



2021 TOWNSVILLE CUP

2nd – 3rd October 2021
Queens Park, Townsville

EVENT CONDITIONS OF ENTRY

tsv.tf/tsvcup | [@TownsvilleCup](https://twitter.com/TownsvilleCup) | tsvcup@tsvtouch.com

The Townsville Cup is proudly presented by
Townsville Touch Football (TCHTA Inc.)





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1. Conditions of Entry

1.1 Event Administration

- a) The Townsville Cup (the Event) is a touch football event conducted by Townsville Touch Football (TTF).

b) Event Administration Team

- i. The Event Administration Team will be deemed responsible for the preparation, conduct, and management of the Event.
- ii. The Townsville Touch Football Management Committee will, at its sole discretion, appoint suitable persons to the Event Administration Team.

The Event Administration Team can be contacted via email – tsvcup@tsvtouch.com.

- c) Event Administration services will be primarily based inside the Townsville Touch Football Clubhouse and attached/nearby facilities.
- d) Team Managers will be provided with direct contact information for a representative of the Event Administration Team closer to the Event.
- e) All decisions regarding the Event will be made by the Event Administration Team and will be considered final.

f) Communication Channels

- i. The Event Administration Team will utilise the following primary communication channels to disperse information to all registered and prospective teams and players:
 - Website – <https://tsv.tf/tsvcup>
 - Facebook – <https://facebook.com/townsvillecup>
 - Email – tsvcup@tsvtouch.com or no-reply@nrl.com (MySideline)
 - ii. Additional communication channels may be used at the sole discretion of the Event Administration Team.
- g) Townsville Touch Football and the Event Administration Team has the right to amend these Event Conditions of Entry and any other Event Rule if it deems it to be in the best interest of the Event.

1.2 Divisions & Pools

- a) The Event will consist of the following divisions mixed-gendered touch football divisions:
- i. ELITE – maximum of nine (9) player points per team
 - ii. SENIOR – maximum of nine (9) player points per team
 - iii. SOCIAL – maximum of zero (0) player points per team
- a) The minimum number of teams required in a division is four (4).
- b) The maximum number of teams in each division is sixteen (16).
- c) The Event Administration Team may, at its sole discretion, increase or decrease the minimum or maximum number of teams in each division.





d) Pools

- i. Each division will be split into pools based on the total number of teams entered into that division.
- ii. The Event Administration Team, at its sole discretion, will determine the pool size based on the number of teams entered into the division and the time available to play round games, crossover games between pools, and a division finals series.

1.3 Players Points & A-Grade Players

a) Player Points

- i. Players who have played in any of the following teams, at any time on or between 1st January 2019 and 1st October 2021, are automatically assigned the corresponding Player Points:

3 pts	AUS/NZ Men's Open
2.5 pts	QLD/NSW Men's Open
2 pts	AUS/NZ Mixed Open AUS/NZ Women's Open
1.5 pts	QLD/NSW Mixed Open QLD/NSW Women's Open NRL Touch Premiership (Men's)
1.25 pts	AUS/NZ Men's 20's AUS/NZ Men's 30's
1 pts	AUS/ NZ Mixed Senior QLD/NSW Men's 20's QLD/NSW Men's 30's NTL Men's Open
0.75 pts	QLD/NSW Men's 35's NRL Touch Premiership (Women's)
0.5 pts	AUS/NZ Mixed 20's AUS/NZ Women's 20's AUS/NZ Men's 18's
0.25 pts	AUS/NZ Women's 18's AUS/NZ Mixed 18's QLD/NSW Women's 27's QLD/NSW Women's 20's NTL Women's Open NTL Mixed Open

b) Player Points Total

- i. The Player Points Total is equal to the sum of the Player Points value of each of the team's registered players.

c) Player Points Cap

- i. The Player Points Cap is the maximum Player Points Total that a team is permitted to have in a division.
- ii. Teams in the ELITE and SENIOR divisions must not exceed nine (9) Player Points.
- iii. Teams in the SOCIAL division must not exceed zero (0) Player Points.





d) A-Grade Players

- i. A player who has played in four (4) or more matches in the same season for a Men's or Women's Premier/Division 1 team, between 1st January 2019 and 1st October 2021, in any of the following competitions or events is an "A-Grade" player:
 - Townsville Touch Football's **Colliers Shield**
 - Brisbane Metropolitan Touch Association's **Metro Cup**
 - New South Wales Touch Association's **Vawdon Cup**
 - ii. A player who is deemed to be A-Grade is not eligible to play in the SOCIAL division.
 - iii. The Event Administration Team reserves the right to classify, at its sole discretion, any event to be "A-Grade" if it is deemed by the Event Administration Team to be of a high enough standard that its players would affect the fairness and competitiveness of the SOCIAL division.
- e) A dispute regarding a player's A-Grade status or Player Points value must be submitted in writing and accompanied by verifiable proof of claim to the Event Administration Team.
- f) The Event Administration Team may, at its sole discretion, suspend a player from the Event until such time that it is satisfied a dispute regarding their Player Points value or A-Grade status has been resolved.
- g) If a team is found to be in breach of the Player Points Cap or A-Grade Players rule where applicable the team will immediately lose all points and be suspended from the Event.

1.4 Team Entry

- a) All teams wishing to play in the Event are to enter online via the Event website.
- b) The entry process should be completed by the Team Manager, who must read the full Event Conditions of Entry prior to commencing the process.
- c) Team entries will be accepted from any association, club, or group, either formal or informal. A team is not required to be affiliated or registered with any other touch football organisation to compete at the Event.
- d) A team may only register into one (1) division at the Event.

e) Team Names

- i. Team names must not be offensive, derogatory, poor taste, or otherwise unsuitable.
- ii. Team names will be accepted or rejected at the sole discretion of the Event Administration Team.
- iii. Team names must be unique within each division. If a team has already completed the Team Entry Process and paid the Team Entry Fee, they will be deemed to hold the rights to that team name in their division at the Event. Any subsequent team who completes the Team Entry Process using the same name will be contacted by the Event Administration Team as soon as possible and required to choose a different name.

f) Team Uniforms

- i. All players in the same team must wear a shirt or singlet in the same design during each match that they play.
- ii. Team uniforms must not include offensive, derogatory, poor taste, or otherwise unsuitable imagery or design.





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- iii. All playing tops must have a clearly readable number between 1 and 50 (inclusive) on the back not less than 16cm in height.
- iv. Players may wear a long sleeve shirt under their playing top provided the shirt is of the same or similar colour to the predominant colour of the playing top.
- v. A team that permits one or more players to take the field while not wearing the correct uniform will lose one (1) competition point.

g) Team Entry Fee

The **Team Entry Fees** are as follows:

	Before July 1, 2021	From July 1, 2021
Elite Division	\$ 880.00	\$ 1012.00
Seniors Division	\$ 770.00	\$ 885.50
Social Division	\$ 660.00	\$ 759.00

h) Withdrawal

- i. Any team that withdraws from the Event after the Team Entry Period has closed will be liable at a minimum for the costs of processing the initial payment and any refund given.
- ii. Any team that withdraws after Friday 17 September 2021 will not receive a refund of their Team Entry Fee or any processing fees associated.
- iii. The Event Administration Team, where it determines due to extenuating circumstances and at its sole discretion, may refund in part or in full a Team Entry Fee where a team withdraws from the Event after Friday 17 September 2021.

i) Payment

- i. All Team Entry Fees must be paid online at the time of nomination. The MySideline payment platform requires the use of a credit or debit card.
- ii. No other form of payment will be accepted.

j) Team Entry Period

- i. The Team Entry Period will open on Friday 14 May 2021 and close at midnight Tuesday August 31, 2021.
- ii. No nominations will be accepted after the Team Entry Period has closed.

k) Team Referee

- i. A team must nominate and supply **at least one (1) referee** throughout the competition. The referee must have completed, at a minimum, the SportAus *Community Officiating General Principles* course.
The course can be completed free online via the SportAus learning portal – <https://learning.ausport.gov.au> – and submitted to Touch Football Australia's learning platform, The Nest – <https://touchfootball.etrainu.com>
- ii. A referee may be required to submit evidence of their current Touch Football Australia referee accreditation, or a completion certificate from the SportAus *Community Officiating General Principles* course, in order to be accepted to the Event.
- iii. Teams that do not supply a referee, or supply false information during the entry process, will not be accepted to the Event.





l) Team Manager

- i. Each team must also have a non-playing Team Manager who will be available to attend all meetings and must be present at all team matches.
- ii. Teams that do not supply a Team Manager, or supply false information during the entry process, will not be accepted to the Event.

1.5 Players

Once a team is registered to the Event, the Team Manager will receive a confirmation email containing a [hyperlink](#) to allow players to register directly to that team. Team Managers and players should ensure they have checked their email client's junk or spam folder and added the email address "no-reply@nrl.com" to their junk or spam safe list. If a Team Manager does not receive a confirmation email containing their player registration hyperlink, they must contact the Event Administration Team via email – tsvcup@tsvtouch.com – as soon as possible in order for a player registration hyperlink to be sent. The Event Administration Team will provide a regular update via email to each Team Manager regarding their list of currently registered players. Additional updates can be provided on request.

a) Registration

- i. A player, once invited by their Team Manager, must register to their team by clicking the hyperlink in the invitation email.
- ii. All players will require a MySideline profile (profile.mysideline.com.au) to complete the registration process. If a player has not registered via MySideline (or has not played since 2019), they will be prompted to create one as part of the registration process.
- iii. Once registered correctly, a player will automatically be assigned to their team. The Event Administration Team will supply each Team Manager with regular updates of player registrations to their team.
- iv. A player may only register and play for one (1) team at the Event. A team who allows a player from another team to play will forfeit the match.

b) Minimum Registered Players

- i. Each team must have a minimum of ten (10) players, all of which must be registered correctly to their team, to compete in the Event.
- ii. A team will not be entered into the Event's fixtures draw until they have the required minimum number of players registered correctly.

c) Minimum Age

- i. Players in the ELITE and SOCIAL divisions must turn at least 13 years of age on or before 31 December 2021 (born in the year 2008) to play in the Event.
- ii. Players in the SENIOR division must turn at least 30 years of age on or before 31 December 2021 (born in the year 1991) to play in the event.

d) Team List Submission

- i. All teams entered into the ELITE and SENIOR divisions must submit a full list of their intended players, whether registered or not, to the Event Administration Team for approval by no later than 5pm 31st August 2021.
- ii. A team will not be entered into the Event's fixtures draw until they have submitted the full list of their intended players and those players have subsequently been approved by the Event Administration Team.



1.6 Playing Rules

- a) The Event will be played under the current version of the Touch Football Australia Playing Rules with no variations except those expressly listed in these Event Conditions of Entry.

b) Match Duration

- i. There will be no time-off for injuries.
- ii. The Event Administration Team, at their sole discretion, will determine the duration of matches in both the round games and final series, in order to suit the number of teams entered to the Event and the time available to play the required number of matches.

c) Interchange Areas

- iii. Where the perimeter of a field does not allow a safe distance between another active field, both teams will be required to utilise the same interchange area.

1.7 Results & Finals Positions

b) Competition Points

- i. Points for all match results will be as follows:
 - a) Win or Bye 3 points to the winning team
 - b) Draw 2 points to both teams
 - c) Loss 1 point to the losing team
 - d) Forfeit 0 points to the forfeiting team
3 points to the non-forfeiting team

c) Forfeits

- i. Teams must be at their playing field, five (5) minutes before the scheduled commencement of their match.
- ii. If a team cannot field a side with at least the minimum required players after five (5) minutes of the scheduled commencement of their match, the team will be deemed to have forfeited that match.
- iii. A team that forfeits a second time during the Event will be required by the Event Administration Team to “show cause” as to why they should remain in the Event. The Event Administration Team will determine, at their sole discretion and based on the team’s submission, whether the team will be permitted to remain in the Event.
- iv. A team that forfeits a third time during the Event will be immediately withdrawn from the Event unless, at the sole discretion of the Event Administration Team, extenuating circumstances apply.
- v. A team that forfeits any match in the finals series will immediately be withdrawn from the Event.

d) For & Against Points

- i. Teams will accrue points *for* being the number of points scored in the match, and *against* being the number of points scored against them in the match.
- ii. A team that forfeits will be allocated 0 points *for* and 5 points *against*. The non-forfeiting team will be allocated 5 points *for* and 0 points *against*.



e) Ladder Positions

- i. A team's position on the ladder will be calculated according to the following:
 - 1) Total Competition Points; then
 - 2) *for* and *against* difference (*for* minus *against*); then
 - 3) *for/against* Percentage (*for* divided by *against* multiplied by 100).
 - 4) *for* points; then
 - 5) If points are still equal, a drop-off will be played to determine the position.
- ii. In extenuating circumstances, the Event Administration Team may, at their sole discretion, use an alternative method to determine a division's ladder positions.

1.8 Referees

- a) Referees will be paid in cash at the end of the Event.
- b) All referees will be supplied with an on-field referee shirt, which must be worn during all matches officiated.
- c) The Event Referee Coordinator will be responsible for the management and appointment of referees to all matches, including finals.
- d) Referees will be required to sign-into the Event prior to officiating their first match.

e) Team Nominated Referees

- i. Each team is required to supply at least one (1) referee to the Event, which must be nominated during the Team Entry Process.
- ii. Changes to the nominated referee are permitted prior to the Event and can be done via email to the Event Administration Team.
- iii. A team's Nominated Referee must officiate all matches they are allocated to.
- iv. If a team's Nominated Referee is injured or becomes unavailable during the Event, the Team Manager will be responsible for finding a suitable replacement. The replacement referee must be capable of officiating the matches that the Nominated Referee was originally allocated to.
- v. If a team's Nominated Referee or their replacement per iv above, fails to officiate an allocated match, the team will lose two (2) competition points.

1.9 Event Fixtures Draw & Format

- a) A team must be available to play all timeslots during the Event. The Event Administration Team will only accommodate special requests if it does not disrupt the Event's planning or conduct.
- b) The Event Administration Team will prepare and release an indicative draw structure to after the Team Entry Period has closed.
- c) A team will only be entered into the Event fixtures draw once it has satisfied the Minimum Registered Players rule.
- d) The Event Administration Team may publicly release draft fixtures draw in the week prior the Event, which will be subject to change. The final version of the fixtures draw will be issued at the Team Managers meeting prior to the first round of the Event.



1.10 Interruptions or Cancellations

- a) Should the Event Administration Team need to suspend, postpone, or cancel matches due to extreme weather, injuries, or any other incident, they will contact all Team Managers as soon as possible.
- b) The Event's official communication channels will be used to convey the message publicly and the Team Manager will be responsible for ensuring all players in their team are informed of any changes to matches.
- c) Should a match be interrupted due to injury or any other extenuating circumstance, the following is to be the policy:
 - i. If a match is interrupted prior to half-time the match will be replayed in entirety.
 - ii. If a match that requires a winner is interrupted after half-time and the score is not drawn, the score at the time of the interruption will become the final score.
 - iii. If a match that does not require a winner is interrupted after half-time, the score at the time of the interruption will become the final score.
 - iv. If a match that requires a winner is interrupted after half-time and the score is drawn, the match will be moved to the closest suitable and available field and resume. If time does not permit moving to another field, or there are no suitable fields available, the match will progress to a drop-off on a suitable field prior to the next timeslot starting.

d) Rescheduled or Cancelled Rounds

- i. The replaying of a round will be at the sole discretion Event Administration Team. If a round is not rescheduled, then all matches will be considered drawn and the bye team (if any) will remain as a bye.

1.11 Insurance Cover

- a) The Touch Football Australia (TFA) National Insurance Scheme covers all players and officials who have met the insurance criteria of a TFA-affiliated competition.
- b) Players must be registered online to be covered. Full details of the cover are available on the TFA website – www.touchfootball.com.au.
- c) Income Protection is not included; players are advised to consider the adequacy of the cover and decide whether to take out their own additional insurance.

1.12 Injuries & First Aid

- a) All injuries during a match should be reported to the referee at the time of the injury, which is to be noted on the back of the scorecard.
- b) An Injury report is to be completed by the injured person and submitted to the Event Administration Team no later than the next business day.
- c) An Injury Report form is available from the Event Administration Team.
- d) Teams will be responsible for supplying their own first aid and/or sports medical personnel.
- e) For severe injuries requiring urgent treatment, the Team Manager is to phone an ambulance (000) while at the patient's side to answer any required questions from the 000 operator. Once an ambulance is called, the Team Manager is to ensure that the Event Administration Team is



notified as soon as possible to ensure that the most suitable entry point can be opened for the ambulance.

- f) Injured players are required to obtain medical clearance before recommencing to play.

1.13 Match Balls

- a) Each team must supply their own full-size touch football for each match.
- b) The Event Administration Team will be working with the Event Partners to provide a free ball to each team which, if provided, must be used as the match ball for all of that team's matches.

1.14 Team Manager

- a) Each team is required to have a non-playing Team Manager who will be responsible for attending each match and keeping score on the Match Scoresheet provided.
- b) The Team Manager will be required to check their Match Scoresheet against the Match Scorecard and the opposition team's Match Scoresheet after each match.
- c) The Team Manager will be the primary point-of-contact for their team, and will be responsible for ensuring all players in the team adhere to the Event Conditions of Entry and any Event Rules.

1.15 Match Scorecards

- a) Referees will collect the Match Scorecard from the Event Referee Coordinator prior to the match.
- b) Referees will confirm the full-time score with the Team Managers of both teams, requesting each Team Manager to sign and indicate their acceptance of the score and result.

c) Score Disputes

- i. If the score is disputed by either team the referee will write "Disputed" against the team disputing the score.
- ii. A Team Manager wishing to dispute a score must submit a signed and complete Protest Form (available from Event Administration) within 10 minutes following the completion of the disputed match.

1.16 Player Finals Qualification

- a) A player will be eligible to play for their team in a finals-series match only if they have played in at least 50% of their team's round matches. A bye or washout will only count as a match played if the player played for the team in the round immediately prior to the bye or washout occurring.

b) 2021 National Youth Championships (NYC)

- i. A player who is unable to play in the Event's round games due to also participating at the 2021 Touch Football Australia National Youth Championships (29 Sept – 2 Oct, 2021) as a player, coach, team manager, or referee, will be required to complete and submit a Player Exemption (Finals) Request, with appropriate evidence provided from their NYC Permit, Region, or State as appropriate, to the Event Administration Team in order to be considered for eligibility to play in the finals series at the Event.





- ii. Players wishing to be considered for exemption under this rule must register to the Event prior to completing and submitting a Player Exemption (Finals) Request.
 - iii. All Player Exemption (Finals) Requests must be received by the Event Administration Team prior to 5pm 31st August 2021. Late requests will only be considered where a player is able to provide appropriate evidence from their NYC Permit, Region, or State as appropriate, that they were included into their NYC Permit, Region or State side after this date.
 - iv. A player who is granted exemption under this rule and holds a Player Points value per these Event Conditions of Entry will maintain their value and it will be counted towards their team's Player Points Total.
 - v. A player who is granted exemption under this rule and holds A-Grade Player status per these Event Conditions of Entry will maintain their status and will remain ineligible to play in the SOCIAL division.
 - vi. The Event Administration Team will consider all received requests for eligibility and advise the registered Team Manager and player of the outcome. A player is not to participate in a finals series match until written authorisation is received from the Event Administration Team.
- c) A dispute regarding a player's finals qualification must be submitted in writing to the Event Administration Team.
 - d) The Event Administration Team's determination on a player's qualification to play finals will be considered final.
 - e) A team that allows one or more players who have not qualified to play in the finals series to take the field during a finals match will forfeit the match and be immediately withdrawn from the Event.

1.17 Disciplinary Information

- a) Swearing is not acceptable during any matches or around the venue. Players who use inappropriate or derogatory language during a match will be subject to penalty or further disciplinary actions under the playing rules.
- b) The Event will be conducted in accordance with the current version of the Touch Football Australia Disciplinary Regulations.

c) Sin-Bin

- i. A player who is sent to the Sin-Bin for the third time at the Event will be automatically suspended for their next match at the Event.

d) Dismissal

- i. If a player or team official receives a Dismissal from the match as per the Playing Rules the match referee/s will be required to complete and submit a Send-Off/Incident Report immediately following the match.
- ii. A Dismissed player or team official will receive an automatic two (2) match suspension, that being the period of time it takes for two (2) full matches to be completed by the player or team official's team in the division from which the player was suspended. A bye does not count as a match completed in this instance.
- iii. At the discretion of the Event Administration Team, and depending on the severity of the incident, a copy of the Incident Report may be sent to the charged person. If the committee does not have contact details for the charged person, then the Team Manager will be notified of the requirement to collect the report from Townsville Touch Football.





e) Tribunal

- i. The Disciplinary Tribunal Panel will consist of one (1) member of the Event Administration Team, one (1) Referee representative, and one (1) other suitable person as determined by the Event Administration Team.
- ii. An incident may be referred to the Disciplinary Tribunal at the sole discretion of the Event Administration Team.
- iii. Should a player or team official be summoned to appear at a Hearing of the Disciplinary Tribunal, the Team Manager will be responsible for ensuring the player or team official is notified. A player or team official who fails to attend a Hearing will not prevent the Hearing from taking place and will be bound by the determination of the Tribunal in their absence.

1.18 Suspension or Withdrawal

- a) A team, player, or official that is suspended or withdrawn from the Event will not receive a refund or reimbursement of any costs or fees associated with participating in the Event, either directly or indirectly.
- b) The Event Administration Team, at its sole discretion, may allow a suspended or withdrawn team to continue to play some or all its scheduled matches at the Event if it is deemed beneficial to the conduct or completion of the Event. The suspended or withdrawn team will not be eligible to accrue any competition points and all matches will be considered to be forfeited by the team.

1.19 Disputes & Protests

- a) All Disputes or Protest Reports are to be signed by the Team Manager and submitted to the Event Administration Team within 10 minutes following the match in question. Any protest report received after this time will not be considered and/or addressed.
- b) Disputes or Protest Reports regarding final score, Event Conditions, etc., will be determined by the Event Administration Team at their sole discretion and the outcome will be final.
- a) At no time will protests against referee decisions be accepted.

1.20 Special Circumstances

- b) Where there arises any special circumstance that is not already covered by these Event Conditions of Entry, a team may make application in writing to the Event Administration Team to have their situation considered. All requests must be in writing, signed, and submitted by the Team Manager.
- c) All considerations of special circumstances will be at the sole discretion of the Event Administration Team, and all decisions will be final.

1.21 Force Majeure

- a) If Townsville Touch Football or the Event Administration Team is unable to perform, in whole or in part, any obligation under these regulations by reason of a force majeure event, Townsville Touch Football and the Event Administration Team is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.



- b) Townsville Touch Football and the Event Administration Team has no obligation to refund any team competition fees paid if it is unable to perform by reason of a force majeure event.

1.22 Parking & Facilities

a) Parking

- iii. Off-street parking is available for participants and officials in front of the Townsville Touch Football clubhouse, with entry via Paxton Street. Parking is also available in Burke and Kennedy Street.
- iv. No parking is permitted on any grassed areas surrounding or within Queens Park.

b) Bar & Canteen

- i. Food, beverages, and confectionery, including sports drinks, soft drinks, water, and alcohol (during permit hours) will be sold from the Townsville Touch Football bar and canteen.
- ii. A licenced bar will be in operation at the Townsville Touch Football clubhouse, and at no time is alcohol to be removed from within the licenced area.
- iii. Alcohol may only be consumed inside the licenced area.

Heavy fines apply to anyone caught supplying their own alcohol, or with alcohol outside the licenced area.

c) Glass & Metal Bottles/Containers

- i. Players and officials are not to bring or use glass or metal bottles or containers, including water-bottles to the venue.

d) Tents & Home Bases

- i. Teams who erect tents or other shade structures as a “Home Base” at the Event must ensure that they are placed no closer than ten (10) meters from the sideline of any active field.
- ii. Due to underground irrigation, at no times are tents to be secured by stakes or pickets.
Please only use weights or sandbags to secure tents to the ground.
- iii. Teams are responsible for any loss of or damage to their own property.
- iv. Teams will be held responsible for any damage, other than normal and expected wear and tear, to the venue surface as a result of their “Home Base”.

e) General Use of Fields

- i. Use of Townsville Touch Football’s fields other than for scheduled fixtures is not permitted without approval from Townsville Touch Football in conjunction with the Townsville City Council and the other approved users of the venue.
- ii. Teams wishing to organise the use of the fields for training prior to the Event must contact the Event Administration Team via email at least fourteen (14) days prior.

f) First Aid & Sports Med Personnel

- i. Townsville Touch Football will provide basic first aid via trained sports medicine personnel who will assist with injuries obtained at the Event.
- ii. Services such as strapping and massage are not considered first-aid and will not be included but may be offered by the attending personnel at their discretion and at an additional cost to the player.



2. Amendment Record

Version	Date	Author	Notes
1.0	14/05/2021	Kerrod Hall	– Initial release
1.1	6/07/2021	Kerrod Hall	– Added missing minimum age for SENIOR – Added AUS/NZ Women's 20 to player points list (0.5pts)





3. Copyright Notice

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4. Schedules & Attachments





2021 Townsville Cup
2-3 October 2021 · Queens Park, Townsville

Penalties for Violations

- | | |
|---|--|
| a) Team allowing unregistered player to play
Unregistered player is not listed on the team's FINAL team sheet | i. Match will be counted as a forfeit by the offending team.
ii. Match cannot be used as a 'match played' (to qualify for finals) by that player.
iii. If played in any match in the finals series, the offending team will be withdrawn from the Event. |
| b) Team allows unfinancial player to play
An unfinancial player breaches suspension | i. Loss of three (3) competition points |
| c) Failure to Referee
Team referee/replacement fails to attend allocated match | i. Loss of two (2) competition points |
| d) Incorrect Uniform
Team with player/s not in correct uniform | i. Loss of one (1) competition point |
| e) Third Forfeit
Team that forfeits three (3) matches | i. Offending team immediately withdrawn from Event. |
| f) Finals Forfeit
Team that forfeits during the finals | i. Offending team immediately withdrawn from Event. |
| g) Unqualified Player
Team plays player/s in a finals match that has not qualified for finals | i. Match forfeited and offending team immediately withdrawn from Event. |





2021 Townsville Cup
2-3 October 2021 · Queens Park, Townsville

Player Exemption (Finals) Request

The Event Administration Team will consider requests from players wishing to be considered eligible to play in the Event's finals series who have been unable to play in enough round games due to representing their Permit, Region, or State at the 2021 Touch Football Australia National Youth Championships, as a player, coach, team manager, or referee.

All requests must be submitted on this form, with all appropriate areas below completed.

All requests must be received by the Event Administration Team via email no later than 5pm 31 August 2021.

1) Full Name:	<hr/>			
2) Mobile:	<hr/>			
3) Email:	<hr/>			
4) Townsville Cup Team:	<hr/>			
5) NYC Entity: (Permit/Region/State)	<hr/>			
6) NYC Division:	U/12	U/14	U/16	U/18
7) NYC Role:	Player	Coach	Manager	Referee

8) Supporting Evidence

Appropriate Supporting Evidence should be in the form of a Letter of Appointment (or Selection) supplied by the entity to the player confirming that the player is representing at the 2021 NYC.

If the player is unable to submit Supporting Evidence with this request, the player must request their entity to provide this confirmation directly to the Event Administration Team via email – tsvcup@tsvtouch.com.

The Event Administration Team will not approve any request until the Supporting Evidence from the NYC Entity has been received.

a. Supporting Evidence is included with this request? Yes No

or

b. Supporting Evidence has been requested from Entity? Yes No

Once completed, this form must be emailed (with all Support Evidence attached) to:

Email Address: tsvcup@tsvtouch.com

Subject: Request for Finals Exemption – *Player Name (Team Name)*





townsvilletouch.com