

## KOALA BEACH SPORTS CLUB

### Touch Football Regulations

#### COMPETITION REGULATIONS

First edition

The author of this publication is Tom Williams, 114 Kilmorey Street, Carindale, Qld 4152. Phone (07) 3398-5597, mobile 0412 132 194, email [willtm@bigpond.net.au](mailto:willtm@bigpond.net.au)

#### **INTRODUCTION**

The aim of this competition is to provide players with an opportunity to participate in an enjoyable, low cost, team sport at a local suburban facility. The benefits of such a competition include maximum participation and gaining fitness at suitable levels.

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## **1. PURPOSE**

1.1. These regulations govern the management of touch competitions and tournaments and should be read and applied in conjunction with Touch Football – Laws of the Game and Codes of Conduct. Teams nominating and participating in a competition are deemed to agree to abide by the competition regulations and laws of the game and codes of conduct.

1.2. Latest versions of competition regulations and laws of the game are maintained on the competition website and available at venues.

## **2. NOTICES**

2.1. Competition management will issue notices by email, telephone, postal mail or facsimile. Email will be the primary method and team managers are required to provide an email address and at least one telephone number for this purpose. Notices issued will be deemed to be received by team managers and competition management will not accept responsibility for teams not being advised of information in those notices.

## **3. LAWS OF THE GAME**

3.1. Games will be played, administered and governed by Touch Football – Laws of the Game. Team managers and players should read these laws.

## **4. COMPETITION NOMINATIONS**

4.1. Competition management will accept nominations from teams, groups and individuals. Nominations are to be on the prescribed forms, signed and submitted prior to the nominated close-off times and with the required payments/deposits. Acceptance of nominations is at the discretion of competition management and conditional on applicants agreeing to pay the prescribed deposits and fees.

4.2. Nominated players must be 14 years of age or older unless they are being nominated in junior teams in junior competitions.

4.3. Late nominations may be accepted at the discretion of competition management. A late fee may apply.

4.4. A player can nominate and play in a mixed team as well as a mens/womens team, as appropriate, in the same competition on the same night/day. A player cannot nominate and play in more than one team in any division on the same night/day. This regulation may be varied at the discretion of competition management for tournament days outside the scope of regular competitions.

4.5. A team or individual can have its nomination withdrawn and be ejected from a competition on disciplinary grounds or failing to follow competition management directions.

## **5. TEAM NAMES**

5.1. Proposed team names must be included on the nomination forms. Names deemed to be offensive or in poor taste will be rejected by competition

management. If duplications occur priority will be given to the team which previously used that name. If this situation does not apply priority will be given to the nomination received first. Team names are not to have the words "A", "The", or "Team" as the first word.

## **6. TEAM MANAGERS and DEPUTIES**

6.1. Teams are to have a designated team manager and deputy whose responsibilities include:-

- a. Checking for and receiving notices and advising team members of relevant information in those notices.
- b. Checking wet weather notices.
- c. Ensuring team fees are paid by the due dates.
- d. All team members enter the required details and sign the team registration/insurance sheet before playing their first game.
- e. All team members enter the required details and sign the game registration sheet before taking the field.
- f. Ensuring all team members abide by laws of the game, regulations and codes of conduct.
- g. Checking the draw on game day for changes.
- h. Representing players, supporters and officials in communications with competition management and the office.

## **7. TEAM FEES**

7.1. Deposits and payments are to be made in the manner detailed by competition management. Venues are not normally able to accept payments unless special arrangements have been made.

7.2. Team managers and individuals are to ensure that deposits and payments are made by the due dates specified by competition management. If payments are not made by the due dates those teams will be prevented from participating any further in the competition until such payments are made. Deposits are required before taking the field in round 1 and full balances are required by round 4, or as stipulated by competition management at the pre-competition meeting.

7.3. If a team withdraws prior to the commencement of a competition a full refund of payments received will be made. If a team withdraws after the commencement of a competition but before round 4 is played it will be entitled to a proportionate refund less the competition deposit. Withdrawals after round 4 in a competition may attract a refund at the discretion of competition management.

7.4. If a team is ejected after the commencement of a competition a proportion of paid fees less the competition deposit may be refunded at the discretion of competition management.

7.5. Competition management may offer discounts in accordance with policies in position at that time.

7.6. If prescribed fees have not been paid on time competition management may apply an additional late fee.

## **8. TEAM REGISTRATION**

8.1. Each team member is to enter the required details on the team registration/insurance sheet before playing in the competition. Teams playing unregistered or non-financial players may lose points gained as a result of that game.

## **9. GAME REGISTRATION**

9.1. Each player is required to register for each game in which that player wishes to participate by signing the game registration sheet next to the relevant name prior to the commencement of the second half. The game registration sheets will be removed at half time and the sheets for the next games will be made available for signing. Teams playing unregistered, incorrectly registered or non-financial players may lose points gained as a result of that game.

9.2. Venue Organisers, referees or competition management may request photo identification for any player wishing to participate in finals games.

## **10. PLAYER TRANSFERS**

10.1. A player may transfer to another team in the same division at the same venue on the same night by submitting a written request to competition management together with the approval of both team managers concerned. Such transfers will be approved only if they are to take place before the fourth last game prior to finals for that competition.

## **11. TEAM CAPTAINS**

11.1. Team captains are the only players who can communicate with referees during the course of a game. The course of a game includes a period of time before commencement of play when players are gathering in preparation and a period of time after the conclusion of play when players are dispersing. Team captains are responsible for:-

- a. Participating in the coin toss prior to commencement of play.
- b. The conduct of all team members during the course of the game.
  - c. Signing the score card at the completion of play.
- d. Giving the identity of players when requested by the game referee.

## **12. PRE-COMPETITION MEETING**

12.1. A pre-competition meeting will be convened by competition management to provide to team managers such information as:-

- a. Season structure.
- b. Draws for competition games.
- c. Gradings for divisions.
- d. Points allocation to determine finals teams.
- e. Format for finals games.
- f. System to be applied to resolve drawn games.
  - g. Player eligibility for finals
- h. Any variations to these regulations or the laws of the game to be applied.

12.2. Each team with a representative at the relevant pre-competition meeting will be issued with a complimentary touch ball.

### **13. ELIGIBILITY**

13.1. Teams and individuals will not be eligible to compete unless their nominations have been accepted and approved by competition management and deposits/fees have been paid by stipulated dates.

13.2. A player must have signed the game registration sheet and played at least four rounds in a competition for the team to be eligible to play with that team in finals games. Variations to this regulation will be advised at pre-competition meetings.

13.3. A registered player who has not played enough games to qualify for finals games may be given an exemption on medical or employment transfer grounds if a relevant certificate is supplied to competition management. A player seeking such an exemption must have played at least two rounds in that competition for that team.

13.4. If a team is unable to compete in finals games because of insufficient player numbers as required by the Laws of the Game that team may be permitted to use replacement players to make up the minimum number of players required to take the field. If the opposing team manager agrees the number of players may be made up to a full complement without reserves. Any reserve player must not play in a higher grade in the same division on the same night/day in that competition.

13.5. Managers seeking permission to use additional players must make a written submission to competition management which includes details of such replacement players.

### **14. DRAW and CHANGES**

14.1. Competition management will check for special requests for time slots, etc. and comply where possible.

14.2. Competition management may need to make changes to the draw and such notices will be sent to team managers in accordance with these regulations. Details are published on the website and team managers will be advised by email and telephone.

14.3. Requests by team managers for changes to the draw should be submitted to competition management seven days prior to the relevant competition game.

14.4. Competition draws are normally published in three blocks. The draw for the first round will be published the day prior to the commencement of the competition. The second block will cover rounds two, three and four. The final block will cover from round five to the finals.

### **15. FORFEITS**

15.1. If a team cannot take the field with the minimum required number of players within ten minutes of the game starting time that team will lose that game by forfeit.

If neither team is eligible to commence the game the result will be entered as a draw.

15.2. If a team notifies competition management by 3pm on the day of the scheduled game that it will forfeit that game it will be awarded points as advised in the pre-competition meeting. If a team does not advise the forfeit accordingly it will be debited three competition points from the table.

15.3. If a team forfeits two or more games in a competition it may be ejected from that competition by competition management.

## **16. DISCIPLINE**

16.1. A player may be disciplined by a game referee for an infringement or attempted infringement of the Laws of the Game. A game referee has control over players and team officials on or off the field during and after the course of a game in accordance with the Laws of the Game.

16.2. A player sent from the field of play can take no further part in that game, cannot be substituted and will receive an automatic two week suspension from all games in that competition and any affiliated competitions. A suspended player may submit a written request to competition management to review the application of such two week suspensions. Competition management may vary the suspension on grounds such as an erroneous application of the Laws of the Game or the player is involved in multiple divisions, nights and/or competitions.

16.3. A game referee is to complete an incident report for any player sent from the field of play.

An incident report is to be completed by a game referee, venue organiser or organising official for serious breaches of discipline, including players sent from the field whose infringement could attract more than a two week suspension by the Disciplinary Panel.

16.4. Serious breaches of discipline may be referred to the Disciplinary Panel who will deal with them following the Report, Disciplinary Panel and Appeals Procedure. The panel may offer a reported player a penalty for receipt of a guilty plea. If a guilty plea is not offered or accepted a hearing will be convened in accordance with the Report, Disciplinary Panel and Appeals Procedure. Penalties awarded under this procedure may be disclosed to other touch organisations.

16.5. A player who has been sent off by game referees on more than two occasions may be ejected from the competition. Competition management may eject a team from a competition for unacceptable breaches of discipline or misconduct.

16.6. Any suspension means a player is suspended from all sanctioned and affiliated games and competitions for the duration of the suspension.

16.7. Competition management will process complaints, give warnings and take action on any matter involving deemed unsportsman-like behaviour or any matter that denigrates the reputation of the sport, competition or management.

## **17. REFEREES**

17.1. The venue organiser or referee team leader will appoint game referees. Team managers will have no input to the allocation of referees. During a competition game the game referee is the sole judge of interpretation and application of the Laws of the Game.

17.2. If the venue organiser is unable to appoint a game referee the manager or captain of each team can agree to one of the following alternatives:-

- a. Each team to provide a referee for half of the game.
- b. The game to be declared a nil all draw.

If teams cannot reach agreement competition management will offer the options of playing two games on a following competition night, playing on another night or playing on a weekend. Both teams must agree on one of these options. If the game is not played it will be cancelled.

17.3. If a team manager wishes to lodge a complaint about refereeing an Incident Report form is to be obtained from the venue organiser the same night and submitted to competition management as soon as practicable.

## **18. SCORE CARD**

18.1. The game referee will enter results on a game score card. Both team captains are to sign the score card at the completion of the game as an indication that the scores are correct. A team manager may enter a protest about the recorded scores to competition management only if the captain has not signed the score card.

18.2. Managers are to check the results on the website to ensure the scores have been entered correctly.

## **19. ABANDONED GAMES**

19.1. After the start of play a game may be abandoned by competition management, a venue organiser or game referee in consultation with the venue organiser. A decision to abandon a game will be made considering the safety of players and officials or serious misconduct on the part of teams or team officials.

19.2. A game abandoned in the first half of play may be re-scheduled by competition management or declared a draw. A game abandoned after the completion of the first half will be declared with the scores as at that time.

## **20. POSTPONED GAMES**

20.1. Games may be postponed prior to the scheduled start time because of weather conditions, unavailability of grounds or any reason deemed appropriate by

competition management or venue organisers. If a postponed game cannot be reasonably re-scheduled it will be cancelled. Team managers will be advised in accordance with the notification process contained in these regulations.

## **21. RE-SCHEDULED GAMES**

21.1. In addition to abandoned and postponed games a game may be re-scheduled if both team managers agree and competition management can reasonably make other arrangements. If a game cannot be re-scheduled it will be cancelled. Teams affected will be given a \$20 refund of fees paid.

## **22. CANCELLED GAMES**

22.1. Games which have not been commenced and subsequently cancelled will be either re-scheduled where possible. If not, they will be recorded as a draw with a scoreline as advised by competition management at the pre-competition meeting.

## **23. DISPUTES**

23.1. A team captain can lodge a dispute during a game with the game referee about a refereeing decision or opposing team player attire. The team captain must lodge the dispute as soon as practicable during the game. The game referee must determine the dispute immediately. A dispute about the attire of a player who has been on the field with that attire during the first half of the game will not be accepted after the half time break.

## **24. PROTESTS**

24.1. A team manager can lodge a protest after the completion of the game in relation to the score, player eligibility or any incident deemed to have affected the outcome of the game. Protests must be submitted in writing on an Incident Report form obtained from the venue organiser the same night/day. The report should be lodged within forty-eight hours and will be determined by competition management before the next round of games.

24.2. Games which are the subject of protests may be declared by competition management as a forfeit, drawn game or be re-played.

## **25 INSURANCE**

Touch is a fast-moving and energetic sport. Players participate at their own risk and competition management accepts no responsibility for injuries sustained. Claims on insurance will be accepted only if the following requirements have been fulfilled:-

- a. The injured player has entered the correct details and signed the team registration/insurance sheet.
- b. The game referee has been advised of the injury and noted details on the score card.
- c. A claim form has been requested from the venue organiser the same night and has been submitted without unnecessary delay.

## **26. APPLICATION OF REGULATIONS**

26.1. These regulations may be varied for any particular competition by competition management and such variations are to be advised to team managers at pre-competition meetings.

## **27. FORCE MAJEURE**

27.1. Competition management will be relieved of its obligations under these regulations if it cannot operate by reason of a Force Majeure event. Such events include but are not limited to the following:-

- a. Act of God;
- b. War or terrorism;
- c. Riot or civil disturbance;
- d. Any other event beyond the reasonable control of competition management.