	Qualifying for the Finals Series.....	14
7.4	Qualifying Concession.....	15
7.5	Forfeits during the Finals Series.....	15
7.6	Removal from the Finals Series.....	15
<b>8.</b>	<b>REFEREES (MATCH OFFICIALS)</b> .....	<b>17</b>
8.1	Referee Nominations & Appointments.....	17
8.2	Registration, Insurance & Payment.....	17
8.3	Referee Accreditation.....	17
8.4	Number of Matches to Referee Per Day.....	17
8.5	Referee Uniforms.....	17
8.6	Scorecard.....	17
<b>9.</b>	<b>DISCIPLINE &amp; PROTESTS</b> .....	<b>18</b>
9.1	Code of Conduct & Disciplinary Incidents.....	18
9.2	Zero Tolerance.....	18
9.3	Unfinancial & Suspended Players.....	18
9.4	Prohibited Substances & Alcohol.....	18
9.5	Protest Reports.....	18
<b>10.</b>	<b>COACHING ACCREDITATION &amp; CHILD SAFETY</b> .....	<b>20</b>
<b>11.</b>	<b>REQUESTS FOR SPECIAL CIRCUMSTANCES NOT COVERED BY THESE RULES</b> .....	<b>20</b>
<b>SCHEDULE A.</b>	<b>APPROVED REPRESENTATIVE EVENTS</b> .....	<b>21</b>
<b>SCHEDULE B.</b>	<b>PENALTIES FOR VIOLATIONS</b> .....	<b>22</b>



## **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) Colliers Shield competition (hereafter 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 in the Competition, each Participant and Official acknowledges and consents to photographs and electronic images being taken of themselves on behalf of TTF during participation in Touch Football activities.
- 1.2.2 Each Participant and Official in the Competition acknowledges and agrees that such photographs and electronic images are owned by TTF, who may authorise use of such photographs for promotional or other purposes, without further consent being necessary.
- 1.2.3 An individual may request in writing to TTF that images of themselves and/or their 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 Competition 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, Team, or Club any fees paid if it is unable to perform by reason of a Force Majeure Event.



## 2. NOMINATIONS, PAYMENT OF FEES & WITHDRAWALS

### 2.1 CLUBS

- 2.1.1 Team nominations for the Competition will be accepted from Clubs only, and all Players in the Competition must be members of a TTF-affiliated Club.
- 2.1.2 Each Club must be an incorporated entity and is required to have a minimum of four (4) teams playing in the Competition, with a minimum of one (1) of these four (4) teams competing in the opposite gender Division.
- 2.1.3 Each Club is to have two (2) Delegates who will vote at Competition meetings and may be the primary contacts for their Club.

### 2.2 TEAM NOMINATIONS

- 2.2.1 Clubs are to nominate their teams into the relevant Divisions/Grades using the official Team Nomination Form, conditional to the Club agreeing to pay the prescribed fees by the due date. This form is to be submitted to TTF by close of business on the set date for teams to be included in the first round's draw.
- 2.2.2 Clubs may nominate only one (1) team per Grade in the Competition.
- 2.2.3 Once a Club has a team in all Grades in a Division, they may nominate additional teams in any Grade(s) in that Division except First Grade.
  - (i) This rule may be waived by TTF in exceptional circumstances, except in the case of First Grade (a Club may only have one (1) First Grade team in each Division).
- 2.2.4 Changes to a Club's team nominations will be permitted up until round three (3) of the Competition. After this time, no further changes will be accepted.
  - (i) Any team that changes Grades within this period will have any points they have accumulated carried onto their new Grade.
- 2.2.5 Late nominations may be accepted up to the third round of the Competition, only if fields and timeslots permit.
- 2.2.6 New teams that are nominated after the commencement of the Competition will receive no points for rounds prior to their nomination.

### 2.3 TEAM MANAGER ROLE & RESPONSIBILITIES

- 2.4 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:
  - (i) Checking and receiving of notices from their Club and TTF and advising their team members of any relevant information.
  - (ii) Ensuring all their players' Club membership payments are paid by their Club's due dates.
  - (iii) In consultation with their Club, ensuring that all team members complete the registration process as determined by TTF before playing their first match.
  - (iv) Ensuring that all team members (including any Double-Up Players) are entered into TTF's Team Manager app, and players are recorded each match they play by the required time in accordance with Rule 3.5.
  - (v) 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.
  - (vi) Check the draw on match days for any changes and notify players of their match times.
  - (vii) Notify their Club who in turn will notify TTF by the set time if the team needs to Forfeit or reschedule a match at any time.
  - (viii) Communicate with their Club of any team concerns.

### 2.5 PAYMENT OF TEAM NOMINATION FEES

- 2.5.1 Deposits and payments of the Team Nomination Fee(s) are to be made by each Club in the manner determined by TTF.
- 2.5.2 The Team Nomination Fee will be charged per team nominated into the Competition and Clubs will be responsible for the payment of all fees for their teams, including any Late Fee(s) or Administration Fee(s) incurred.



- 2.5.3 Any Club that has not paid their Team Nomination Fee(s) (including any Late Fee(s)) in full by midnight of the third scheduled round of the Competition will incur a Late Fee of \$110.00 per unpaid team.
- 2.5.4 Any Club that has not paid their Team Nomination Fee(s) (including any Late Fee(s)) in full by midnight of the fourth scheduled round of the Competition will be listed as Unfinancial and all their teams will be removed from the Competition until their full outstanding balance is paid to TTF.
- 2.5.5 If a nominated team changes Grades within the first three rounds of the Competition, any Team Nomination Fee(s) paid by their Club for that team will transfer with that team to their new Grade.

## **2.6 NOMINATION WITHDRAWAL & REFUNDS**

- 2.6.1 A nomination is for the entire duration of the Competition, and the Competition is set up on this basis.
- 2.6.2 Notification of a team's withdrawal from the Competition must be submitted to TTF by the team's Club.
- 2.6.3 Any Club that withdraws a team at least five (5) business days prior to the commencement of the Competition will receive a full refund of any payments made.
- 2.6.4 Any Club that withdraws a team less than five (5) business days prior, or within the first three (3) rounds of the Competition, will receive a refund of any payments already paid, and the Club will be charged an Administration Fee of \$50.00.
- 2.6.5 Any Club that withdraws a team after the first three (3) rounds of the Competition will be liable for the full Team Nomination Fee and any applicable Late Fee(s) and will not be refunded any fees already paid.

## **2.7 TEAM NAME**

- 2.7.1 Each team must be entered using the Club name as the team name.
- 2.7.2 Where a Club enters more than one (1) team in the same Division and Grade, the Club name must be followed by an additional identifier to distinguish between its teams. The identifier must be an approved Club colour, and the team's full name must not exceed twenty (20) characters.



### **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, team, or Club 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 Coaches, Team Managers, and Officials must register to their Club before they participate.
- 3.2.2 Late registrations will be accepted up until the close of business on the 30th of June 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 Finals 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 and Officials 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, Team Captain, Team Coaches, 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. Coverage is not available for loss of income.

#### **3.4 PLAYER TRANSFER CLEARANCES**

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

#### **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 in the Finals Series). Only players who participated in a match are permitted to be recorded.
- 3.5.2 The recording of players will be checked after each match, including during the Finals Series. If TTF determines that a team failed to correctly record a participating player(s) in a match or falsely records a non-participating player(s) 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 as an Eligible Match towards their qualification to play in the Finals Series and will not receive any Best & Fairest points (if awarded).
- 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 Series.



## 4. TEAM UNIFORMS, SHOES & ATTIRE

### 4.1 CLUB COLOURS

- 4.1.1 All teams will be recognised by their registered Club colours.
- 4.1.2 Uniform design proofs are to be submitted to TTF with sufficient time for review and any required amendments to be made prior to manufacture.
- 4.1.3 Any proposed changes to a Club's registered colours must be approved by the TTF General Committee.
- 4.1.4 If a Club has more than one (1) team playing in a Grade, then when those teams play each other, one team must wear an approved alternative strip or numbered bibs, and it is the responsibility of the Club to supply these.
- 4.1.5 All teams are to be correctly attired in their Club's current uniform eight (8) weeks from the start of the competition.
  - (i) Teams not in uniform on this date will be penalised by a loss of one (1) competition point.
  - (ii) TTF must be notified by email of any delivery issues that will prevent a Club's teams from being in their approved uniform by the due date, to avoid the loss of competition points.

### 4.2 UNIFORM REQUIREMENTS

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

#### 4.2.1 Playing Tops

- (i) Playing tops must be a shirt or singlet of the Club's approved design. No mixture of designs shall be accepted unless approval has been granted in exceptional circumstances by TTF.
- (ii) A Club may allow their players in the same team to wear a mixture of shirts and singlets.
- (iii) Shirts/singlets must be designed so that white does not make up more than 30% of the overall garment, to avoid a clash with the referee uniform.
- (iv) Players may wear a long-sleeved shirt under their playing shirt.

#### 4.2.2 Playing Shorts/Bike Pants

- (i) Players are to wear shorts or bike pants in their team's predominant colour.
- (ii) Clubs may allow players within the same team to wear a mixture of shorts and bike pants, provided they are in the Club's approved design or in a predominant Club colour nominated by the Club. Where a Club has more than one predominant colour, the Club must nominate which colour shorts/bike pants are acceptable for that team.
- (iii) Where a Club permits players to wear shorts or bike pants that are not in the Club's approved design, they must be predominantly the Club's nominated colour. Minor trim or stripes in another colour are permitted, however split colours are not, and shades must match the nominated colour (for example, if the nominated colour is royal blue, navy blue is not acceptable).

#### 4.2.3 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.

#### 4.2.4 First Grade Players

- (i) Players in a Club's First Grade team(s) must wear the Club's approved current First Grade shirt or singlet and the Club's approved current First Grade shorts or bike pants (matching colour and design).
- (ii) Players may wear a mixture of shirts and singlets, and a mixture of shorts and bike pants, provided all items are from the same current First Grade uniform design. Players must not mix different designs within the same team (for example, a player must not wear shorts/bike pants with a stripe or logo if the rest of the team is wearing plain shorts/bike pants).
- (iii) Any player in First Grade who is not wearing the Club's approved current First Grade uniform by the due date will not be permitted to take the field.



## 5. TEAM COMPOSITION

### 5.1 DIVISIONS & GRADES

- 5.1.1 The Divisions to be contested will be Men's and Women's, which will be further divided into Grades when team numbers permit.
- 5.1.2 A minimum of four (4) teams is required to be nominated in a Grade to constitute a competition.

### 5.2 MINIMUM AGE REQUIREMENTS

- 5.2.1 All players 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.
- (i) This rule may be waived by the TTF General Committee only in exceptional circumstances.
- 5.2.2 If TTF determines a team has utilised an underage player during a match without dispensation in accordance with Rule 5.2.1(i), 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 Where a team uses Double-Up players in accordance with Rule 5.4, the maximum number of players permitted for that team in the match is:
- (i) fourteen (14) players for First and Second Grade matches; and
- (ii) twelve (12) players for Third Grade and below.
- 5.3.2 After the completion of the third round of the Competition, a player must not play for two (2) or more teams from the same Club in the same Division and Grade.
- 5.3.3 If TTF determines that a team has violated any part of Rule 5.3, 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.

### 5.4 NUMBER OF MATCHES A PLAYER CAN PLAY

- 5.4.1 Irrespective of age, Division, or Grade played, each player will be permitted to play only one (1) match in a round unless the player is a Double-Up Player in accordance with Rule 5.4.2.
- 5.4.2 **Double-Up Player(s)**
- (i) A player will be permitted to play a second match ("Double-Up Match") in the same round of the Competition only if:
- (a) it is for a higher-Grade team within their own Club; and
- (b) the match is not a Finals Series match; and
- (c) the higher-Grade team has less than fourteen (14) regular players available for that match in First or Second Grade, or less than twelve (12) regular players available for that match in Third Grade or below; and
- (d) the maximum number of players for that higher-Grade team in the match is in accordance with Rule 5.3.1; and
- (e) they were not Dropped or otherwise moved to a lower Grade team in the same round of the Competition.
- (ii) If a team's regular players arrive after a match has already commenced, Double-Up Players must drop out to ensure Rule 5.3.1 is met.
- (iii) A Club's lowest Grade team in each Division is not permitted to use Double-Up Player(s).
- (iv) Where a Club has two (2) or more teams in the same Grade, a player cannot be used as a Double-Up Player in any of the Club's teams within the same Grade.
- (v) In accordance with Rule 3.5, for the player's normal team the player must be recorded as a player and for the Double-Up Match the player must be recorded as a Double-Up Player only.
- (vi) In any Grade, once a player has played (as a regular player and/or a Double-Up Player) four (4) matches for a team (not necessarily consecutive), that player cannot be used as a Double-Up Player for that team for the remainder of the season.
- (vii) A player may play only one (1) match as a Double-Up Player per round, and the match may be played either before or after the player's normal match. Where a match is rescheduled, all Double-Up rules apply as if the match were played on its originally scheduled day.



5.4.3 If TTF determines that a team has violated any part of Rule 5.4, the team will lose three (3) competition points, receive zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.

## **5.5 PLAYERS MOVING BETWEEN GRADES**

### **5.5.1 Promoting Players**

- (i) A player may be Promoted by their Club to play in a higher-Grade team for their Club at any time. If the player is later Dropped to a lower Grade, Rule 5.5.2 applies.
- (ii) Players may also be Promoted to play in a higher Grade for their Club during the Finals Series subject to Rule 7.3.

### **5.5.2 Dropping Players**

- (i) A player may be Dropped by their Club to play in a lower-Grade team for their Club during the Regular Season only, and only one (1) Grade at a time.
- (ii) Where a Club does not have a team in every Grade, a player may be Dropped to the Club's next lowest Grade team.
- (iii) A player who is Dropped to a lower Grade cannot be used as a Double-Up Player in that round.

5.5.3 If the team a player is Promoted or Dropped from has a Bye in the same round in which the movement occurs, Rule 6.4 applies.

5.5.4 If TTF determines that a team has violated any part of Rule 5.5, the team will lose three (3) competition points, receive zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.



## 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 Where possible, there will be fifteen (15) 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. Whilst efforts to accommodate 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 matches during the Regular Season, 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) 'FOR' points and either receiving zero (0) competition points or losing three (3) competition points (as specified in the relevant rule), the non-offending team will be awarded the win and their 'FOR' points will be recorded as the number of tries they scored in the match.
  - (i) If the non-offending team scored less than five (5) tries, they will be awarded five (5) 'FOR' points and the result recorded as 5-0.

### 6.3 COMPETITION FORMAT

- 6.3.1 The Competition will be conducted in two stages: a Regular Season played in a round-robin style draw, followed by a Finals Series for qualifying teams in accordance with Rule 7.1.
- 6.3.2 The number of rounds in the Regular Season will be determined by the number of weeks in which the Competition is scheduled, with one (1) round played on each scheduled day.
- 6.3.3 The Regular Season may not allow for a complete and even round-robin schedule, and teams may not play every opponent the same number of times. No additional matches will be scheduled to achieve a uniform number of matchups.

### 6.4 BYES

- 6.4.1 If a Grade has an uneven number of teams, it will be necessary for one team in that Grade to have a Bye each round.
- 6.4.2 All normal rules apply to those players as if they had played the day the Bye occurred.
- 6.4.3 Players on a Bye may play as a Double-Up Player in a higher-Grade team for their Club subject to and in accordance with Rules 5.4.2 and 5.5.
- 6.4.4 Players on a Bye cannot play in a lower-Grade team in the same round.
- 6.4.5 A team on a Bye will not receive any 'FOR' or 'AGAINST' points.
- 6.4.6 If TTF determines that a team has violated Rules 6.4.3 and/or 6.4.4, the team will lose three (3) competition points, receive zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.

### 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 and Bye teams will receive points in accordance with Rules 6.2.2 and 6.4.5.

### 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 Finals 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's Club must notify TTF and the opposing Club's primary contact person by 5:00pm on the Friday prior to the scheduled match.
- 6.6.2 Any team that cannot field a minimum of four (4) players for a match on the scheduled date (or a rescheduled date in accordance with Rule 6.7) after five (5) minutes of the scheduled start time will be deemed to have forfeited that match.
- 6.6.3 Any team that forfeits a match and fails to notify TTF by the given time will result in the loss of three (3) competition 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 RESCHEDULED MATCHES

- 6.7.1 During the Regular Season only, a match that cannot be played on its scheduled date and/or time may be rescheduled to an alternative date and/or time only if:
  - (i) both Clubs formally agree to the rescheduling (unless Rule 6.7.2 applies); and
  - (ii) the rescheduled match will be played prior to the next scheduled round occurring; and
  - (iii) the request to reschedule the match is submitted by the Club's primary contact person on the appropriate form to TTF no later than 5pm on the Friday two (2) weeks prior to the originally scheduled date.
- 6.7.2 Where a team requests a match be rescheduled due to a representative touch football event listed in Schedule A, the opposing team must not refuse the request, provided the affected team has a minimum of four (4) players unavailable due to representative duties and the request clearly lists the names of those players and the representative duties for which they will be absent.
  - (i) If both teams cannot agree on a date/time to reschedule a match, their Club's may instead submit a request in accordance with Rule 6.7.1(iii) to have the match recorded as a draw, and points will be allocated in accordance with Rule 6.2.2.
  - (ii) In the case of a Grand Final, the match time (on the scheduled date) is to be negotiated to allow the affected players to participate where possible.
- 6.7.3 All rescheduled matches will be played at Queens Park on either a Monday, Tuesday, or Wednesday night, subject to the availability of fields and the approval of any Club(s) that hold a Townsville City Council Licence to Occupy (LTO) of the fields during that time.



6.7.4 Once TTF has confirmed a rescheduled date and/or time for a match, if either team becomes unable or unwilling to play at that rescheduled date/time, and no alternative date/time is provided to TTF in accordance with Rule 6.7.1, that team will be deemed to have forfeited the match.

6.7.5 The TTRA will appoint referees to rescheduled matches.

6.7.6 If TTF determines that a team has not acted in good faith when negotiating the possible reschedule of a match, the match will be counted as a Forfeit by that team.

## 6.8 INTERCHANGE AREA

6.8.1 Only the following persons are authorised to enter and/or remain in the Interchange Area during a match:

- (i) Players participating in the match, their Team Coach, Assistant Coach, and Team Manager;
- (ii) Referees officiating the match, and their Referee Coach or Supervisor as appointed by the TTRA;
- (iii) Club Officials, as appointed by each Club and registered with TTF;
- (iv) TTRA Officials, as appointed the TTRA and registered with TTF; and
- (v) TTF Officials, as appointed by TTF.

All other persons are deemed to be Spectators.

### 6.8.2 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** – Paxton Street sideline
  - (d) **Fields 5 and 6** – Paxton Street 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 unless interchanging. Players are permitted to interchange from any part of the Interchange Area in accordance with the Playing Rules but must not unreasonably remain in the opposing team's half of the Interchange Area.
  - (b) At half-time both, teams are to collect their equipment, including water bottles, etc., and each team will change to the opposite end of the Interchange Area.

### 6.8.3 Team Officials Position

- (i) Team Coach(es) and Team Manager(s) are permitted in their team's designated Interchange Area or at the end of the Field of Play 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.

### 6.8.4 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.

## 6.9 MATCH PROCEDURE

6.9.1 Prior to the match commencing:

- (i) All players and team officials are to be present at the field prior to the start of a match.
- (ii) The referees will ascertain the Team Captains, inform them of any issues they have, and conduct a coin toss.
- (iii) Team Captains or Team Managers must notify the opposing Team Captain or Team Manager of any Double-Up Player(s) being utilised in the match.
- (iv) Players must enter the field on time and in readiness for the match to commence.



6.9.2 During the match:

- (i) If a player arrives late and their team is utilising a Double-Up Player in their place, their Team Manager or Coach must notify the opposition Manager or Coach which Double-Up Player is dropping out in accordance with Rule 5.4.2(ii).

6.9.3 At end of match:

- (i) The Team Captain or Team Manager should confirm the score with the referees. If the score is disputed and cannot be resolved quickly and calmly, the referees will mark the scorecard accordingly and the disputing team is to submit a Protest to TTF immediately after the match in accordance with Rule 9.5.
- (ii) The Team Captain or Team Manager should also ensure that the referees record the name and details of any injured players on the Match Scorecard.
- (iii) The Team Manager and/or Team Coach are 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 In each Grade, the top four (4) teams who have the highest points score at the end of the Regular Season will progress to the Finals Series. The Finals Series will be a three (3) round series in the following format:

- (i) Finals Round 1: **Semi Finals** (A) 1st v 2nd & (B) 3rd v 4th
- (ii) Finals Round 2: **Elimination Final** (C) *Loser of A vs Winner of B*
- (iii) Finals Round 3: **Grand Final** *Winner of A v Winner of C*

7.1.2 The Finals Series draw is pre-set before the start of the Competition to avoid bias to any one team and will not be changed. The Grand Final draw may be changed only in the case of player/coach clashes with the approval of Clubs following the conclusion of the second round of the Finals Series.

### 7.2 DETERMINING FINAL PLACINGS

If teams are on equal points at the completion of the Regular Season, '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, utilised if teams are still equal after the Difference method, is determined by 'FOR' divided by 'AGAINST' multiplied by 100.

This system ensures that the team with the least number of Tries scored against them would obtain the higher position.

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 (in accordance with the Playing Rules) to decide the final series positions.

### 7.3 QUALIFYING FOR THE FINALS SERIES

7.3.1 For a player to qualify to play in the Finals Series for a team, that player must have:

- (i) registered as a Player in their Club in accordance with Rule 3.2; and
- (ii) at least four (4) Eligible Matches recorded for their team, or across teams in their Club in accordance with Rule 7.3.4, or have a Qualifying Concession granted under Rule 7.4.

7.3.2 A player may count a match as an Eligible Match towards their qualification to play in the Finals Series if they were correctly recorded as having played for their team in accordance with Rule 3.5.

- (i) A Double-Up Match cannot be counted as an Eligible Match.

7.3.3 A player may count a Bye, Forfeit (by the opposing team), cancelled match (in accordance with Rule 6.5.4), or a match that was declared a draw in accordance with Rule 6.7.2(i) as an Eligible Match only if they were correctly recorded as having played (not as a Double-Up Player) in accordance with Rule 3.5 in their team's most recent match that took place immediately prior to the Bye, Forfeit, cancelled or drawn match.

7.3.4 If a player has four (4) or more Eligible Matches spread over more than one of their Club's teams in the Competition, then the team where they have played the majority of their matches is the team that they must play for during the Finals Series unless Rule 7.3.6 is utilised.

- (i) Subject to Rule 7.3.4, where a player has the same number of Eligible Matches in more than one of their Club's teams it will be the player's choice to designate which of those teams they will play for during the Finals Series.

7.3.5 In the instance where a Club has more than one (1) team playing in the same Grade of the Competition, qualified players from the team(s) that did not progress into the Finals Series cannot play in any of their



Club's other teams in the same Grade, however can play in a higher Grade in accordance with Rule 7.3.6.

7.3.6 A player who has qualified for the Finals Series in accordance with Rule 7.3.1 may be Promoted by their Club to play in a higher Grade than their normal Grade for the Finals Series, and their promotion will be subject to Rule 7.3.7.

(i) A player Promoted to play in a higher Grade is not required to have played any matches in that higher Grade during the Regular Season.

7.3.7 Once a player plays a match for a team in the Finals Series, they cannot then play in any other even if their initial team is knocked out or removed from the Finals Series.

7.3.8 If TTF determines that a team has violated any part of Rule 7.3 during the Finals Series, that team will have their match counted as a Forfeit and will be unable to progress in the Finals Series.

7.3.9 A team must be financial with TTF to qualify for and participate in the Finals Series. An unfinancial team will be removed from Finals eligibility until all outstanding balances are paid in full; if the Finals Series has already commenced, the unfinancial team will be removed in accordance with Rule 7.6.

## 7.4 QUALIFYING CONCESSION

7.4.1 If a player who is a registered and financial member of a Club, and has been recorded correctly in accordance with Rule 3.5 as having played a minimum of two (2) matches for their team, subsequently 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 form determined by TTF; and
- (ii) submitted to their Club 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 TTF by the Club's primary contact person 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 who do not reside in the Townsville District (including 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 A team that qualifies for but will be unable to play in the full Finals Series are to notify TTF as soon as possible or immediately following the conclusion of the Regular Season. The team will be withdrawn, and the remaining eligible teams will be ranked in accordance with Rule 7.2.

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

7.5.3 Where a team wins a match in the Finals Series and then finds that they will be unable to play in the next scheduled round, the team that was defeated in the match will automatically progress in their place.

## 7.6 REMOVAL FROM THE FINALS SERIES

7.6.1 A team may be removed from the Finals Series where TTF deems that the team is ineligible or fails to meet a requirement of these Competition Rules (including, but not limited to, being unfinancial, failing eligibility requirements, or serious misconduct). Where practicable, TTF will first issue a breach notice to the Club and allow a reasonable period to respond or rectify the issue; however, this does not prevent immediate removal where the breach is serious or time critical.

7.6.2 Where a team is removed before the Finals Series commences, Finals eligibility will be re-determined by excluding the removed team from the ladder and re-ranking the remaining eligible teams in accordance with Rule 7.2.



7.6.3 Where a team is removed after the Finals Series has commenced, TTF will determine the appropriate remedy to preserve the integrity of the Finals Series, which may include withdrawing the team from its scheduled match, promoting the opposing team, promoting the next highest-ranked eligible team into the Finals Series, and adjusting fixtures as required to maintain the Finals Series format.



## 8. REFEREES (MATCH OFFICIALS)

### 8.1 REFEREE NOMINATIONS & APPOINTMENTS

8.1.1 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.

8.1.2 All Clubs must allocate at least two (2) Club Referees to each of their teams in the Competition and provide the TTRA with this information prior to the commencement of the Competition. It is deemed to be these individuals' responsibility to fulfil all their appointed refereeing duties for their Club.

8.1.3 Any Club Referee who cannot attend the match(es) that they have been appointed to are required to organise with their Club's Referee Coordinator to find a suitable replacement.

- (i) Failure to find a replacement will result in that Club Referee's allocated team losing two (2) competition points.

8.1.4 In the rare situation that there are insufficient referees, or the appointed referees and replacements are unavailable, then each team will be required to supply one of their number to officiate their match.

8.1.5 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 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 Club Referee is not required to hold a touch football referee accreditation to commence refereeing but must complete their accreditation as soon as practicable.

- (i) Unaccredited referees should (at a minimum) complete the Australian Sports Commission's free Community Officiating Essential Skills course prior to commencing.

### 8.4 NUMBER OF MATCHES TO REFEREE PER DAY

8.4.1 Referees are not permitted to referee more than three (3) matches in a row in a single day, 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:

- (i) if officiating a First Grade match, a match played on Fields 1 or 2, or a Grand Final, must also wear the TTRA's official on-field shorts or skirt; or
- (ii) if officiating any other match, 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 Team Captains and/or Team Managers and then mark the Match Scorecard that the teams either 'Accept' or 'Dispute' the score.

8.6.3 If the score is disputed, the referees and Team Captains and/or Team Managers will try and resolve the discrepancy immediately after the match.

- (i) If the dispute cannot be resolved quickly and calmly at that time, the disputing team's Club will be required to submit a Protest to TTF in accordance with Rule 9.5.

8.6.4 Referees are to ensure that the names of each referee who officiated the match is clearly written on the Match 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 CODE OF CONDUCT & DISCIPLINARY INCIDENTS

- 9.1.1 TTF's Codes of Conduct apply to all Participants, Officials, and spectators.
- 9.1.2 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, and negative behaviour will be handled in accordance with the Playing Rules, and relevant guidelines, policies, and procedures.
- 9.2.2 In the Competition, a referee has control over all Participants and Officials, both on and off the field, during and after the course of a match.
- 9.2.3 No Participants 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 Match Scorecard will take place only with the Team Captains and/or Team Managers of the teams. This process is for confirming the scorecard, not disputing referee decisions. If discussion becomes inappropriate or delays the process, referees will end the discussion and direct the team to the appropriate process.
- 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 Should there be an issue with the performance of a referee you may (accompanied by your Team Coach or Team Manager) arrange to consult, in a calm manner with the Competition's Referee Coordinator.
  - (i) If necessary, the Competitions' Referee Coordinator may orchestrate a meeting with the referee and the Team Coach or Team Manager.
- 9.2.7 All disputes or feedback are to be placed in writing and forwarded to TTF.

### 9.3 UNFINANCIAL & SUSPENDED PLAYERS

- 9.3.1 Any TTF member listed as Unfinancial 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 Unfinancial or suspended player to participate in a match will lose three (3) competition points, receive zero (0) 'FOR' points for the match, and the non-offending team will be declared the winner.

### 9.4 PROHIBITED SUBSTANCES & ALCOHOL

- 9.4.1 The Touch Football Australia Anti-Doping Policy applies to all Participants and Officials where relevant.
- 9.4.2 Any Participant or Official found to be in possession of, or using, an illegal and/or banned substance will be directed to leave the Competition grounds.
- 9.4.3 Participants and Officials must not consume prohibited substances and/or alcohol before or during a match.
  - (i) Where TTF or a referee appointed to the match reasonably believes that a Participant or Official is under the influence of a prohibited substance and/or alcohol, that person will not be permitted to participate in, or officiate, the match.

### 9.5 PROTEST REPORTS

- 9.5.1 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 must be completed on the official form, signed by an approved Official from the disputing Club, and lodged with TTF immediately after the match.



- 9.5.2 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 scheduled day.
- 9.5.3 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. COACHING ACCREDITATION & CHILD SAFETY**

### **10.1 COACHING ACCREDITATION**

10.1.1 All Coaches must hold a current touch football coaching accreditation recognised by Touch Football Australia or must complete their touch football coaching accreditation as soon as practicable.

10.1.2 Unaccredited coaches must (at a minimum) complete the Australian Sports Commission's free Community Coaching Essential Skills course prior to commencing their role.

### **10.2 CHILD SAFETY REQUIREMENTS**

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

10.2.2 A Team Coach, Team Manager, or Official that is in breach of TTF's relevant 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 Club may make application in writing to TTF to have their situation considered.

11.2 All requests must be submitted by the Club's primary contact person or registered Club Delegate.

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 Finals Series.



## SCHEDULE A. APPROVED REPRESENTATIVE EVENTS

The following events are considered grounds for the application of Rule 6.7.2. Events outside of this list will be assessed by TTF on application based on their merits.

Organiser	Event
<b>Federation of International Touch</b>	<ul style="list-style-type: none"> <li>• Youth, Open, Senior Asia Pacific Touch Cups</li> <li>• Youth, Open/Senior World Cups</li> <li>• Youth, Open, Senior, Masters Trans-Tasman</li> </ul>
<b>Touch Football Australia</b>	<ul style="list-style-type: none"> <li>• National Touch League (NTL Championships)</li> <li>• National Youth Championships</li> </ul>
<b>Queensland Touch Football</b>	<ul style="list-style-type: none"> <li>• QLD State Cup</li> <li>• QLD Junior State Cup</li> <li>• State of Origin</li> <li>• QLD Secondary All Schools</li> <li>• QLD Primary All Schools</li> </ul>
<b>Queensland Representative School Sport</b>	<ul style="list-style-type: none"> <li>• Under 10-12 Years State Championships</li> <li>• Under 13-15 Years State Championships</li> <li>• Under 16-18 Years State Championships</li> </ul>
<b>North Queensland Touch Association</b>	<ul style="list-style-type: none"> <li>• Junior State Cup North</li> <li>• NQ Open &amp; Senior Championships</li> <li>• NQ All Schools</li> </ul>



## SCHEDULE B. PENALTIES FOR VIOLATIONS

Violation	Rule(s)	Penalty or Sanction(s)
<b>Team Nomination Fees(s) not paid by 3rd round</b>	2.5.3	Late Fee of \$110 incurred.
<b>Team Nomination Fee(s) (incl. Late Fee(s)) not paid by 4th round</b>	2.5.4	Removal from competition until fees including Late Fee is fully paid.
<b>Team withdrawn less than 5 business days or within first three (3) rounds</b>	2.6.4	Club charged Administration Fee of \$50.00.
<b>Team withdrawn after first three (3) rounds of competition</b>	2.6.5	Club owes full Team Nomination Fee.
<b>Team played unregistered player</b>	3.2.4	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
<b>Player(s) who participated not correctly recorded, or non-participating player(s) recorded as playing</b>	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.
<b>Player(s) not in uniform by the set date (without dispensation)</b>	4.1.5	Loss of one (1) point by the player's team
<b>Playing an underage player (without dispensation)</b>	5.2.2	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
<b>Team plays &gt;14 players in a match, or incorrect composition of players</b>	5.3.3	Team receives zero (0) competition points and zero (0) 'FOR' points for the match.
<b>Team utilises Double-Up Player(s) incorrectly</b>	5.4.3	Team loses three (3) competition points and receives zero (0) 'FOR' points for the match.
<b>Team Promotes or Drops player(s) incorrectly</b>	5.5.4 6.4.6	Team loses three (3) competition points and receives zero (0) 'FOR' points for the match.
<b>Failure to notify TTF of a Forfeit by the set time</b>	6.6.3	Loss of three (3) competition points by offending team.
<b>Team that forfeits three (3) matches</b>	6.6.5	Removal from competition if reason not accepted by TTF
<b>Team that forfeits during the Finals Series</b>	7.5.2	Removal from Finals Series.
<b>Team plays player(s) in the Finals Series that have not qualified, or plays player(s) who have already played for another team in the Finals Series</b>	7.3.8	Match counts as a Forfeit by the offending team.
<b>Club Referee or replacement fails to attend</b>	8.1.3(i)	Loss of two (2) competition points by allocated team.
<b>Team permitting an Unfinancial or suspended player(s) to play</b>	9.3.3	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.
<b>Any person who is deemed to be intoxicated or using banned substances.</b>	9.4	Person not permitted to be involved in a match and directed leave the venue.



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