



TOWNSVILLE CASTLE HILL TOUCH ASSOCIATION Inc.  
*Trading as*  
**TOWNSVILLE TOUCH FOOTBALL**

PROUDLY PRESENTS

# THE Colliers 2021

Season 1 Winter  
Monday Night: Mixed  
Tuesday Night: Veterans (30,35,40's  
Touch Competitions



## CONDITIONS OF ENTRY

- **Nomination/Registration Process**
- **Services & Information**
- **By-laws**
- **Queens Park Field Layout**

**Office** (Tues-Fri after 1pm)  
Phone: 4778 2879  
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Email: [jan@townsvilletouch.com](mailto:jan@townsvilletouch.com)

**Competition**  
Queens Park  
Paxton Street  
NORTH WARD Qld 4810

**Postal**  
TCHTA  
P.O. Box 7576  
GARbutt Qld 4814

**Website: [www.townsvilletouch.com](http://www.townsvilletouch.com)**

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## Townsville Touch Football. Colliers Season 1/2021 Night Competitions

- **Monday Mixed Competition:** Commences on the 01/03/2021 with the Grand Finals on the 02/08/2021.
- **Tuesday Veterans Over 30,35,40's Competition:** Commences on 02/03/2021 with Grand Finals on the 03/08/2021.
- **Venue for all Matches:** All matches are played at Queens Park, North Ward.

### TEAM NOMINATION & MATCH-FEES (All prices include GST)

All teams wishing to play in the TTF Season 1/2021 Colliers Mixed or Veterans competitions are to nominate their team:

- On-line via our webpage at [www.townsvilletouch.com](http://www.townsvilletouch.com)
- A **\$300** minimum non-refundable deposit is to be paid by direct deposit before the team will be included in the draw.

Nomination fees (note these prices include the \$300 deposit) for the Monday and Tuesday competitions are:

- Nomination Fee is **\$735.00** per team if your team is paid in full on or before it's first match. Teams paid in full on or before their first match will also receive a free Touch ball.
- Late Nomination is **\$835.00** per team. This includes the late fee of **\$100.00** which is imposed on any team that has not paid their fees in full on or before their first match.
- Teams not paid in full (including the late fees if applicable) by close of business on Friday **19/03/2021** will not be permitted to play until their team's fees are paid in full.
- Any team that withdraws within the first 2 weeks of competition will be liable for the Nomination deposit fee of **\$300.00**. Any team that withdraws after the second week of competition is liable for the **full Nomination fee (including the late fee) of \$835.00**.

»» ««

- A match-fee of **\$5.00** per player per match played will also be charged to all players

### PAYMENT OPTIONS



**Direct Deposits (or EFT):** Payment can be made to TTF Commonwealth Bank Account:

**Acct Name:** TTF

**BSB #:** 064817 **A/C #:** 0092 2673 **Reference:** Your team's 'Name'



**Cash Payment:** Can be paid to the competition administrator at Queens Park during competition times



**Cheques (made payable to 'TTF'):** Can be paid to the competition administrator at Queens Park during competition times.



**PayPal:** Mastercard & Visa payments are also accepted at Queens Park during competition times.

**A Tax Invoice will be issued ONLY if requested.**

### NOMINATION CLOSING DATE

Nominations for the first week close **5:00pm Wednesday, February 25<sup>th</sup>, 2021**. Late nominations may be accepted up to the third week of competition only if fields and timeslots permit. Please note that early nominations will receive priority.

**SPECIAL NOTE:** To be accepted your team nomination **MUST** also include at least one (1) person (2 would be preferable) who is to be available to referee on the nights your team plays. These nominee/s are not required to have completed a referee course prior to refereeing, but any who are not accredited are required to complete the Australian Sports Commissions General Officiating Principles online course at <http://learning.ausport.gov.au> and must attend the first available Level 1 course. Referees are to register online via the TTRA webpage [www.ttra.org.au/register](http://www.ttra.org.au/register) so that they can be included in the draw and for their referee payments.

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## ONLINE TEAM NOMINATION & PLAYER REGISTRATION PROCESS

Townsville Touch Football utilises the Touch Football Australia sports registration technology from MySideline which allows members to nominate their team and register their players online.

### Nominating a Team

To nominate a team online; visit the **Townsville Touch website** – <http://www.townsvilletouch.com> – and click on '**COMPETITIONS**' then either '**Monday Mixed**' or '**Tuesday Veterans**'. Check out the '**2021 CONDITIONS OF ENTRY**' then click on '**NOMINATE MY TEAM**'.

Click on '**2021 Mixed**' or '**2021 Veteran**', then click on '**REGISTER**.' Enter the team's details

The last step in the online team nomination will allow you to **invite your teammates** via email to register as a player in the team. **Make sure you include your own email address** in this, so that you can register as a player as well.

You will be required to have an **NRL account** to register but this is easy to obtain just follow the instructions when nominating your team

### Paying for your Team

The team nomination fee can be paid by **EFT** (use team name as reference). Payments by **CHEQUE** (made payable to 'TTF'), **CASH** or **PAYPAL** may be made during competition times to the Comp Admin. See directions for **PAYMENT OPTIONS** on previous page.

### Registering a Player

Players can register to their team using the **link** in the email that was sent when your Team Contact nominated the team or if a player didn't receive an email then they can register online via our webpage.

Click on '**REGISTER**' then click on '**I'M READY TO GO!**' Click on the competition your team is nominated in and then type in the team name. When team name appears click on the team and then click on '**REGISTER**'. Follow the instructions.

Each player will be required to have an **NRL account** to register but this is easy to obtain just follow the instructions when registering to your team.

### Manage Your Membership

Once a team or player is registered, they can log into the Touch Football Online system to manage their details.

**TEAM MANAGERS** (the person who registered the team) can update their team's contact details.

**PLAYERS** can update their details as needed via the **Townsville Touch website** – <http://www.townsvilletouch.com>



Online Registration provided through our partnership with:



**MYSIDELINE**

**THE THRILL  
OF THE GAME**



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## ADMINISTRATION, SERVICES & OTHER INFORMATION

### 1. COVID RESTRICTIONS ARE STILL IN PLACE

- Due to Covid-19 restrictions all players, coaches, managers, and referees are required to **'CHECK-IN'** to your match using a mobile phone and scanning the **QR Code** which is available at Queens Park. Check-in for each match will open 2 hours prior and close at the end of your match.
  - QR Code is available on Match-Fee envelopes,
  - Signage at our Queens Park clubhouse and
  - On our webpage.
- Maintain social-distancing by avoiding team huddles and congregating in groups during, before and after your match - no high fives, handshakes or hugs
- Cover your mouth with your elbow to cough or sneeze and avoid touching your face
- Do not spit or clear your nasal passages
- Prior to your match ensure that you have thoroughly washed or sanitised your hands
  - Sanitisers are available at the bar, on the on the marked tables, admin window and in the Ref's room.
- Spectators must also **'Check-In'** and practise social-distancing whilst at Queens Park.

**Note: REMAIN AT HOME IF YOU ARE UNWELL**

### 2. Administration

The Townsville Castle Hill Touch Association Inc. now trading as Townsville Touch Football (TTF) can be contacted via the Secretary Tuesday to Friday from 1 to 5pm by phone or email. A staff member is also available at the TTF Clubhouse which is situated at 19-43 Paxton Street North Ward during competition times only.

### 3. Parking

A car park is available for players and supporters in front of the clubhouse at Queens Park. It is accessed from the entryway in Paxton Street. Parking is also available in Burke and Kennedy Streets. **Note: NO parking is permitted in the Child Care marked parking bays in Kennedy Street or on any grassed areas surrounding or within the Queens Park boundaries.**

### 4. General use of Fields

Use of the fields at Queens Park other than scheduled fixtures and finals is not permitted without approval from the TTF executive in conjunction with the Townsville City Council.

### 5. Spectators

Spectators are welcome to watch matches from the club house or on the fields at Queens Park but for the safety of players and officials **MUST** be at least five (5) metres from the field of play. This distance may be increased depending on COVID restrictions. All spectators are required to **'CHECK-IN'** each time they enter Queens Park and whilst there practice social-distancing.

### 6. Alcohol, Glass Bottles, Glass/Metal Water Bottles & Smoking

- It is **illegal** to bring alcohol, glass bottles (including glass water bottles) or glass containers onto the park as it is a council designated sports park. TTF is committed to enforcing this rule in order to protect our members and supporters.
- No metal water bottles are permitted on the side of the fields due to the potential hazard they pose for players and officials.
- Alcohol as well as softdrinks (in cans or plastic bottles) may be purchased from our licensed bar which is situated in the breezeway of the clubhouse. The licensed consumption area is the fenced paved area in front of the clubhouse.
- Smoking is **NOT** permitted within the boundaries of Queens Park or within 5 metres of the clubhouse. Smoking is only permitted in any of the parking areas.
- If any player/s, in the opinion of the match referees or members of the executive, is suspected of being affected by alcohol or drugs, then that player/s will not be permitted to participate in any match.

### 7. Bar (Drinks & Food)

The TTF canteen is not open during the night competitions. However confectionery, chips (not hot), softdrinks, water, Poweade and alcohol will be available from the bar at all night competitions.

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## 8. Referees (Match Officials)

- All teams **MUST** supply at least one (1) referee (though 2 would be preferable) who is to be available to referee each week that the team plays. Usually, only one will be required each week, but two is preferable in case of injury etc.
- If a team's referee is unable to attend their allocated match, then the team is responsible for ensuring that they have someone to fulfil any referee duties allocated to their team referee.
- Accreditation:** 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](http://www.ttra.org.au/start) to find out when the next course is being held.
- Payment:** All referees must provide their bank details via [www.ttra.org.au/register](http://www.ttra.org.au/register) in order to receive their payment at the end of the season.
- Uniform:** All referees are required to wear the TFA (white/lime green) on-field referee shirt, which may be borrowed and returned on the night.
- Whistle:** Due to COVID-19, no whistles will be loaned out to referee, however can be purchased from the Administration window at the clubhouse on match night. If purchasing a whistle from a sporting goods store, ask for an ACME Thunderer 58.5 (metal, no finger grips)

## 9. Competition Draw

- The draw will be done on a weekly basis until nominations close. After nominations close the draw for the season will be completed and appear on our webpage.
- The week's draws with referee allocations are emailed to all team contacts each week and a copy is also placed on the TTF website [www.townsvilletouch.com](http://www.townsvilletouch.com). This site provides the draw, referees draw, results and other important information. The draw is also available on our Facebook page.

## 10. Wet Weather

TTF rarely have to cancel matches due to wet weather, but if the situation does occur then the team contact for each team (Mixed & Veterans Comps) will be contacted either by phone or email and it will be up to them to contact their team members. A notice will also appear on our website. Please ensure that your contact details are kept up to date to ensure you receive any cancellation notifications.

## 11. Insurance Cover

- The Touch Football Australia Accident Insurance Scheme covers all players and officials who participate in a TFA affiliated competition that meets the insurance criteria. Players, referees and officials **MUST** be registered online to be covered.
- Referees must be accredited to a minimum Level 1 to be covered for Professional Indemnity.
- Full details of the cover are available on the TFA website which can be accessed via the link on our webpage. In menu go to <Resources><Injuries & Insurance>. **Income Protection is not included.** All members are advised to consider the adequacy of the cover and decide whether to or not to take out their own additional insurance.

## 12. Injuries

- ALL** injuries are to be reported to the referee at the time of the injury for noting on the back of the scorecard.
- An **Injury report** is also to be completed by the injured person and submitted to the TTF administration no later than the next business day.
- An Injury Report form is available from the Competition Administrator at the competition or from our website under <Resources><Injuries & Insurance>.
- This link can also be used to make a claim. Download and complete the claim form or contact JLT Sport on 1300 130 373 or <https://touchfootball.jltsport.com.au> and request a claim form.

## 13. First Aid

The only first aid that will be administered at the venue is immobilising and applying ice (ice and bandaids are available from the bar) to the injury as our staff and executive members are at the venue as administrators and are not qualified medical staff. If the injury is more serious and requires urgent treatment we recommend that you phone an ambulance (**000**) from the field as they will ask a number of questions about the injured person. If an ambulance is called please advise the TTF admin a.s.a.p. to organise the closest entry point to Queens Park. It is recommended that injured players attend a medical practitioner of their choice for clearance before recommencing to play.

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#### 14. Match Balls

Each team who is fully paid by their first night of play will receive a free Touch football. Teams that pay after their first night will be required to supply their own ball for each match. Teams may also borrow a Touch ball from the bar for their match. Players must sign when borrowing a ball and if it is not returned at the end of the night that person may be responsible for the cost of a replacement.

#### 15. Match-Fees

A match-fee of **\$5.00** (inc GST) is to be paid by all players per match they play. In the case of a forfeit, match-fees are only required if the players present decide to play a scratch match and utilise referee/s. On the rare occasion that teams may be required to referee their own match, match-fees **MUST** still be paid.

#### 16. Procedure Each Week

- Collect match-fee bag from the admin window before match and pay any outstanding match-fees.
- Collect match-fee (**\$5**) per player (including fill-ins) who played and place in the envelope provided.
- Ensure that all your players (including fill-in player) that played that night have 'Checked-In' using the QR Code.

**Note: Players will be permitted to Check-In as 'playing' 2 hours before their match. Access will close immediately after the match ends.**

- At the end of match, check and confirm the score with the referees. If there is a protest on the match, inform the referees who will mark the scorecard accordingly. Obtain the appropriate 'Protest' form from the competition administrator immediately after the match, complete and submit to Admin before leaving.
- At end of match return match-fee envelope (with the correct match-fee amount and the number of players that played in the match) to the basket at the admin window.

**Note: If number of players and money does not balance, the outstanding amount is to be collected and MUST be paid BEFORE your match the following week.**

#### 17. Protest Reports

- All protest reports are to be signed by the Team Contact/TTF Official and submitted to the TTF Secretary/Administration immediately following the match.
- Further supplementary information may be submitted by email to the TTF Secretary within 48 hours.
- Protest reports in regards to final score, by-laws etc will be addressed by the TTF Executive.
- In general reports lodged on match day/night will not be addressed until the next business day after the incident.
- Protest forms are available from administration during the competition.

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

#### 18. Disciplinary Info (as per the TFA Disciplinary Regulations Manual 2014 – available on our webpage)

- If a player is given a period of time by the referee, that player will not incur any further sentence.
- If a player is 'sent from the field of play for the remainder of the match' by the referee
  - the referee/s will be required to complete an Incident report immediately following the match.
  - Further supplementary information can be submitted by the referee by email to the TTF Secretary within 48 hours.
  - A copy of the Incident report will be sent to the charged person within two (2) business days of the relevant match at which the incident occurred. If TTF doesn't have contact details for the charged person, it will be emailed to the club delegate (Opens) or Team Contact (Mixed/Veterans) who will be deemed to be responsible for passing this notification onto the player/s in question.
  - When a player is sent from the field of play for the remainder of the match they will automatically incur a two (2) match suspension. Two (2) matches refers to the period of time it takes for two matches to be completed by the team in the division from which the player was suspended. A bye does not count as a match completed. While suspended the player is also suspended from any matches in any other competition/s conducted by TTF or any other affiliated Touch association.
- If the Disciplinary Tribunal Chairman feels that the incident that resulted in the send-off warrants any further action than the automatic two match suspension, a full TTF Disciplinary Tribunal would be convened, who would then hear the matter.
  - A Tribunal hearing will be arranged as soon as practicable after the incident.
  - Notification of a Tribunal hearing will be sent to the player/s involved if TTF have their contact details on record. If their contact details are not on record, notification will be sent to their club

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- delegate (Open) or team contact (Mixed/Veterans), who will be deemed to be responsible for passing this notification onto the player/s in question.
- Player/s involved would be informed of the date of the hearing and would be required to attend to present their case,
  - A person, who has been convicted of an offence, and received a penalty shall have the right to appeal against the decision the tribunal imposed on them, if that person can satisfy the Appeal tribunal that:
    - Significant new evidence has become available, or
    - The person is challenging the severity of the sanction
  - If a person decides to appeal they must:
    - Lodge a 'Notice of Appeal' form stating in full the details of the grounds of appeal within seven (7) days of the notification of a determination of the Disciplinary Tribunal to the TTF Secretary.
    - Pay the appeal fee which shall be **\$200** for the first level of appeal – this amount will only be refunded if the appeal results in the charge being dismissed or reduced.
  - If accepted an appeal hearing will usually be held within **21 days** of receipt of the Notice of Appeal.

**NOTE:** *Players are to note that swearing is NOT acceptable during Touch matches.*

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## S1/2021 MIXED & VETERAN COMPETITION (Winter) RULES & BY-LAWS

### 1. RULES OF PLAY:

- a) The TTF Winter Mixed and Veteran competitions will be conducted under the Touch Football Australia Rules, **8<sup>th</sup> Edition** and 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 'Codes of Conduct'.

### 2. TEAM NOMINATIONS & GRADING:

- a) Team nominations for the Mixed and Veterans competitions are to be completed online via the TTF webpage. Nominations are due by the set date for teams to be included in the first week's draw. **Late nominations may be accepted up to the third week of competition, only if fields and timeslots permit.**
- b) Team nomination fees for both the Mixed and Veterans competitions are to be paid in full on or before the team's first match in their respective competitions. Teams not paid in full on or before their first match will incur a late fee of **\$100.00**.
- c) After the third week of competition all teams not paid in full (including the late fee if applicable) will not be permitted to play and their players listed as **un-financial** until their team's fees are paid in full.
- d) Teams nominating in the TTF Winter Mixed and Veteran competitions are to be 'individual' nominated teams. Each team must have a nominated '**Team Contact**' who will be responsible for payment of all team fees, registration of their team's players and be the primary team contact for the team.
- e) The team name (**maximum of 20 letters**) should contain a business name where possible. A business name is optional in the Veteran competition.
- f) Team names deemed to be offensive or in poor taste will be rejected. Teams in the same competition must have different names. A team proposing a name that has already been taken will be asked to propose an alternative name.
- g) To constitute a competition there must be a minimum of four (4) teams nominated in the division/grade.
- h) **Mixed**
  - i. Where numbers permit, teams will then be further graded into grades.
  - ii. Where numbers permit the forming of more grades, then restrictions will be placed on teams in the lower grades. Teams graded into the top grade i.e. 1<sup>st</sup> grade **will not** have these player restrictions imposed.
  - iii. The restrictions on teams graded into any grade other than '1<sup>st</sup> grade, are that they are limited to one (1) current 1<sup>st</sup> grade player per team (either male or female) who is playing in the current year's Open competition. **Any graded teams other than 1<sup>st</sup> grade, that plays more than one (1) current '1<sup>st</sup> grade open player in a match, will have their match counted as a forfeit and will automatically be moved to 1<sup>st</sup> grade. This includes the use of 'fill-in' players in a match as well.**
  - iv. For the first two (2) weeks of competition where grading is required, points will not count. Once graded, teams will play within that grade and points will then count. Re-grading may take place anytime during the competition if necessary. Teams are to be aware that if they use 'fill-in' players of a higher standard than their normal players, the team may be re-graded into a higher grade.
  - v. The Association reserves the right to re-grade at any time and any points that have been accumulated by a team prior to re-grading will be carried into their new grade. Any team concerned with being regraded are to contact the Competition Administrator.
- i) **Veterans**
  - i. If there are insufficient teams to form a competition in an age group, then all age groups may play in a pool for the round matches with points counting, then separate for their own aged final series. This will be at the discretion of the TTF Executive. (Also see Rules 9 & 15 for age restrictions)
  - ii. In overage competitions where there is only one gender (e.g. male) catered for, both genders may participate.
  - iii. If both genders play in a veteran's team it is not considered a mixed competition.

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### 3. TEAM UNIFORMS & SHOES:

- a) All teams will be recognised by their team colours. All teams are expected to be in their team's current uniform by the sixth week of the competition.
- b) The uniform for the mixed & veteran competitions is to consist of a playing shirt/singlet of a colour (that is **not more than 30% white** as it clashes with our referee's uniform) set by the team. 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**.
- c) Players and referees may wear long sleeved shirts as long as they are in their team's official colours. Alternatively a long sleeved shirt may be worn under the official shirt as long as the sleeves are the correct team's colour.
- d) All player and referees must wear socks and regulation shoes. Shoes must be light leather or synthetic boots with soft moulded soles. **Boots with screw-in or metal tags are not permitted to be worn by any 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 team contacts must ensure that their players (including any new players) have registered online for their team and that their team referees have registered online to the TTRA before they commence playing/refereeing to be covered by the TFA Insurance Policy. This is to be completed online with Touch Football Online via the TTF webpage at [www.townsvilletouch.com](http://www.townsvilletouch.com)
- b) Teams playing unregistered players may be liable to forfeit any match in which unregistered players have competed.
- c) New players are to register online as soon as they commence playing.
- d) To play in the final series for a team, players **MUST** be registered online and have played the required matches to qualify. Players who have not registered online for a team by the due date will not be permitted to play for that team in the final series.

### 7. MINIMUM AGE REQUIREMENT:

- a) In the Mixed competition players must attain the age of 12 years or over by the 31<sup>st</sup> December in the year of the competition in order to be eligible to participate.
- b) In the Veterans competition if there are sufficient numbers for teams to play in their own age group, then all players must attain or be over the minimum required for that age division by the 31<sup>st</sup> December in the year of the competition. **NO UNDERAGE PLAYERS ARE PERMITTED.**
- c) In the Veteran's competition, if all teams play in the one pool for their round matches, then players must attain the minimum age of 30 years by the 31<sup>st</sup> December in the year of the competition to compete in the competition. **NO UNDERAGE PLAYERS ARE PERMITTED.**
- d) In the event that an underage player/s (ie a player who is not 30 by the end of the year is utilised the match will be classed as a forfeit by the offending team)
- e) See Rule 22.e) for age requirements that apply in the finals.

### 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. Any team that plays more than fourteen (14) players will have their match counted as a forfeit.

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- b) In Mixed competitions, the maximum number of males allowed on the 'Field of Play' is three (3), the minimum male requirement is one (1) and the minimum female requirement is one (1).

**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) In the Mixed competition the four players must comprise of a minimum of one (1) male up to a maximum of three (3) males and a minimum of one (1) female.
- c) 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. TEAMS A PLAYER CAN PLAY FOR:**

- a) Players may play for more than one (1) team on any fixture day, though if graded the teams cannot be in the same grade or age division.
- b) **At no time** can teams that are in the Mixed competition lower grades (if competition has been graded) have more than one (1) current '1st' grade player (male or female) from the Open competition playing.

**11. DURATION OF MATCHES AND TIMESLOTS:**

- a) 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. There will be five (5) minutes break between matches.
- b) Allocation of matches to available timeslots is at the discretion of the Competition Administrator. All teams must be available to play all timeslots. Whilst efforts to accommodate any special timeslots requests will be considered, this may not always be possible.

**12. CHECK-IN & MATCH-FEES:**

- a) All players who play will be required to pay a match-fee of **\$5.00** per match they play, and must **Check-In** to their team using the QR Check-In code. **This includes 'fill-in' players as well.** Failure of a player who played to Check-In may result in the match being classed as a forfeit, and in the case of an injury, players are not covered by the 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) Teams are to submit their match-fees and the number of players who played to the competition administration immediately following their match. .
- d) Any team that does not submit their full match-fees to the competition administrator by the end of the night's play, will be listed on the '**Outstanding Match-Fee Sheet**' which is circulated each week with the draw. Full match-fees **MUST** be paid **before** the start of the offending team's next match.
- e) 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.
- f) Coaches, Managers, and Referees are also required to **Check-In** to their match using the 'QR Check-In' code.

**13. SCORING:**

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

**14. COMPETITION ROUNDS:**

- a) The number of competition rounds shall be determined by the number of weeks of the competition.
- b) Uneven rounds may occur, and no make-up matches will be played.

**15. COMPETITION POINTS:**

- a) Points for all competitions will be as follows:
- Win/Bye ..... 3 points
  - Draw..... 2 points
  - Loss..... 1 point
  - Forfeit..... 0 points

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- 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.

#### 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.
- c) All normal rules apply to those players as if they had played the day the bye occurred.
- d) Bye players are not required to pay match-fees for the bye match.

#### 17. 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 '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 17a) & b)i. will apply
  - iii. those matches that were unable to be played, Rule 17c) points will apply.

#### 18. 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 minimum of four (4) players on the field for a match on the scheduled date (mixed must meet the requirement of a maximum of three (3) males and a minimum of one (1) male and a minimum of one (1) female) after five (5) minutes of the siren going will be deemed to have forfeited that match.
- b) In the case of a known forfeit, a team **MUST** notify the TTF Secretary by **4.00pm** prior to the scheduled match. This will then allow sufficient time to notify the opposing team that the match is a forfeit.
- c) Any team that forfeits and fails to notify the TTF Secretary by the given time will result in the **loss of three (3) competition points** from the offending team's total points.
- d) 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. Both teams will not be required to pay match-fees.
- e) Any team that forfeits three (3) matches shall be immediately removed from the competition, unless an acceptable reason is presented to the TTF executive.
- f) Any team that forfeits a match during the final series will be removed from the competition, unless an acceptable reason is presented to the TTF executive.

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- g) Any team that withdraws within the first **two (2) weeks** of competition shall be liable for the nomination deposit of **\$300.00**. Any team that withdraws after the second week of competition shall be liable for the full registration fees, plus the late fee charges.

## 19. INTERCHANGE AREA:

- 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.
- Field 1 – left side of field, Field 2 – right side of field
  - Field 3 and 4 – Clubhouse side
  - Field 5 and 6 - Cricket pitches
  - 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(es) and Team official(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(es) or Team official 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.**

## 20. FINAL SERIES ROUNDS:

- a) In each grade or age division the top four (4) teams who have the highest points score at the end of the round matches will progress to the final series. In this case the final series will be a two (2) week series with the following draw utilised:
- Week 1: (A) 1 v 4 (B) 2 v 3 *Elimination Final*  
Week 2: Winner 'A' v Winner 'B' *Grand Final*.
- b) In grades that have three (3) or less teams, it shall be at the discretion of the TTF executive the format for the final series that will be utilised.
- c) Further grades may be created in grades with excessive numbers for the finals. This shall be at the discretion of the TTF executive.

## 21. 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 1<sup>st</sup> (**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 2<sup>nd</sup> (**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

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Example:

$$\text{Team A} = \frac{50}{10} \times \frac{100}{1} = 500\% \quad \text{Team B} = \frac{60}{20} \times \frac{100}{1} = 300\%$$

Team A obtains the higher position.

- c) The 3<sup>rd</sup> (**Drop-Off method**) is utilised if teams are still equal after the other 2 methods are used. The teams that are still equal would play a drop-off to decide the final series positions.

## 22. QUALIFYING FOR FINALS:

- For a player to qualify to play in the final series for a given team, that player must have registered online with that team by the due date and have played a minimum four (4) round matches with that team during the season. **(A player will only be recorded as playing in a match if they have 'Checked-In' using the QR Code correctly)**
- For the purpose of this rule, official grading matches '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 'grading match' 'bye' or 'rain out' occurring.
- In the final series, players may play for more than one (1) team providing that they qualify for the teams and the teams are not in the same grade or in the case of the veterans, the same age division.
- Once a player plays a match in the final series for a team in a grade/age division that they have qualified for, they must continue to play only with that team in that grade/age division.
- In the Veteran competition, players that play in the final series must also have turned the required age of that age division by the 31<sup>st</sup> December in the year of the competition to play.** (eg a player who has played the required four (4) matches for a team, but is 30 years old cannot play in a Vet 40's team). Any team that plays a player who is underage will have their match countered as a forfeit.
- All teams that compete in the finals must be fully paid and have no rego fees, match-fees or other accounts outstanding.

## 23. QUALIFYING CONCESSION:

- 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.
- However this is not permitted if this player causes the team to have more than fourteen (14) players listed as playing in the match.
- Players who do not reside in the Townsville District (Townsville District also covers Ingham, Charters Towers and the Burdekin areas) will not be eligible for this concession.

## 24. PLAYER TRANSFER CLEARANCES, UN-FINANCIAL & SUSPENDED PLAYERS:

- Players wishing to transfer to another team during the competition must provide the TTF executive with a written clearance from the team they are leaving, ensuring that they have resolved all their financial obligations to their former team.
- Players 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.
- Players 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.
- The penalty for playing an un-financial/suspended player is a loss of three (3) competition points.

## 25. PROVISION OF REFEREES (MATCH OFFICIALS):

- All teams must provide at least one (1) referee (2 would be preferable) when nominating. They do not have to be qualified to start, though should attend a referee course at their earliest convenience.
- It is deemed to be these individuals' responsibility to fulfil all their allocated refereeing duties by refereeing or else finding a replacement.
- If a team's referee (or replacement referee) fails to attend their allocated match, the team will lose two (2) competition points.
- If there are insufficient referees or the appointed referee/s are unavailable, then each team will be required to supply one of their number to referee their match (Match-fees still apply regardless).

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- e) Referees are required to register online to the TTRA as a Referee to be covered by the TFA Insurance policy if injured whilst refereeing.
- 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](http://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 night.

**26. 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 team may make application in writing to the TTF Executive to have their situation considered.
- b) All requests must be in writing signed and submitted by the team's registered contact.
- 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.

**27. PROTEST REPORTS:**

- a) All protest reports are to be in writing and signed by the team contact/TTF 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.*

**28. 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 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 available from 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.

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## SCHEDULE 1»

### Competition Dates

a)	<b>Start of Competition</b> Mixed - <a href="#">Monday, March 1<sup>st</sup>, 2021</a> Veterans- <a href="#">Tuesday, March 2<sup>nd</sup>, 2021</a>	Info
b)	<b>Team nominations due for inclusion in Round 1 fixtures.</b> Five days prior to competition start date. <a href="#">5:00pm – Wednesday, February 26<sup>th</sup>, 2020</a>	By-Law 2.a)
c)	<b>Team nomination fee \$735 per team is due</b> On or before team's <a href="#">first match</a> .	By-Law 2.b)
d)	<b>Late team nomination fee payment</b> i.e. Any team that has not paid on or before their first match will incur a late fee of <a href="#">\$100</a> .	By-Law 2.b)
e)	<b>Teams not paid in full (inc late fee) after third week of competition.</b> Will not be permitted to continue playing and their players will be listed as un-financial until team fees are paid. <a href="#">5:00pm – Friday, March 19<sup>th</sup>, 2021</a>	By-law 2.c)
f)	<b>Team Uniforms due</b> By the 6 <sup>th</sup> week of the competition <a href="#">Mixed-Monday, April 12<sup>th</sup> &amp; Veterans-Tuesday, April 6<sup>th</sup> 2021</a>	By-Law 3.a)
g)	<b>All participants (inc referees) are required to be registered to be covered by insurance,</b> before they start playing/refereeing	By-Law 6.a)
h)	<b>Player registrations close for Finals</b> If not registered, player will not be permitted to play in finals. <a href="#">Midnight Wednesday, July 14<sup>th</sup>, 2021</a>	By-Law 6.d) By-Law 22.a)
i)	<b>Semi-Finals</b> Mixed - <a href="#">Monday, July 26<sup>th</sup>, 2021</a> Veterans- <a href="#">Tuesday, July 27<sup>th</sup>, 2021</a>	Info
j)	<b>Grand Finals</b> Mixed - <a href="#">Monday, August 2<sup>nd</sup>, 2021</a> Veterans- <a href="#">Tuesday, August 3<sup>rd</sup>, 2021</a>	Info

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## SCHEDULE 2» Penalties for By-Law Violations

Non-payment of Nomination fee on or before first match	By-Law 2	Late fee of \$100 incurred.
Non-payment of Nomination fee by due date	By-Law 2	Removal from competition until fees including late fee is fully paid. Players listed as un-financial.
Team playing > 1 first grade player (mixed only)	By-Law 2, 10	Match counts as a forfeit by the offending team with the non-offending team counted as a team on a bye. Offending team will be regraded to first grade.
Team with player/s not in correct uniform	By-Law 3	Loss of one (1) competition point
Unregistered players	By-Law 6,22	Not covered by TFA Insurance and players not permitted to play in finals. Team that plays unregistered player/s in the final will have their match counted as a forfeit.
Team that plays an underage player (eg Vet player doesn't turn 30 or over by the 31 Dec in year of comp) in the round matches.	By-Law 7	Match counts as a forfeit by the offending team.
Team plays >14 players in a match	By-Law 8	Match counts as a forfeit by the offending team with the non-offending team counted as a team on a bye.
Non-payment of match-fees	By-Law 12	If not paid before team's next match, team will not be permitted to play until fees paid and their next match will be counted as a forfeit by the offending team.
Player (who played) not Checked-In	By-Law 12	If protest upheld match counts 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.
Failure to notify TTF Secretary of forfeit by set time	By-Law 18	Loss of three (3) competition points from offending team's total points
Team that forfeits 3 matches	By-Law 18	Removal from competition if reason not accepted by TTF executive.
Team that forfeits during the finals	By-Law 18	Removal from competition if reason not accepted by TTF executive.
Team withdrawal within first 2 weeks of comp	By-Law 18	Team owes deposit fee of <b>\$300</b> , players un-financial until paid.
Team withdrawal after 2nd week of comp	By-Law 18	Team owes full registration fee, including late fees, players un-financial until paid.
Team that plays an underage player (eg player under 30 playing in a 35 or 40 team) in the Veteran final series	By-Law 22	Match counts as a forfeit by the offending team.
Team plays player/s in the finals that have not qualified for finals	By-Law 22	Match counts as a loss by the offending team.
Team permitting an un-financial/suspended player to play	Rule 24	Loss of three (3) competition points
Team referee/replacement fails to attend	Rule 25	Loss of two (2) competition points

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# Queens Park Layout

## SPECTATOR NO-GO AREA

No spectators within 5m of the edge of any field while in use

## INTERCHANGE AREA

Players and officials only



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