



1. RULES OF PLAY:

- a) The TTF 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.
- b) All teams participating in any TTF competitions agree to be bound by TFA and TTF rules, procedures and 'Code of Conducts'.

2. TEAM NOMINATIONS, DIVISIONS, GRADES:

- a) 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.
- b) 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.
- c) 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.
- d) 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.
- e) 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.
- f) The first 'Payment Instalment' is due by week three (3) of competition with the final payment instalment due on week four (4).
- g) Clubs that fail to pay by the final instalment due date will have a late fee of **\$100.00**/unpaid team imposed.
- h) Clubs shall be responsible for the payment of the nomination fee for their teams and any late fees incurred. Nomination fees are to be paid in full by the due date.
- i) Any teams that have the nomination fee (as well as the late fee) still unpaid by midnight of week five (5) of the competition, will not be permitted to play until the team's fees are paid in full. All players listed on the team sheet of any un-financial team will be deemed un-financial until fees are paid in full.
- j) Clubs will be liable for the nomination fee, late fees and any unpaid match-fees owed by any of their teams at the end of the competition or that withdraw during the competition.

3. CLUB UNIFORM AND SHOES:

- a) All clubs will be recognised by their club colours. Any proposed changes to club colours must be approved by the TTF General Committee. A photo of each club's set uniform for the season is to be submitted to the General Committee for ratification.
- b) All teams are to be correctly attired in their club's current uniform by the set date. Teams not in uniform on this date will be penalised by a loss of one (1) competition point. Clubs who are experiencing problems with manufacturer supplies are to notify the TTF office (by email) to avoid their teams losing points.
- c) The uniform for the open competition is to consist of the club's current shirt/fitted singlet and shorts/tights in the club's set colours. Shirts/singlets are to be of a colour that is **not more than 30% white** as it clashes with the referee 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**. Consideration will be given to clubs who currently have three (3) digits.
- d) Players playing in a club's first grade open men's or women's team must all wear their club's current shirt/fitted singlet and the club's current short/tights (same colour). They are permitted to wear a mixture of shirts/singlets and shorts/tights. However players must wear the same current uniform



(e.g. a player cannot wear shorts/tights with a stripe, logo etc if the rest of the team is wearing plain shorts/tights) This rule applies to first grade only. 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.

- e) 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.
- f) Players may wear a long sleeved shirt under their playing shirt as long as the sleeves are the correct club colour.
- g) All players must wear socks and regulation shoes. Shoes must be light leather or synthetic boots with flexible, soft moulded soles. **Boots with screw-in or metal tags are not permitted to be worn by player or referee.**

4. WEARING OF GLASSES; SUNGLASSES; HATS & MEDICAL SUPPORTS:

- a) All players and/or referees may wear any of the above as long as they have no dangerous parts, and in the case of glasses, they must be secured at the back with a band.
- b) Any fibre-glass, plaster-of-paris, or solid fixtures of a medical nature cannot be worn while playing or refereeing.

5. JEWELLERY & FINGERNAILS:

- a) Players are not to participate in any match while wearing any items of jewellery or similar items that may prove dangerous. If any such item cannot be removed it must be taped to the satisfaction of the Referee.
- b) Long (extend beyond the fingerflesh when viewed from the palm) or sharp fingernails are not permitted unless taped to the satisfaction of the Referee.

6. REGISTRATION/INSURANCE:

- a) All clubs must ensure that their players (including any new players), coaches, managers, referees (match officials) 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.
- b) 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.
- c) Players who have qualified and are registered online but are playing in a higher grade (as per Rule 25.g)) 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 listed on the final teamsheets and therefore being ineligible to play in the final series.

7. MINIMUM AGE REQUIREMENT:

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

8. NUMBER OF PLAYERS IN A TEAM:

- a) 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.
- b) In the case of a team (except 1st & 2nd grade) using 'double-Up' players the maximum number of players that can play in that match is twelve (12), except when Rule 10.b)iv) is in effect.
- c) 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).
- d) 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:

- a) 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.



- b) 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:

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 (also See Rule 8.c)). The only exceptions to this rule which will allow a player to play a second match will be:

- a) Players competing in another competition which is played on the same day (e.g. A Junior competition played during the Open competition), and
- b) 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:
 - i. 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).
 - ii. 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 don't have a w6 team to draw players from they cannot utilise this rule)
 - iii. Any player that has been dropped to a lower grade may not 'double-up' 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).
 - iv. A team in 3rd grade or lower utilising this rule can have (including the 'double-up' player/s) a maximum of twelve (12) players. However if the team they are playing against has less than twelve (12) players the maximum number of players they can have is ten (10). (i.e. Team 'A' utilising this rule cannot have the maximum twelve (12) players allowed when using 'Double-Up' players if the team they are playing has eight (8) players. In this case they would only be permitted to have ten (10) players). **Please note this clause does not apply to 1st or 2nd grade.**
 - v. If after the match has commenced, usual team players turn up and play, then 'double-up' players must drop out to ensure Rule 10.b) conditions are met. Players who have to drop out will not be required to pay match-fees.
 - vi. Players are to **CHECK-IN** for their normal team's match as a player and for their second 'double-up' match team they are **to CHECK-IN** as 'double-up' players only.
 - vii. A team in 3rd grade or lower utilising 'double-up' players can only do so in two (2) week stretches. (e.g. team 'A' using 'double-up' player/s for two round matches in a row, cannot use 'double-up' players on the third week, but is permitted to once again use 'double-up' player/s if required on week 4 & 5 etc.). **Please note this clause does not apply to 1st and 2nd grade who may utilise 'double-up' players each week as long as 10.b) with special note of 10.b)xi) conditions are met.**
 - viii. All players that play a second match are required to pay match-fees for each match they play.
 - ix. 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.)
 - x. '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 **CHECKS-IN** for m5 as a player and as a 'double-up' player for m3 and all other double-up player rules are met, this is permitted.
 - xi. In the case of 1st and 2nd grade, once a player plays six (6) round/'double-up' matches in 1st or six (6) round/'double-up' matches in 2nd grade (does not have to be consecutive), this player cannot then be utilised as a 'double-up' player in any grade for the remainder of the season. (e.g. Bill has played 6 round/'double-up' matches in men's 1. He is then dropped to men's 2, so as per this clause he cannot be utilised as a 'double-up' player in any team for the remainder of the season. This would continue to apply even if he is later dropped to men's 3 etc.)
 - xii. Any team utilising this rule incorrectly will have their match counted as a forfeit with the non-offending team counted as a team on a bye.



11. DURATION OF MATCHES AND TIMESLOTS:

- a) 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.
- b) There will be a fifteen (15) minute break between the finish and start of each match.
- c) 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 be possible.

12. CHECK-IN & MATCH-FEES:

- a) All players who play will be required to pay a match-fee of **\$5.00** (includes GST) for each match they play, and must **Check-In** to their team using the QR Check-in code. Failure of a player who played to Check-In may result in the match being classed as a forfeit by the offending team and in the case of an injury players are not covered by the TFA National insurance.
- b) **Check-In** will open '2 hours prior to a match and will close immediately after the match ends. **Once access closes players not Checked-In will not be recorded as playing in that match.**
- c) At the completion of the match captain's are to check the number of players that have checked-in for the opposing team to ensure they are correct.
- d) Teams are to submit their match-fees and the number of players who played to the competition administration immediately following their match
- e) Any team that does not submit their team numbers to the competition administrator by the end of the day's play are to email the total number of players to the TTF Secretary, by midnight that day.
- f) Any team that does not submit their full match-fees after their match, will be listed on the **'Outstanding Match-Fee Sheet'** which is circulated each week with the draw. The outstanding Match-Fees **MUST** be paid **before** the start of the offending team's next match. Failure to comply with this will result in the team being ineligible to play and the next match will be counted as a forfeit by the offending team.
- g) Match-Fees will not be required for the Grand Finals, though players will still need to Check-in and supply the team numbers to admin as per usual.
- h) Coaches, Managers, Club Officials and Referees are also required to **Check-In** to their match using the 'QR Check-In' code. **Check-In** will open '2 hours prior to a match and will close immediately after the match ends. **Once access closes anyone not Checked-In will not be recorded as to that match.**

13. SCORING:

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

14. COMPETITION POINTS:

- a) Points for all competitions will be as follows:
 - Win/Bye 3 points
 - Draw..... 2 points
 - Loss 1 point
 - Forfeit..... 0 points
- b) In all round matches if byes and forfeits occur, points 'For' & 'Against' will be allocated to 'Bye' teams. In this case a 'Bye' team will be allocated 5 points 'FOR' and 0 points 'AGAINST'
- c) In the case of a team that forfeits, the team forfeiting will be allocated 0 points 'FOR' and 5 points 'AGAINST'. The non-offending team will be counted as a 'BYE' and points allocated accordingly.
- d) If Sportsmanship points are being allocated, then bye teams will be allocated 8 points and in the case of forfeits the team forfeiting will be allocated 0 points.
- e) If a round match (First Grade only) is drawn at full time a Drop-Off will be played. This does not apply when a match is declared a draw due to interrupted or cancelled matches

15. COMPETITION ROUNDS:

- a) The number of competition rounds shall be determined by the number of weeks of the competition, however where possible grades will play an even number of rounds.
- b) To enable even rounds grades may have:
 - i. Matches not count at the beginning of the season, or
 - ii. Play additional 'make-up' matches at an early timeslot in conjunction with the normal competition



- c) If a grade will lose too many matches or have to play too many 'Make-Up' matches to enable an even number of rounds to be played, the General Committee will decide if they will play an uneven round competition.

16. TEAM ON A BYE:

- a) 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.
- b) A team on a bye will be counted as a match played by the players that played in that team the week prior to the bye occurring (excluding 'double-up' players).
- c) All normal rules will apply to those players as if they had played the day the bye occurred.
- d) Bye teams are not required to pay match-fees for the bye match.
- e) Players may play in a higher grade when on a bye under Rule 10 b).
- f) Players cannot play in a lower grade on a bye.
- g) Players on a bye and used as 'double-up' players are to **CHECK-IN** 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 Checks-In as a 'Double-up' player if he plays men's 2 or 1 in this instance.

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

- a) A player/s may move up through the grades at any time, except when that player/s team has a bye. In that case Rule 16. conditions apply. (e.g. Bill may play m3 on week 1 then play m1 on week 2).
- b) Players may also be brought up to play in a higher grade for their club during the finals series, though Rule 25 conditions will apply in this case.

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

- a) A player/s may move down through the grades during round matches only, and then, only one grade at a time. However, when that player's team has a bye, Rule 16. conditions apply.
- b) Where a club does not have a team in every grade, then that club shall be eligible to drop player/s to the next lowest grade.

19. INTERRUPTED & CANCELLED MATCHES:

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

- a) **Prior to half-time:**
 - i. The match is to be replayed in its entirety.
 - ii. If the match is unable to be replayed then the match will result in a draw and both teams will be allocated 'For/Against' points of 5/5.
- b) **After half-time:**
 - i. Round and finals matches - the match (and score) is to stand as it was when play stopped.
 - ii. Final series match interrupted after half-time that leaves the match as a drawn match.
 - o 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.
 - o The next timeslot would hold as per usual until the 'drop-off' is played.
- c) **Cancelled fixture day:**
 - i. If on a fixture day all matches are cancelled, the replaying of the matches will be at the discretion of the TTF General Committee, though
 - ii. If matches are not replayed then all teams who were to play will receive two (2) competition points and will be allocated 'For/Against' points of 5/5.
 - iii. Bye teams will receive the usual three (3) competition points and be allocated the usual 'For/Against' points of 5/0.
- d) **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 will receive points as per the scorecard.
 - ii. those matches that were part played, Rule 19.a) & b)i. will apply,
 - iii. those matches that were unable to be played, Rule 19.c) points will apply.



20. FORFEITS AND WITHDRAWALS:

- a) 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.
- b) 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.
- c) In the case of a forfeit the non-offending team will be counted as a team on a bye and all rules associated with a bye team will apply (see 16).
- d) Players from the forfeiting team who are available to play may play for another team in their club under Rule 17 or 18.
- e) Both teams affected by a forfeit will not be required to pay match-fees or Check-In for the forfeit match.
- f) 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.
- g) Teams that qualify for the final series, but 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.
- h) Once the final series commence any team that forfeits a match will immediately be removed from the competition, unless an acceptable reason is presented to the TTF executive.
- i) 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.

21. MATCH CHANGES:

- a) During round matches, 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.g) & h)).
- b) All match changes (including representative affected matches) are to take place before the next scheduled match and are to be played at Queens Park on a Wednesday night. Rescheduled matches must finish by 7:30pm.
- c) The TTF Secretary is to be notified of the change and the agreed date, two (2) weeks prior to the original scheduled match and in the case of Representative duties a list of players who will be absent (must be a minimum of two (2) players) and the representative duties (e.g. Championship **See Schedule 1**) they will be attending also included.
- d) The TTRA will organise referees for any rescheduled matches.
- e) Players will be required to **Check-in** on the rescheduled night and the number of players sent by phone to the TTF office immediately after the match. Failure to do so will result in the match being counted as a forfeit by the offending team.
- f) Match-fees are to be paid the next time the teams play, prior to their match.
- g) In the case of a team requesting a match to be rescheduled due to representative duties (they **MUST** have a minimum of two (2) players absent due to national or state duties (Touch Football only), as per Schedule 1), then the opposing team does not have an option and the match will be rescheduled as per 21.c) to allow the player/players to participate.
- h) In the case of rescheduling due to Representative duties, 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.
- i) 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: (COVID-19 Restrictions)

- a) 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.
 - o Field 1 – left side of field, Field 2 – right side of field
 - o Field 3 and 4 – Clubhouse side
 - o Field 5 and 6 – Cricket pitches
 - o Field 7 and 8 – Warburton Street side of the fields



In all instances if distance permits the depth of the Interchange Area shall be 2 metres.

b) **Interchange procedure:**

- Players may interchange at any time.
 - There is no limit on the number of times a player may Interchange.
 - Interchange players must remain in their designated Interchange Area for the duration of the match.
 - Interchanges may only occur after the player leaving the Field of Play has entered the Interchange Area.
 - Players leaving or entering the Field of Play shall not hinder or obstruct play.
 - Players entering the Field of Play must take up an Onside position before becoming involved in play.
 - 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.
 - Following a Try, players may Interchange at will, without having to wait for the player to enter the Interchange Area, but must do so before the Tap being taken to recommence play.
- c) Team Coach (1 per team) and Team Manager (1 per team) 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(es) 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
- d) **Spectators are not permitted in the Interchange Area and must be five (5) metres from the field of play.**

23. FINAL SERIES ROUNDS:

- a) 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. In this case 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**
- b) 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.

- a) The 1st (**Difference method**) is determined by subtracting the total of Tries 'against' from the amount 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
- b) The 2nd (**Percentage method**) is utilised if teams are still equal after the difference method. This system ensures that the team with the least amount of Tries scored against them would obtain the higher position. 'For' divided by 'Against' multiplied by 100.
Example:
Team A = $\frac{50}{10} \times \frac{100}{1} = 500\%$ Team B = $\frac{60}{20} \times \frac{100}{1} = 300\%$
Team A obtains the higher position.
- c) 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:

- a) For a player to qualify to play in the final series for their team, that player must have:
- i. Registered online to their club by the **1st June in the year of the competition**, and



- ii. Have Checked-In as playing at least four (4) round matches for their club in the season, and
 - iii. Players (who are registered online to their club by the due date) must be listed on Touch Football Online with that team by the Thursday prior to the start of the final series.
- b) For the purpose of this rule, 'Pre-Round matches' (i.e. official matches played to ensure even rounds), '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 pre-round, bye or rainout occurring. For the purpose of this rule 'double-up' matches do not count.
 - c) If a player has the minimum of four (4) 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 they must play in for any final series matches, unless they utilise rule 25.g).
 - d) 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, pre-round matches, byes and rain-outs do count (as long as Rule 25.b) is met.
 - e) 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.g).
 - f) Where a player has qualified to play in the finals as per Rule 25.a) 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.h) & i) are followed.
 - g) A registered player who has qualified for the finals as per Rule 25.a) for their club may be brought up to play in a higher grade than their normal grade for the final series (rule 25.i) 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, though they must be listed on Touch Football Online as per 25.a) to that team by the Thursday prior to the start of the final series.
 - h) 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. This is to be completed by the Thursday prior to the start of the final series, to ensure that they appear on the final series team sheets which will be printed from Touch Football online. Players who are not on the final's teamsheet cannot play.
 - i) 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 he cannot then play for another team that is still in the finals).
 - j) Players who do not meet these requirements by the due dates will not be permitted to play in the final series, and any team that permits them to play will have their match counted as a forfeit.
 - k) All teams that compete in the final series must be fully paid and have no rego fees, match-fees or other accounts outstanding.
 - l) Any violations of Rule 25 will result in the final's match being counted as a forfeit by the offending team.

26. QUALIFYING CONCESSION:

- a) If a player who is properly registered with a team, should become sick, injured, pregnant, or for any other reason will be unable to play sufficient matches with their team to qualify for the final series, then that player should attend their matches (where possible), **check-in** for that day to the team and pay their match-fee as usual. Where this is done it will be taken as the player's honest intention to qualify for the final series.
- b) Players utilising this rule are considered to be players on that day. Therefore this concession cannot be used if the team has fourteen (14) players playing or is utilising 'double-up' players on that day and by checking-in an absent player it then gives them more players than can be checked-in as playing when utilising the 'double-up' rule (i.e. 1st & 2nd 14 players and all other grades 12 players).(e.g. Team A (M1) uses double-up players from a lower grade to give them fourteen (14) players – they cannot also check-in Bill (who is unable to play that week) as playing as this would then give them fifteen (15) players, more players than the permitted fourteen (14) players.
- c) Players 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.



27. MATCH PROCEDURE:

- a) Prior to start of match, both teams are to assemble at the halfway line.
- b) 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.
- c) 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,
- d) Captains **MUST** also notify the opposing captain, of any players that are 'double-up' players for that day, before the start of the match.
- e) The toss is made, players touch elbows, interchange players go to the Interchange Area in readiness for the match to commence,
- f) Any players that are late arriving when a team is utilising 'double-up' players, should notify an opposition official which double-up players are dropping out.
- g) At end of match, captains are to check the following:
 - i. that both teams have checked-in their players who played, and
 - ii. 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).
 - iii. Collect Match-Fees from players and hand in to admin window with number of players who played.

28. PLAYER TRANSFER CLEARANCES & UN-FINANCIAL/SUSPENDED MEMBERS: (Transfer form is available from admin)

- a) 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.
- b) This clearance is to be registered with their intended new club and TTF administration prior to being eligible to play with that new club.
- c) 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.
- d) 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.
- e) Penalty for playing an un-financial/suspended player is a loss of three (3) competition points.

29. PROVISION OF REFEREES (MATCH OFFICIALS):

- a) 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.
- b) 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.
- c) Referees shall be allocated to all matches, ensuring that all matches have at least one (1) experienced referee.
- d) 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 (Match-fees still apply regardless).
- e) 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 abnk detail for their referee payments.
- f) 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.
- g) Referees are required to wear the TFA white/lime green on-field referee shirt. The TTRA will have shirts available that may be borrowed, but must be returned at the end of play each day/night.

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

- a) 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.



- b) All requests must be submitted by a club's registered delegate.
- c) 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:

- a) 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.
- b) 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.a) 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.
- c) 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:

- a) All Coaches must be accredited.
- b) Any coaches who are not accredited, are required to complete the 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:

- a) 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.
- b) Protest report forms are available from administration at the competition.
- c) Further supplementary information can be submitted by email to the TTF Secretary within 48 hours. These forms are also available on the TTF webpage.
- d) Protests reports in regards to final scores, by-laws etc will be addressed by the Executive.
- e) 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)

- a) Incident reports are to be submitted by the referee/participant/official immediately following the match.
- b) Incident forms are available from administration at competition.
- c) Further supplementary information can be submitted by email to the TTF Secretary within 48 hours. These forms are also available on the TTF webpage.
- d) Incident reports will be addressed by the TTF Disciplinary Tribunal Chairman.
- e) 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.g)** 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 Championships National Schools Cup 	<ul style="list-style-type: none"> Junior State Cup Junior State Cup North Junior State Championships Qld Secondary All Schools Qld Primary All Schools

SCHEDULE 2» Competition Dates

1.	Start of Competition Open Men's & Women's - Sunday, March 21st, 2021	Info
2.	Team nominations due for inclusion in Round 1 fixtures. 5:00pm – Friday, March 12th, 2021	By-Law 2.d)
3.	Late changes to team nominations Due week 3 of competition End-of-Play – Sunday, April 4th, 2021	By-Law 2.e)
4.	1st Instalment of Nomination Fee Due week 3 of competition Sunday, April 4th, 2021	By-Law 2.f)
5.	Final Instalment of Nomination Fee Due week 4 of competition. Midnight – Sunday, April 11th, 2021	By-law 2.f)
6.	Failure to Pay Final Instalment by week 4 Late fee imposed \$100/team if not paid by By Midnight – Sunday, April 11th, 2021	By-law 2.g)
7.	Teams not paid in full (inc late fee) after week 5 of comp Will not be permitted to play and their players listed as un-financial until team fees are paid. By Midnight – Sunday, April 18th, 2021	By-law 2.i)
8.	Team Uniforms due 8 weeks from start of competition Sunday, April 18th, 2021	By-Law 3.b)
9.	All participants (inc match officials) required to be registered to be covered by insurance Before they start playing/refereeing	By-Law 6.a) & b)
10.	Late Player registrations close If not registered, player will not be permitted to play in finals. Close of business Sunday, June 1st, 2021	By-Law 6.c) By-Law 25.a)
11.	Players moved to higher grade for the finals Registered Players are to be moved by Midnight Thursday, July 15th, 2021	By-Law 25.g)
12.	Three (3) week Final Series commences Wk1 Sunday, July 25th, 2021	Info
13.	Grand Finals Saturday, August 7th, 2021	Info



SCHEDULE 3» Penalties for By-Law Violations:

Non-payment of Nomination fees Midnight – Sunday April 11 th , 2021	Rule 2.g)	Late fee of \$100/unpaid team imposed.
Non-payment of Nomination fees and late fees Midnight – Sunday April 18 th , 2021	Rule 2.i)	Removal from competition and players listed as un-financial until fees fully paid.
Fees owed by Team that withdraws after third week	Rule 2.j)	Club owes full registration fees plus late fees and any outstanding match-fees.
Team with player/s not in correct uniform on Sunday April 18, 2021	Rule 3.b)	Loss of one (1) competition point
1 st grade team has players not in correct uniform	Rule 3.d)	Player not permitted to play
Unregistered players (Must be registered online before playing – late registration accepted until June 1 st , 2021	Rule 6 & 25	Not covered by TFA Insurance and players not permitted to play in finals.
Team that plays >players than the maximum allowed in a match or players from another of their teams in the same grade.	Rule 8 & 26.b)	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 10,16 & 26	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 Checked-In	Rule 12	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 send number of players to admin. by the set time.	Rule 12 & 21.e)	Match is to be counted as a forfeit by the offending team.
Non-payment of Match-fees	Rule 12	If not paid before team's next match, team is not permitted to play until fees are paid and the next match will be counted as a forfeit.
Team using player/s moving down the through the grades incorrectly.	Rule 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.
Failure to notify TTF of forfeit by set time	Rule 20.b)	Loss of three (3) competition points from offending team's total points
Team that forfeits 3 matches	Rule 20.f)	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.g)	Team is replaced by the next team in line
Team that forfeits during the final series	Rule 20.h)	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.i)	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	If Protest upheld match counts as a forfeit by the offending team.
Team permitting an un-financial or suspended player to play	Rule 28	Loss of three (3) competition points
Team referee/replacement fails to attend to allocated match	Rule 29	Loss of two (2) competition points from referee's team or team refereeing for.