

Season 1/2023

Open Men's and Women's Competitions By-Laws



1. RULES OF PLAY:

- 1.1 The TTF Season 1 Open Men's and Women's competitions will be conducted under the Touch Football Australia Rules, **8th Edition** & any amendments. Subsequent sub-sections specify supplementary competition by-laws and procedures to be applied by TTF.
- 1.2 All teams participating in any TTF competitions agree to be bound by TFA and TTF rules, procedures and 'Code of Conduct's'.

2. COMPETITION STRUCTURE - NOMINATIONS, FEES, DIVISIONS, GRADES:

- 2.1 Team nominations for the Season 1 Open competitions will be '**club-only**' nominations and all players in this competition must be a member of a TTF affiliated club that is an incorporated entity. Each club is required to have a minimum of four (4) teams (not junior teams) playing in the Open competition, with a minimum of one (1) of these four teams competing in the opposite gender division.
- 2.2 The divisions to be contested will be Men's and Women's Open. Divisions will be further divided into grades if numbers permit. A minimum of four (4) teams is required to be nominated in a grade to constitute a competition.
- 2.3 Clubs may nominate only one team per grade in the Open competition. Once a club has a team in all grades in a gender then they may nominate additional teams in any other open grade/s in that gender except 1st grade. The General Committee may waive this rule in special circumstances except in the case of 1st grade.
- 2.4 Clubs are to nominate their teams into the relevant divisions/grades on the official 'Nomination' form. This form is to be submitted to the TTF Secretary by close of business on the due date.
- 2.5 Changes to team nominations will be permitted up until week three (3) of the competition. After this time no further changes will be accepted. Any points accumulated by teams that change grades during this period will be carried onto their new grade. New teams that are nominated after the start date during this period will receive no points for matches prior to their nomination.
- 2.6 The team nomination fees are to be paid in three instalments. The first 'Payment Instalment' is due three (3) weeks from the competition start date. The second instalment will be due on week (5) and the final instalment due on week eight (8).
- 2.7 Clubs that fail to pay for their teams by the final instalment due date will have a late fee of **\$100.00**/unpaid team imposed.
- 2.8 Any team that has the nomination fee (including the late fee) still unpaid by midnight of week nine (9), will not be permitted to play until the team's fees are paid in full. All players listed as playing in that team (Team Manager app) will be deemed un-financial until the outstanding fees are paid in full.
- 2.9 Clubs shall be responsible for the payment of the nomination fee for their teams and any late fees incurred.

3. REGISTRATION & INSURANCE:

- 3.1 All clubs must ensure that their players (including any new players), coaches, managers and club officials have registered online before they participate to be covered by the TFA National Insurance Policy. This is to be completed online with Touch Football Online via the TTF webpage at www.townsvilletouch.com.
- 3.2 Late registrations will be accepted up until close of business **1st June** in the year of the competition. After this date players and officials will no longer be able to register online in the current season and players not registered by this date will not be permitted to play in the final series.
- 3.3 Players who have qualified and are registered online but are playing in a higher grade (as per Rule 25.7) for the final series must be listed on Touch Football Online to that team by close of business the Thursday prior to the start of the final series. Failure to do so will result in that player/s not being eligible to play in the final series.
- 3.4 Club referees are to register online to the TTRA before they commence refereeing.



4. CLUB UNIFORM & FOOTWEAR:

4.1 All clubs will be recognised by their club colours. A photo of each club's set uniform for the season is to be submitted to the TTF Secretary for reference. Any proposed changes to club colours must be approved by the TTF General Committee. Uniforms set by clubs will be in accordance with the following:

4.1.1 Playing Tops

- All playing tops must be of the club's current graphic design. No mixture of designs shall be accepted.
- Clubs may allow players in the same team to wear shirts or singlets.
- Shirts/singlets are to be of a colour that is **not more than 30% white** as it clashes with our referee's uniform.
- Shirts must have an identifying number not less than **16cm** in height, clearly displayed on the rear of the playing top.
- Identifying numbers must feature no more than **two (2) digits**.
- Players may wear a long-sleeved shirt under their playing shirt.

4.1.2 Playing Shorts/Bike Pants

- Clubs may allow their players in the same team to wear shorts/bike pants in club design or of a predominant colour as defined by the club (i.e. if a club's primary colour is blue and white, they must indicate which colour shorts/bike pants will be acceptable for the team to wear).
- Where a club permits their players to wear shorts/bike pants (not their design), they must be of the predominant colour as determined by the club (e.g. blue with a small white stripe is acceptable but half blue/half white is not).

4.1.3 Predominant Colour

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

4.1.4 First Grade Players

- Players playing in a club's first grade open men's or women's team must all wear their club's current shirt/singlet and the club's current shorts/bike pants (same colour and design).
- They are permitted to wear a mixture of shirts/singlets and shorts/bike pants. However, players must wear the same current uniform (e.g. a player cannot wear shorts/bike pants with a stripe, logo etc if the rest of the team is wearing plain shorts/bike pants).
- Any player in first grade who is not wearing their club's current uniform by the due date will not be permitted to take the field.

4.1.5 Socks and Footwear

- All players must wear socks and regulation footwear.
- Footwear must be light leather or synthetic boots with flexible, soft moulded soles.
Footwear with screw-in studs ARE NOT permitted to be worn by players or referees.

4.2 All teams are to be correctly attired in their club's current uniform eight weeks from the start of the competition. Teams not in uniform on this date will be penalised by a loss of one (1) competition point. The TTF Secretary is to be notified (by email) if there are any delivery problems that will affect teams not being in uniform by the due date. This is to avoid their team losing points.

4.3 If a club has more than one (1) team playing in a grade, then when the teams play each other, they must wear an alternative strip or bibs with numbers. It will be the responsibility of the club to supply these.

5. WEARING OF HATS, GLASSES, SUNGLASSES, & MEDICAL SUPPORTS:

5.1 Hats and caps are permitted during a match providing that they are safe and have no dangerous parts.



- 5.2 Glasses and sunglasses may be worn by players and referees providing that they are safe and securely attached at the back with a band.
- 5.3 Players and referees may wear sport monitoring equipment and medical supports such as knee or ankle braces provided that the items are not dangerous.
- 5.4 Any fibreglass, plaster-of-paris, or solid fixtures of a medical nature **cannot** be worn while playing or refereeing.

6. JEWELLERY & FINGERNAILS:

- 6.1 Players are not to participate in any match while wearing any items of jewellery, chain, identification band/bracelet or similar items that may prove dangerous. If any such item cannot be removed, it must be taped to the satisfaction of the Referee.
- 6.2 Long (extend beyond the finger-flesh when viewed from the palm) or sharp fingernails are not permitted unless taped to the satisfaction of the Referee.

7. MINIMUM AGE REQUIREMENT:

- 7.1 All players must attain the age of **12 years or over** by the 31st December in the year of the competition, to be eligible to participate in any TTF open competitions.
- 7.2 This rule may be waived by the General Committee only in special circumstances.

8. NUMBER OF PLAYERS IN A TEAM:

- 8.1 A team is to consist of a maximum of fourteen (14) players in any match, with no more than six (6) of whom are allowed on the field at any time.
- 8.2 In the case of a team using 'double-Up' players (except 1st & 2nd grade who may have fourteen (14) players) the maximum number of players that can play in that match is twelve (12).
- 8.3 After the end of play on the third week of play, players are not permitted to play for two (2) or more of their club's teams in the same grade. (i.e. a player who plays in their club's w5 pink cannot play any matches in their club's w5 purple team after the third week).
- 8.4 Any team that violates any part of by-law Rule 8. will have their match counted as a forfeit by the offending team.

9. MINIMUM NUMBER OF PLAYERS TO START:

- 9.1 A Team must have a minimum of **four (4)** players on the field for a match to commence or continue, except during a Drop-Off.
- 9.2 Where the number of players on the field from one Team falls below four (4) the match will be abandoned, and the non-offending team is declared the winner. **This does not apply for players sent to the 'Sin Bin Area'.**

10. NUMBER OF MATCHES A PLAYER CAN PLAY:

- 10.1 In the Open competition irrespective of age, gender, division or grade played, each player will be permitted to play only one (1) match on any given day.
- 10.2 The only exceptions to this rule which will allow a player to play a second match (also See Rule 8.3) will be:
 - 10.2.1 Players competing in another competition which is played on the same day (e.g. A Junior competition played during the Open competition), and
 - 10.2.2 In round matches only, when a 1st or 2nd grade team has less than fourteen (14) players or a 3rd or lower grade has less than twelve (12) players, then players will be permitted to be brought up as 'double-up' players to play a second match as long as the following rules are met:
 - 10.2.2.1 Player/s may only play a second match in a team as long as it is a higher grade than their normal grade (if a club has two (2) or more teams in the same grade then players may not move across the grades).



- 10.2.2.2 In the case of a club's lowest grade in each gender, then the team is not permitted to utilise this rule. (e.g. a club's lowest women's team is in w5, as they do not have a w6 team to draw players from, they cannot utilise this rule).
- 10.2.2.3 Any player that has been dropped to a lower grade may not 'double-up' for that week. (e.g., Bill who plays men's 1 on week 3 (not as a Double-Up player) is dropped to men's 2 on week 4, Bill is not permitted to be a 'double-up' player on week 4. On week 5 if Bill is still playing m2 he may then be utilised as a 'double-up' player).
- 10.2.2.4 A team in 3rd grade or lower utilising this rule can have (including the 'double-up' player/s) a maximum of twelve (12) players. **Please note this clause does not apply to 1st or 2nd grade.**
- 10.2.2.5 If after the match has commenced, usual team players turn up and play, then 'double-up' players must drop out to ensure Rule 10.2.2 conditions are met.
- 10.2.2.6 Players are to 'be recorded as playing' for their normal team's match as a **player** and for their second 'double-up' match team they are to be recorded as **'double-up'** players only.
- 10.2.2.7 In all grades, once a player plays **six (6)** round/'double-up' matches in a team (does not have to be consecutive), this player can no longer be utilised as a **'double-up'** player in **that team** for the remainder of the season. (e.g. Bill has played 6 round/'double-up' matches in men's 3. He is then dropped to men's 4, so as per this clause he cannot be utilised as a 'double-up' player in men's 3 for the remainder of the season. This would continue to apply even if he is later dropped to men's 5 etc.).
- 10.2.2.8 A 'double-up' player is permitted to play as normal for their usual team the following week. (e.g., Bill plays men's 5 (usual team) - on week 4, he plays men's 5 and is brought up to play a 'double-up' match in m3, on week 5 he can play his normal match in m5 without having to go down through the grades a grade at a time.)
- 10.2.2.9 'Double-up' matches can be played before or after a player's normal match, though only one per day. (e.g., Bill normally plays men's 5 - on week 4 when he is being utilised as a 'double-up' player for m3, m3 play before his club's m5 team. As long as Bill is recorded (**Team Manager app**) for m5 as a player and as a 'double-up' player for m3 and all other double-up player rules are met, then this is permitted.
- 10.2.2.10 Note in the case of a rescheduled match, all 'Double-Up' rules will apply as if the original match and the rescheduled match were played on the same day.
- 10.2.2.11 Any team utilising this rule incorrectly will have their match counted as a forfeit with the non-offending team receiving the win.

11. MOVING UP THROUGH GRADES (not 'Double-Up' Matches):

- 11.1 A player may be moved up to play in a higher grade at any time, (e.g. Bill may play m3 on week 1 then play m1 on week 2, however if Bill wants to go back to m3 he would then have to follow Rule 12 conditions).
- 11.2 If a player's team has a 'bye', then in that case Rule 18. conditions apply.
- 11.3 Players may also be brought up to play in a higher grade for their club during the final series, though Rule 25 conditions will apply in this case.

12. MOVING DOWN THROUGH GRADES (not 'Double-Up Matches):

- 12.1 A player may be moved down through the grades during round matches only, and then, only one grade at a time.
- 12.2 However, when that player's team has a bye, Rule 18. conditions apply.
- 12.3 Where a club does not have a team in every grade, then player/s may be moved down to their club's next lowest grade.



13. DURATION OF MATCHES & TIMESLOTS:

- 13.1 In the Open competition matches will be forty-five (45) minutes duration, consisting of two (2) twenty (20) minute halves and a five-minute halftime break.
- 13.2 There will be a fifteen (15) minute break between the finish and start of each match.
- 13.3 Allocation of matches to available timeslots will be at the discretion of the Competition Administrator. Teams must be available to play all timeslots. Whilst efforts to accommodate special timeslot requests will be considered, this may not always be possible.

14. MATCH PARTICIPATION RECORDS:

- 14.1 The **TTF Team Manager app** is to be used by each team to record all players that play in their team in a match (including finals). Only players **who actually played** in a match are to be recorded.
- 14.2 Players who are not correctly recorded as 'played' in a match will not have that match count towards their eligibility to play in the final series, will not receive any Best & Fairest points if allocated, and in the case of an injury the player/s are not covered by the TFA insurance.
- 14.3 Failure to record a player who played in a match, may also result in the match being classed as a forfeit by the offending team.
- 14.4 Recording of players as 'played' will open prior to a match and will close two (2) hours after the match ends. **Once access closes players will not be able to be recorded as playing in that match.**

15. SCORING:

In all matches each Try scored will be worth one (1) point.

16. COMPETITION POINTS:

- 16.1 Points for all competitions will be as follows:
 - Win/Bye.....3 points.
 - Draw2 points.
 - Loss1 point.
 - Forfeit0 points.
- 16.2 In all round matches if a forfeit occurs, points 'For' & 'Against' will be allocated to the teams. In this case the team forfeiting will be allocated 0 points 'FOR' and 5 points 'AGAINST'. The non-offending team will be allocated 5 points 'FOR' and 0 points 'AGAINST'.

17. COMPETITION ROUNDS:

- 17.1 The number of competition rounds shall be determined solely by the number of weeks of the competition.
- 17.2 Uneven rounds may occur, and no additional matches will be played.

18. TEAM ON A BYE:

- 18.1 If a grade has an uneven number of teams in the competition, it will be necessary for that grade to have a bye each week.
- 18.2 A team on a bye will be counted as a match played by the players (excluding 'double-up' players), that played in that team the week prior to the bye occurring, and are not required to be recorded on the Team Manager app, as they will be recorded automatically as 'playing' the week of the bye.
- 18.3 All normal rules will apply to those players as if they had played the day the bye occurred.
- 18.4 Players on a bye may play in a higher grade as a 'Double-Up' player under Rule 10.2.2.
- 18.5 Players cannot play in a lower grade when on a bye.
- 18.6 Players on a bye and used as 'double-up' players are to **be recorded via the Team Manager app** as a 'double-up' player for that team. (e.g. on week 3 Bill plays for men's 3. On week 4 men's 3 has a bye. Bill can only play in Men's 2 or 1 on week 4 if they need 'double-up' players. He cannot play for a lower grade. He is recorded as a 'Double-up' player if he plays men's 2 or 1 in this instance.)
- 18.7 A team on a bye will not receive any 'FOR' or 'AGAINST' points.



19. INTERRUPTED & CANCELLED MATCHES:

Should a match be interrupted due to injury or any other extenuating circumstance, the following is to be the policy.

19.1 Prior to half-time:

19.1.1 The match is to be replayed in its entirety.

19.1.2 If the match is unable to be re-played, then the match will result in a draw and both teams will be allocated 'For/Against' points of 5/5.

19.2 After half-time:

19.2.1 Round and finals matches - the match (and score) is to stand as it was when play stopped.

19.2.2 Final series match interrupted after half-time that leaves the match as a drawn match.

- After the siren to signify the end of the match has sounded the match will move to the closest spare field available and a 'drop-off' will occur on the alternative field.

- The next timeslot would hold as per usual until the 'drop-off' is played.

19.3 Cancelled fixture day:

19.3.1 If on a fixture day all matches are cancelled, the replaying of the matches will be at the discretion of the TTF General Committee.

19.3.2 If matches are not able to be re-played, then all teams who were to play will receive two (2) competition points and will be allocated 'For/Against' points of 5/5.

19.3.3 Bye teams will receive the usual three (3) competition points but no 'FOR'/'AGAINST'.

19.4 Cancelled fixture matches: - if on a fixture day some matches are cancelled due to rain etc, then the following will apply:

19.4.1 Those matches that were able to be played will receive points as per the scorecard.

19.4.2 Those matches that were part played, Rule 19.1 & 19.2. will apply.

19.4.3 Those matches that were unable to be played, Rule 19.3 points will apply.

19.4.4 In the case of a final's match, the replaying of the affected final match/es will be at the discretion of the General Committee.

20. FORFEITS & WITHDRAWALS:

20.1 Teams must be in attendance at their playing field, five (5) minutes before the commencement of their match. Any team that cannot field a team on the scheduled or re-scheduled date (in the case of a match change) with at least the minimum number of four (4) players after five (5) minutes of the siren going will be deemed to have forfeited that match.

20.2 In the case of a forfeit, Club delegates **MUST** notify the TTF Secretary by close of business on the Friday prior to the scheduled match. Any team that forfeits and fails to notify the TTF Secretary by the given time will result in a **loss of three (3) competition points** from that team's total points.

20.3 In the case of a forfeit, points will be awarded as per Rule 16, 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 18.1 to 18.6) will apply.

20.4 Players from the forfeiting team who are available to play may play for another team in their club under Rule 11 or 12.

20.5 Players in both teams affected by a forfeit are not required to be recorded as playing for the forfeit match.

20.6 Any team that forfeits three (3) matches without notice shall be immediately removed from the competition, unless an acceptable reason is presented to the TTF executive.

20.7 Teams that qualify for the final series, though will be unable to play in the final series are to notify the TTF Secretary at the end of the round matches and the next team in line will take their place in the final series.

20.8 Once the final series commences, any team that forfeits a match will immediately be removed from the competition, unless an acceptable reason is presented to the TTF executive.

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



- 20.10 Clubs shall be responsible for the payment of the nomination fee and any late fees incurred for any of their teams that withdraw after the third week of the competition.

21. MATCH CHANGES:

- 21.1 During round matches only, a scheduled match may be played on an alternate date/and or time. For this to take place both clubs must agree to the rescheduling (except in the case of Representative Touch duties as per 21.7).
- 21.2 All match changes are to take place before the next scheduled match and are to be played at Queens Park on either a Monday, Tuesday or Wednesday night (when fields are spare).
- 21.3 Rescheduled matches must be played within night competition timeslots or before 7:30pm on Wednesdays.
- 21.4 The TTF Secretary is to be notified of the change and the agreed date, **two (2) weeks** prior to the original scheduled match.
- 21.5 Players will be required to be recorded as playing via the **Team Manager app** on the rescheduled night. Failure to do so will result in the match being counted as a forfeit by the offending team.
- 21.6 The TTRA will organise referees for any rescheduled matches.
- 21.7 In the case of a team requesting a match to be rescheduled due to **representative Touch duties** the following additional rules apply:
- 21.7.1 The team affected **MUST** have a minimum of **four (4) players** absent due to representative duties (Touch Football only), as per Schedule 1. The names of the players who will be absent and the representative duties (e.g., championship as per schedule 1) are to be submitted to the Secretary when notifying of the match change.
- 21.7.2 The opposing team does not have an option and the match will be rescheduled to allow the absent player/players to participate.
- 21.7.3 However, if both teams cannot agree on a date/time to reschedule a match within the set time, the match will be counted as a draw. Both teams who were to play will receive two (2) competition points and will be allocated 'For/Against points of 5/5.
- 21.7.4 In the case of a grand final match where players are missing due to representative duties the match time only is to be negotiated to allow the player/players affected to participate if possible.

22. INTERCHANGE AREA:

- 22.1 The 'Interchange Areas' at Queens Park are on the sideline 10 metres either side of halfway. Due to limited space between some fields, teams may be required to interchange from the same side.
- 22.1.1 Field 1 – left side of field, Field 2 – right side of field.
- 22.1.2 Field 3 and 4 – Clubhouse side.
- 22.1.3 Field 5 and 6 - Cricket pitches.
- 22.1.4 Field 7 and 8 – Warburton Street side of the fields.
- 22.1.5 In all instances if distance permits the depth of the Interchange Area shall be 2 metres.
- 22.2 **Interchange procedure:**
- 22.2.1 Players may interchange at any time.
- 22.2.2 There is no limit on the number of times a player may interchange.
- 22.2.3 Interchange players must remain in their designated 'Interchange Area' for the duration of the match.
- 22.2.4 Interchanges may only occur after the player leaving the 'Field of Play' has entered the 'Interchange Area'.
- 22.2.5 Players leaving or entering the 'Field of Play' shall not hinder or obstruct play.
- 22.2.6 Players entering the 'Field of Play' must take up an 'Onside' position before becoming involved in play.
- 22.2.7 When an intercept has occurred or a line break made, players are not permitted to interchange until the next 'Touch' has been made or the ball becomes 'Dead'.



22.2.8 Following a 'Try', players may Interchange at will, without having to wait for the player to enter the 'Interchange Area', though must do so before the 'Tap' being taken to recommence play.

- 22.3 Team Coach (s) and Team Manager (s) are permitted in the 'Interchange Area' or at the end of the 'Field of Play' for the duration of the match. They may move from one position to the other but shall do so without delay. While in position at the end of the 'Field of Play' the Team Coach(s) or Team manager(s) 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.
- 22.4 **Spectators are not permitted in the 'Interchange Area' and must be a minimum of five (5) metres from the field of play.**

23. FINAL SERIES ROUNDS:

- 23.1 In all grades it will be the top four (4) teams who have the highest points score at the end of the round matches that will progress to the final series. The final series will be a three (3) week series with the following draw utilised:
Week 1: (A) 1 v 2 (B) 3 v 4 – **Major/Minor Semi**
Week 2: Winner 'A' bye (C) Loser 'A' v Winner 'B' & loser 'B' drops out – **Preliminary Final**
Week 3: Winner 'A' v Winner 'C' – **GRAND FINAL**
- 23.2 The final 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 however may be changed in the case of player/coach clashes. This will be decided by club delegates the week prior to the Grand Finals.

24. DETERMINING POSITIONS FOR 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.

- 24.1 The 1st (**Difference method**) is determined by subtracting the total of Tries 'against' from the total 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.

- 24.2 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 = $\frac{40}{20} \times \frac{100}{1} = 200\%$

Team A obtains the higher position.

- 24.3 The 3rd (**Drop-Off method**) is utilised if teams are still equal after the other 2 methods are used. In this situation the teams that are still equal would play a drop-off to decide the final positions.

25. QUALIFYING FOR FINALS:

- 25.1 For a player to qualify to play in the final series for a team, that player must have been:
- 25.1.1 Registered online to their club by the **1st June in the year of the competition**, and
 - 25.1.2 Have been recorded as 'played' at least **six (6)** round matches via the **Team Manager app** for their club in the season, or have a concession granted as per Rule 26 and
 - 25.1.3 Must be listed on Touch Football Online to the team they are playing in the final series for.
- 25.2 For the purpose of this rule, 'Byes' and 'Rain Outs' can also count as matches played provided that the player has played for that team the week **immediately prior** to the bye or rainout occurring. For the purpose of this rule 'double-up' matches do not count.
- 25.3 If a player has the minimum of six (6) matches (not counting 'double-up' matches) spread over more than one team, then the team where they have played the majority of their matches is the team that they must play in for any final series matches, unless they utilise Rule 25.7.



- 25.4 In the instance where a club has two or more teams playing within a grade, players who qualify must have played the majority of their matches with a given team before being eligible to participate in the final series for that team. For the purpose of this rule, 'double-up' matches do not count, however, byes and rain-outs do count (as long as Rule 25.2 is met).
- 25.5 In the instance where a club has more than one (1) team playing in a grade, qualified players from the team/s that didn't make the final series cannot play in any of their club teams in the same grade that did make the final series. These players can however play in a higher grade as per rule 25.7.
- 25.6 Where a player has qualified to play in the finals as per Rule 25.1 and played the same number of matches in more than one grade it will be their choice to designate which grade they will play in for the final series, providing that rules Rule 25.8 & 25.9 are also followed.
- 25.7 A registered player who has qualified for the finals as per Rule 25.1 for their club may be brought up to play in a higher grade than their normal grade for the final series (rule 25.9 also applies). A player brought up to play in a higher graded team is not required to have played any matches in that higher graded team during round matches, however they must be listed on Touch Football Online as per 25.1.3 to that team by the Thursday prior to the start of the final series.
- 25.8 Clubs will be responsible for ensuring that any of their players playing in the final series meet the requirements of Rule 25 and ensure that they are listed on Touch Football Online to the team they are playing in for the final series.
- 25.9 When a player plays a match in the final series, then that player must continue to play only with that team for the remainder of the final series. (e.g. Bill plays his first match in the final series in Men's 3, if they are knocked out the first week, he cannot then play for another team that is still in the finals).
- 25.10 Players who do not meet these requirements by the due dates will not be permitted to play in the final series.
- 25.11 If a Protest is upheld any team that violates any part of Rule 25 will result in the final's match being counted as a forfeit by the offending team.
- 25.12 All teams and players that compete in the final series must be fully paid and have no rego fees or other accounts outstanding.

26. QUALIFYING CONCESSION:

- 26.1 If a player who is a financial member of a club and is properly registered with a team, should become sick, injured, pregnant, or for work purposes will be unable to play sufficient matches with their team to qualify for the final series, then that player can apply to the TTF Executive for a 'Qualifying Concession'.
 - 26.1.1 Player is to complete a 'Qualifying Concession' request form (available from the TTF Secretary) and then submit the completed form to their club for endorsement.
 - 26.1.2 Request form must outline the reason that they are unable to play the required matches to qualify. (In the case of an injury a copy of the Doctors certificate to be included)
 - 26.1.3 Must list the team the request applies to. (Concession will only be granted for one (1) team).
 - 26.1.4 Request form is then submitted to the TTF Secretary by the player's club on their behalf.
 - 26.1.5 The application must be received within seven (7) days of the reason for the request occurring.
- 26.2 Players (including students) who do not reside in the Townsville District (Townsville District covers Ingham, Charters Towers and the Burdekin areas) will not be eligible for this concession.
- 26.3 **The player is not to be recorded as 'playing' using the Team Manager app unless they actually play in a match.**

27. MATCH PROCEDURE:

- 27.1 Prior to the start of a match, both teams are to assemble at the halfway line.
- 27.2 Referee/s wait at the middle of the field, and both teams then walk in lines onto the field, as soon as they are able.



- 27.3 The referees ascertain the captains of the teams and check shoes, fingernails, and jewellery and inform the players of any issues they have – the captains also check that all the opposition team members meet the uniform requirements.
- 27.4 Captains **MUST** also notify the opposing captain, of any players that are 'double-up' players for that day, before the start of the match.
- 27.5 The toss is made, players touch elbows, interchange players go to the Interchange Area in readiness for the match to commence.
- 27.6 Any players that are late arriving when a team is utilising 'double-up' players, are to notify an opposition official which 'double-up' players are dropping out.
- 27.7 At end of match, captains are to check the following:
- Confirm the score with the referees. If there is a Protest on the match inform the referees who will mark the scorecard accordingly. (See By-law 33 for Protest procedure).
 - Ensure all players have been recorded as playing using the 'Team Manager' app.

28. PLAYER TRANSFER CLEARANCES, UN-FINANCIAL & SUSPENDED MEMBERS:

- 28.1 Any player wishing to transfer to another club during the season must obtain a clearance from their previous club ensuring that they have resolved all their financial obligations to their former club.
- 28.2 This clearance is to be registered with their intended new club and TTF administration prior to being eligible to play with that new club. (Transfer forms are available from Admin)
- 28.3 Any TTF member listed as un-financial with any TFA affiliated bodies (i.e., team, club, association, regional, state or national) shall not be permitted to play, coach or referee until their account is settled.
- 28.4 Any TTF members who have been suspended by any TFA affiliated bodies (i.e., association, regional, state or national) shall not be permitted to play, coach or referee until their suspension has been served.
- 28.5 Penalty for playing an un-financial/suspended player is a loss of three (3) competition points.

29. PROVISION OF REFEREES (MATCH OFFICIALS):

- 29.1 All clubs must provide at least two (2) referees per team they nominate. It is deemed to be these individuals' responsibility to fulfil all their allocated refereeing duties.
- 29.2 Any player referee who cannot attend the match/es that they have been allocated to referee, are required to find a replacement referee. Failure to find a replacement shall result in the team that the allocated referee plays in or referees for, losing **two (2) competition points**.
- 29.3 Referees shall be allocated to all matches, ensuring that all matches have at least one (1) experienced referee.
- 29.4 If there are insufficient referees or the appointed referees are unavailable, then each team will be required to supply one of their number to referee their match.
- 29.5 Referees are required to register online at www.ttra.org.au/register to the TTRA as a Referee to be covered by the TFA Insurance policy if injured whilst refereeing and to record their bank details for their referee payments.
- 29.6 All referees must (at a minimum) complete the free Sport Australia Community Officiating General Principles online course via THE NEST - <http://touchfootball.etrainu.com> . Referee courses are run throughout the season – please visit www.ttra.org.au/start to find out when the next course is being held. This will also ensure that they will be covered for Professional Indemnity by the TFA National Insurance policy.
- 29.7 Referees are required to wear the TTRA white/lime green on-field referee shirt and on fields 1 and 2 the regulation shorts or skirt. The TTRA will have shirts, shorts, skirts and whistles available that may be borrowed, though they must be returned at the end of play each day/night.

30. REQUESTS FOR SPECIAL CIRCUMSTANCES NOT COVERED BY THESE BY-LAWS:

- 30.1 Where there arises any special circumstance that is not already covered by these by-laws then a club may make application in writing to the TTF Executive to have their situation considered.



- 30.2 All requests must be submitted by a club's registered delegate.
- 30.3 Any requests under this rule that apply to the final series, must be submitted to the TTF executive by end-of-play two (2) weeks prior to the start of the final series.

31. BLUE CARD REQUIREMENTS:

- 31.1 All coaches, managers, club officials and referees who are aged 18 or older, must have either a current 'Blue Card' or 'Exemption Card' (in the case of teachers and police officers) issued by the QLD Government (Blue Card Services) and linked to their club or TTF, unless exempt from holding one under the law.
- 31.2 Coaches, Managers and Officials who are required to hold a Blue Card **MUST** be able to produce their Blue Card or Government Exemption Card while carrying out their duties at training, competitions and championships. Failure to adhere to By-Law 31.1 during TTF competition matches will result in that coach, manager or official not being permitted to take part in the match in an official capacity.
- 31.3 To meet government requirements all clubs are required to keep a register of their officials (Committee, Coaches, Managers, Referees) containing their blue card/government exemption card number and expiry date.

32. COACH ACCREDITATIONS:

- 32.1 All Coaches must be accredited.
- 32.2 Any coaches who are not accredited, are required to complete the free Sport Australia Community Officiating General Principles online course via THE NEST - <http://touchfootball.etrainu.com> before they commence coaching and attend the first available 'Foundation' coaching course. This will also ensure that they will be covered for Professional Indemnity.

33. PROTESTS REPORTS:

- 33.1 All protests reports are to be in writing, signed by a club official and submitted to the TTF Secretary/ Competition Administrator **immediately following** the match.
- 33.2 Protest report forms are available from administration at the competition.
- 33.3 Further supplementary information can be submitted by email to the TTF Secretary within **48 hrs**. These forms are also available on the TTF webpage.
- 33.4 Protests reports relating to final scores, by-laws etc will be addressed by the Executive.
- 33.5 In general reports lodged on match day/night will not be addressed until the next business day after the incident.

NOTE: *Protests against refereeing decisions will not be accepted.*

34. INCIDENT REPORTS: (as per the TFA Disciplinary Regulations Manual 2014)

- 34.1 Incident reports are to be submitted by the referee/participant/official **immediately following** the match.
- 34.2 Incident forms are available from administration at competition.
- 34.3 Further supplementary information can be submitted by email to the TTF Secretary within **48 hrs**. These forms are also available on the TTF webpage.
- 34.4 Incident reports will be addressed by the TTF Disciplinary Tribunal Chairman.
- 34.5 In general, reports lodged on match day/night will not be addressed until the next business day after the incident.



SCHEDULE 1»

Approved Representative Events:

The following events are considered grounds for the application of **RULE 21.7**. Events outside of this list will be assessed by the TTF Executive on application based on their merits.

Fed. of International Touch	Touch Football Australia	Queensland Touch Football
<ul style="list-style-type: none"> Open/Senior World Youth World Cup 	<ul style="list-style-type: none"> NRL Touch Premiership National Touch League National Youth Champs National School Cup 	<ul style="list-style-type: none"> Junior State Cup North Junior State Cup Junior State Championships QSST 16-18's QSSR 13-15's QPST 12 years Qld Secondary All Schools Qld Primary All Schools State Cup State of Origin

SCHEDULE 2»

Competition Due Dates:

1.	Team nominations due for Round 1 fixtures. Due 5:00pm	Monday, Feb 27th, 2023
2.	Open Men's & Women's Competition. Commences	Sunday, Mar 5th, 2023
3.	First Instalment of Nomination Fee. End of Play week 3 of competition	Sunday, Mar 19th, 2023
4.	Late changes to team nominations. Due week 3 of competition	Sunday, Mar 19th, 2023
5.	Second Instalment of Nomination Fee. End of Play week 5	Sunday, Apr 2nd, 2023
6.	Final Instalment of Nomination Fee Due midnight week 8 of competition	Sunday, Apr 23rd, 2023
7.	Failure to Pay Final Instalment by week 8. Late fee of \$100/team imposed after Midnight	Sunday, Apr 23rd, 2023
8.	Team not paid in full (inc. late fee) Will not be permitted to play and their players listed as un-financial until team's nomination fees are paid. As at midnight week 9 of competition	Monday, May 1st, 2023
9.	Team Uniforms due. 8 weeks from start of competition	Sunday, Apr 23rd, 2023
10.	All players are to be registered online before they play. This is to ensure that they are a TFA affiliated player and to be covered by TFA insurance in case of an injury.	Info
11.	Late Player registrations close Unregistered player will not be permitted to play in finals. Close of business	Thursday, Jun 1st, 2023
12.	Players moved to higher grade for the finals. Registered Players are to be moved by Midnight	Thursday, Jul 13th, 2023
13.	Three (3) week Final Series commences. Week 1	Sunday, Jul 16th, 2023
14.	Grand Finals. Week 3	Saturday, Jul 29th, 2023



SCHEDULE 3»

Penalties for By-Law Violations:

Non-payment of Nomination fees. Midnight – Sunday 23rd Apr, 2023	Rule 2.7	Late fee of \$100/unpaid team imposed.
Non-payment of Nomination fees and late fees by due date. Midnight – Sunday May 1st, 2023	Rule 2.8	Removal from competition and players listed as un-financial until fees fully paid.
Fees owed by Team that withdraws after third week.	Rule 2.9 & 20.10	Club owes full registration fees plus late fees.
Unregistered players (Must be registered online before playing). Late registration accepted until June 1st, 2023	Rule 3 & 25	Not covered by TFA Insurance and players not permitted to play in finals.
1 st grade team has players not in correct uniform.	Rule 4.1.4	Player not permitted to play
Team with player/s not in correct uniform. Sunday Apr 23rd, 2023	Rule 4.2	Loss of one (1) competition point
Team that plays >players than the maximum allowed in a match or players from another of their teams in the same grade.	Rule 8	If protest upheld, match to count as a forfeit by the offending team with the non-offending team counted as a team on a bye.
Team with players playing >1 match (double-up players) not within by-laws.	Rule 10,18	If protest upheld, match to count as a forfeit by the offending team with the non-offending team counted as a team on a bye.
Team using player/s moving down the through the grades incorrectly.	Rule 12	If protest upheld, match to count as a forfeit by the offending team with the non-offending team counted as a team on a bye.
Player (who played) not Recorded as playing via the Team Manager app.	Rule 14	If protest upheld, match will be counted as a forfeit by the offending team with the non-offending team counted as a team on a bye. Match cannot be used as a 'match played' by that player and will result in the loss of any B & F points awarded to that player.
Failure to notify TTF of forfeit by set time.	Rule 20.2	Loss of three (3) competition points from offending team's total points
Team that forfeits 3 matches without notice.	Rule 20.6	Removal from competition if reason not accepted by TTF executive.
At the end of round matches any team that qualifies to play in the final series but will be unable to play.	Rule 20.7	Team is replaced by the next team in line
Team that forfeits during the final series.	Rule 20.8	Removal from competition if reason not accepted by TTF executive.
Any team that wins their Preliminary Final and then is unable to play in the Grand Finals.	Rule 20.9	Team is replaced by the team they defeated in the Prelim Final.
Team plays player/s in the finals that have not qualified for finals. i.e. not registered/not played 6 matches, etc.	Rule 25.11	If Protest upheld match counts as a forfeit by the offending team.
Team permitting an un-financial or suspended player to play.	Rule 28.5	Loss of three (3) competition points
Team referee/replacement fails to attend to allocated match.	Rule 29.2	Loss of two (2) competition points from referee's team or team refereeing for.