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# *Conditions of Entry & Rules of competition*

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## **SECTION 1: INTRODUCTION**

### **1. Purpose**

1. The aim of these Conditions of Entry & Competition Rules is to provide all stakeholders with a clear and concise framework under which competitions are conducted by Touch Football ACT (TFACT) and Australian Masters Games 2025.

### **2. Application of Condition of Entry & Competition Rules**

- a. Games will be played and refereed under the official Touch Football Australia (TFA) 8th Edition Playing Rules.
- b. Alterations to the official TFA 8th Edition Playing Rules, to suit the Australian Masters Games Touch Football Carnival are specified in these Conditions of Entry & Competition Rules
- c. Where there is a difference between the official TFA 8th Edition Playing Rules and these Australian Masters Games Touch Football Carnival Conditions of Entry & Competition Rules, unless stated in this document the Touch Football ACT Competition Rules and By-Laws will apply.
- d. Any rule change will be communicated to Officials and Participants in a timely manner prior to implementation.

## **SECTION 2: COMPETITION STRUCTURE**

### **1. General Information**

These Regulations shall apply to all matches played at the Australian Masters Games Touch Football Carnival.

Australian Masters Games Touch Football Carnival competitions shall comprise of:

- a. Open and mixed teams.
- b. 16 members per team





- c. 14 players per match
- d. Minimum age limit 30 years old.
- e. 3 males and 3 females on the field at any one time for Mixed Teams.

## 2. Competition Format:

- i. A round robin format will be used for preliminary games.
- ii. Teams will be split into pools (randomly). Subject to number of team entries
- iii. The competition will be judged on a points system. General competition points are awarded as follows;
  - a. Win [3 points]
  - b. Loss [1 point]
  - c. Draw [2 points]
  - d. Forfeit [0 Points]
  - e. Failure to provide Duty Referee [-1 points]
  - f. Bye – (0 points) – as long as there are an equal number of byes allocated within the pool
  - g. Bye – (3 points) – If there is an unequal number of byes allocated within the pool

After the conclusion of all competition round games, all teams in the competition will enter a championship match based on their current standings.

## 3. Determining Positions for Finals

Positions for the Final Series will be determined as follows:

- a. Highest competition points – if equal
- b. Difference (for and against) – if equal
- c. Percentages – if equal
- d. Result of Round game – if draw
- e. Play-off – with drop off rules

## SECTION 3: TEAMS

### 1. Nominations

- 1. Teams must be nominated using the Nomination Form provided online by Touch Football WA and all information requested on this form must be supplied by the due date.
- 2. Late nominations will only be accepted at the discretion of the Competition Coordinator, and will be dependent on teams already nominated

### 2. Fees

Each person nominated for the competition must pay the appropriate Fees.

They are as follows;

- a. Player fee of \$70 plus \$20 for an additional team entry
- b. Non- Refundable nomination deposit \$20
- c. Remainder of total fee – due two weeks prior to competition commencing.
- d. It is the responsibility of each team to pay their fees.
- e. All Team Fees **must be paid** by no later than Close of Business (COB) **Tuesday 30th September 2025**





- f. Failure to pay fees by the due date may result in the team being removed from Competition.
- g. All players within the 'unfinancial' team will be regarded as being 'unfinancial and uninsured' until all fees are paid. As a result of being classified as an 'unfinancial player' they are ineligible to compete in any TFA affiliated competition until all outstanding debts are paid.

### 3. Team Uniform

Each Team entering the Australian Masters Games are required to wear a uniform. No person, including opposing team captains, a Referee or Ground Controller may waive the requirement for players to comply with the player uniform Regulations set out within these Conditions of Entry.

#### Playing Shirt:

Each player taking the field must wear a uniform representative of his/her Team, otherwise cannot take the field. Playing shirts must bear an exclusive number

All playing uniforms must include:

- a numbered shirt, singlet, bodysuit or two-piece suit (no temporary measures such as tape will be permitted to replace numbers);
- a 1 or 2-digit number which meets the requirements of the TFA rules of the game;
- no three-digit numbers will be permitted;
- 0 can only be used in the following numbers: 0, 10, 20, 30, 40 and 50;
- shorts or bike pants;
- footwear which meets the requirements of the TFA rules of the game; and
- socks (that are visible);

The only playing numbers permissible are between 0 and 50. No numbers outside that range will be permitted.

### 4. Footwear:

- a. A player must always wear approved sports shoes whilst on the field during a competition game.
- b. A Referee may refuse to allow a player to wear the shoes he/she is wearing if the Referee considers the shoes put the safety of players at risk.

### 5. Responsibilities

It is the responsibility of the Team and its delegate/team contact to ensure:

- a. Its players are eligible
- b. Its players & officials are registered on My Sideline for the Australian Masters Games Touch Football Carnival
- c. Its players, officials and associated spectators always comply with the Code of Conduct and
- d. are aware of the Responsibility Code
- e. Its players comply with all uniform requirements
- f. Team competition fees are paid in full
- g. Its players are aware of the TFA 8th Edition Playing Rules.
- h. Each player is responsible for: Ensuring he/she is aware of and complies with the TFA 8th Edition Playing Rules.





## SECTION 4: PLAYER, OFFICIALS AND REFEREE REGISTRATION AND ELIGIBILITY

### 1. Player & Officials Registration

- a. Upon receipt of the Team Nomination Form, individual Affiliate instructions on how to register will be distributed when competition is confirmed to proceed
- b. Players & officials must be registered on the <http://profile.mysideline.com.au> website. Until a player or official is registered, they are not eligible to participate in the Australian Masters Games Touch Football Carnival.
- c. Unregistered players are not permitted to take part in any scheduled game.
- d. Any team that plays an unregistered player will be disqualified.

## SECTION 5: PLAYING THE GAME

### 1. Rules of the Game

The Australian Masters Games Touch Football Carnival and all competition games will be played, administered and governed by the TFA 8th Edition Playing Rules.

### 2. Timing Regulations/ Game Time

- a. Subject to the various Policies such as the TFA Weather Policy, **competition games** will ordinarily consist of **two 20-minute halves** with a 5 minutes half time break.
- b. Subject to the various Policies such as the TFA Weather Policy, **the Play-off and Grand Final games** will consist of **two 20-minute halves** with a 5 minutes half time break.
- c. The commencement and recommencement of play in all games will be initiated by the Tournament Control.
- d. The Referee will start and finish the game by the sound of a whistle.
- e. Any disruption to a game will be managed under the appropriate Policy.

### 3. Referees/ Match Officials

1. Each team must supply one referee. Where possible this referee will not referee their own team
2. A Referee is the sole person who has the power to discipline a player, official or spectator during a game.
3. A Referee may discipline a player by:
  1. A warning
  2. A direction to the player to substitute (forced sub)
  3. A direction to the player to leave the field for a period of time (sin bin)
  4. A direction to the player to leave the field for the remainder of the competition game (send-off). If a player is sent from the field for the remainder of the game that player will automatically receive a two (2) game ban

## SECTION 6: WITHDRAWALS, FORFEITS AND DISQUALIFICATIONS

### 1. Withdrawals

Where a team is disqualified or withdrawn from competition after final copies of the draw have been completed, all registration fees and bonds received will be retained by the Organising Committee.

### 2. Delays (Late Starts) & Forfeits





Teams must attend their playing fields five minutes before the commencement of their round matches or advertised time for Grand Finals.

- a. It is the responsibility of each captain to report to the referees two minutes before the commencement of their round games or advertised time for Grand Finals so that the toss of the coin can be affected without loss of time.
- b. If a team is not at the field at the appropriate time of the game, the attending team can be awarded the winning of the toss.
- c. The offending team will receive a maximum of five minutes from the commencement of the game (siren/whistle) to position the team on the field and be ready to commence play.
- d. If the offending team is not in attendance after the five minutes has expired, the game will be deemed a forfeit and the non-offending team will be awarded a 5 – 0 win and three competition points. The offending team will receive a score of 0 – 5 and no competition points. The offending team will be penalised one touchdown after the first minute and one touchdown for every minute thereafter up to five minutes.

### 3. Disqualifications

A team may be disqualified if:

- a. The team plays an ineligible player
- b. The team, or any player within that team, is not financial
- c. The team plays an unregistered player
- d. The team plays a player using a false name
- e. The team, any player or official within that team, or any follower/spectator associated with that team, fails to adhere to the Code of Conduct.

## SECTION 7: GENERAL

### 1. Penalty for Non-compliance

Unless otherwise stated, the penalty for non-compliance within these Conditions of Entry & Rules of Competition will be at the discretion of Touch Football ACT.

### 2. Complaints, Protests and Appeals

A Team Delegate/Contact may lodge a complaint on behalf of his/her team with Tournament Control following a competition game within 20 minutes of the finish of that game.

- a. Complaints must be submitted to Tournament Control in writing no later than 20 minutes after the alleged matter occurs.
- b. Complaints will be investigated by Tournament Control appointee in accordance with these Conditions of Entry, Competition Rules and TFA Disciplinary Regulations Manual.

A Team Delegate/Contact may lodge a complaint on behalf of his/her team with Tournament Control following a competition game within 20 minutes of the finish of that game.

- i. Protests concerning individual refereeing decisions **will not** be accepted.
- ii. Protests must be lodged within [20 minutes] of the conclusion of the game.
- iii. Protests must be lodged in writing
- iv. Protests may be lodged in relation to;
- v. Specific incident/s in a game considered by the Team Delegate to have fundamentally affected the outcome of the game





- Player eligibility
- Player shirts
- Other matters

The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.

### 3. Scoresheets

It is the responsibility of each team to allocate the appropriate person to sign the score sheet at the end of each game. The appropriate person be the Coach or Team Manager. In signing the score sheet the nominated person on behalf of their team has acknowledged and accepted the information contained on the score sheet to be true and accurate. This information includes:

- Full-time and half-time scores
- Playing Numbers
- Touchdown scorers
- Send Offs or Period of Times
- Injuries sustained in the game

Touch Football ACT encourages all referees, team players and officials to communicate throughout the game to make sure that all parties have responsibility in ensuring that the score sheet is correct.

If you do not agree with the information on the score sheet, do not sign the score sheet and lodge a protest via Tournament Control.

If the score sheet has not been signed and the time has passed for a protest to be lodged, the information on the scoresheet will be recorded. If the information on the score sheet is unclear, the relevant parties may be contacted to confirm.

### 4. Scores Disputes

If a team does not agree with the score on the score sheet, they are to lodge a protest via the Affiliate Contact as indicated above.

The following information is to be provided with the protest:

- Who tapped off?
- The order the scoring occurred (including player numbers of both teams)
- The half-time and full-time score

The opposing team will be called to verify the score. If they do not agree or in the event of inconclusive evidence the score will be recorded as the score that the referees have recorded. Alternatively, video evidence can be provided, and the evidence will only be used if conclusive.





## 5. Footballs

All teams must use the official Match Ball in all games throughout the tournament. Footballs will be brought to the game by the match referee.

## 6. Medical

Teams are required to supply their own medical staff for the treatment of minor injuries. It is the Teams/responsibility to ensure that their medical staff possess adequate qualifications and insurances. (minimum level 1 sports trainer).

Touch Football ACT will ensure that suitably trained first aid staff are available for diagnosis of all serious injuries.

## 7. Tournament Management

Touch Football ACT Tournament Management will oversee all matters relating to this tournament.

Touch Football ACT will determine and/or interpret matters not covered by the Conditions of Entry and Touch Football ACT decisions will be final. Touch Football ACT has the right to amend any tournament rule if required.

Tournament Management has available at its disposal and discretion, several recognised, best practice processes to support the overall management and conduct of the event. These processes may include informal and formal means and it is at the discretion of Tournament Management as to which avenues are used to eliminate issues or caution participants.

## 8. Force Majeure

If Touch Football ACT in conjunction with Australian Masters Games is unable to perform, in whole or in any obligation under these Regulations by reason of a Force Majeure event, Touch Football WA and Australian Masters Games is relieved of that obligation under these Regulations to the extent, and the period it is unable to perform. Touch Football ACT and Australian Masters Games has no obligation to refund any team or individual competition fees paid if it is unable to perform by reason of a Force Majeure event.

