



NATIONAL INDIGENOUS TOUCH FOOTBALL KNOCKOUT COMPETITION RULES AND BY-LAWS

DUBBO, NSW 7-8 NOVEMBER 2020 (SATURDAY-SUNDAY)









Contents

SECTIO	ON 1: INTRODUCTION	
1.1.	Purpose	
1.2.	Application of Competition Rules and By-Laws	
SECTIO	DN 2: COMPETITION STRUCTURE	
2.1.	General Information	2
2.2.	Competition Format	
2.3.	Divisions	
2.4.	Finals	
2.5.	Finals Format	
2.6.	Competition Points	
SECTIO	ON 3: COMMENCEMENT OF THE COMPETITION	6
3.1.	Nominations	6
3.2.	Fees	
3.3.	Refunds	
3.4.	Entry Fees	
3.5.	Team Structure	
3.6.	Grading	
3.7.	Team Uniform	
3.8.	Competition Draw	
3.9.	Responsibilities	
SECTIO	ON 4: PLAYER REGISTRATION AND ELIGIBLITY	9
4.1.	Player Registration	
4.2.	Eligibility	10
4.3.	Exemptions	10
SECTIO	DN 5: COMPETITION REQUIREMENTS	10
5.1.	Interchange Area (Substitutions)	10
5.2.	Game Sign on Sheet/Score Card Game Results	11
5.3.	Game Ball	11
SECTIO	DN 6: PLAYING THE GAME	12
6.1.	Rules of the Game	12
6.2.	Timing Regulations/Game Time	12
6.3.	Referees/Match Officials	12
SECTIO	DN 7: WITHDRAWALS, FORGEITS AND DISQUALIFICATIONS	13
7.1.	Withdrawals	
7.2.	Delays (Late Starts) Forfeits	13
7.3.	Game Rescheduled	15









7.4.	Disqualifications	14
	8: GENERAL	
8.1.	Penalty for Non-compliance	
8.2.	Complaints, Protests and Appeals	
8.3.	Force Majeure	15
8.4.	Awards/Prizes	16
8.5.	Insurance, Health and Safety	16
8.6.	Reports, Tribunals and Conducts	17









SECTION 1: INTRODUCTION

1.1.Purpose

The aim of these Competition Rules and By-laws is to provide all stakeholders with a clear and concise framework under which the competition will be administered. The 2020 National Indigenous Touch Football Knockout will be hosted by The Quit B Fit – Tackling Indigenous Smoking Program, Black Money Enterprises & Touch Football Australia.

1.2. Application of Competition Rules and By-Laws

Games will be played and refereed under the official Touch Football Australia (TFA) 8th Edition Playing Rules.

Alterations to the official TFA 8th Edition Playing Rules, to suit 2020 National Indigenous Touch Football Knockout competitions, are specified in these Competition Rules and Bylaws, and the attached Appendices.

Where there is a difference between the official TFA 8th Edition Playing Rules and 2020 National Indigenous Touch Football Knockout Competition Rules and By-laws, unless stated in this document, the 2020 National Indigenous Touch Football Knockout Competition Rules and By-laws will apply.

Any rule change will be communicated to Officials and Participants in a timely manner prior to implementation.

SECTION 2: COMPETITION STRUCTURE

2.1.General Information

These Regulations shall apply to all 2020 National Indigenous Touch Football Knockout fixtures. Touch Football Australia is the governing body of the 2020 National Indigenous Touch Football Knockout.

2.2.Competition Format

A round robin format will be used for preliminary games.

Where pools are required, cross over round of 16, quarter-final, semi-finals will be played.









2.3.Divisions

Divisions on offer for the 2020 National Indigenous Knockout include:

Open Mixed
Senior Mixed
15 & Under Mixed
12 & Under Mixed

Refer to '4.2. Eligibility' for each divisions age eligibility.

2.4.Finals

After the conclusion of all round games, all divisions in the competition will have a finals series.

Eligibility for finals will be determined with ranking reference on the competition points table.

2.5. Finals Format

The final series and structure will be determined by the number of team entries.

Positions for the Final Series/Other will be determined as follows:

- 1. Highest on table if equal;
- 2. Differential (for and against) if equal;
- 3. Percentages if equal;
- 4. Result of preliminary game (count back) if drawn;
- 5. Least tries scored against if equal;
- 6. Most tries scored if equal;
- 7. Drop off; and
- 8. Any other method as determined by TFA.

All players playing in the final's series must qualify under eligibility guidelines as outlined.

The format will be as follows: Round of 16 (Saturday Afternoon), Quarter Final, Semi Final and Grand Final all played on Sunday.









Drop Offs will be played for all finals matches where required.

2.6. Competition Points

The competition will be judged on a points system. General competition points are awarded as follows;

Win = Three (3) points

Bye = Three (3) points

Draw = Two (2) points

Loss = One (1) point

Loss by Forfeit = Zero (0) points for the offending team
Win by Forfeit = Three (3) points for the non-offending team

SECTION 3: COMMENCEMENT OF THE COMPETITION

3.1. Nominations

Teams must be nominated online via Touch Football Australia website by the due date (24 October 2020). Please refer to attachment for instructions on how to register.

Each division of the competition will be capped at 32 teams per division.

Late nominations will only be accepted at the discretion of the Competition Administrator.

3.2.Fees

Each team nominated for the competition must pay the appropriate Team Fees of \$750.00 per senior team (\$600.00 if paid during the early bird period) and \$250 per junior team (\$200.00 if paid during the early bird period), this will include the cost of a Referee for the event. The early bird period is between Monday 24th August 2020 and Thursday 24th September 2020.

Registration Team Fees are non-refundable. Once completing Online Registration via MySideline, Direct deposit to the following bank account with the subject line "Knockout". Direct deposit receipts must be emailed to Sarah@blackmoneyenterprises.com.au with the subject line "Knockout nomination [your Team name]" before the nomination form will be accepted: Account Name: Black Money Enterprises BSB: 032 521 Account No: 239566. Payment can also be made online at the time of team registration.









All Team Fees must be paid 2 weeks prior to the competition (by 24th October 2020). Failure to pay fees by the due date will result in the team being removed from the competition.

All players that are 'un-financial' with any association under the TFA Banner will be regarded as being 'un-financial and uninsured' until all fees are paid. As a result of being classified as an 'un-financial player' they are ineligible to compete in any TFA affiliated competition until all outstanding debts are paid.

3.3.Refunds

Due to COVID-19 being a fluid situation, guidelines are being reviewed regularly. A decision on the viability to deliver this carnival will be made closer to the event date. If the carnival is cancelled due to COVID-19, any Team Fees paid will be refunded.

3.4.Entry Fees

An entry fee is payable at the gate each day to enter the venue:

\$10 - 16 years and older Free - 16 years and under

3.5.Team Structure

The structure of each team must comply with the Rule 5 of the TFA 8th Edition Playing Rules, unless these Regulations state otherwise.

A maximum of 6 players per team may be on the field at any one time.

A maximum total number of players that can play for a team during one competition game is 14.

Teams may have the following Indigenous/Non-Indigenous structure:

10 Indigenous Players - 2 Non-Indigenous Players

14 Indigenous Players - 4 Non-Indigenous Players

*Note - Any number less than 14 diverts back to 2 Non-Indigenous Players









3.6.Grading

2020 National Indigenous Touch Football Knockout reserves the right to formally grade teams in pools based on prior events and pre-team lists submitted.

3.7.Team Uniform

Each Team entering the 2020 National Indigenous Touch Football Knockout is required to wear a uniform. No person may waive the requirement for players to comply with the player uniform regulations set out within these regulations.

Playing Shirt:

Each player taking the field must wear a uniform representative of his/her team. Playing shirts must bear an exclusive number. Where a uniform violation is identified, the opposition team will receive [1] touchdown for each non-complying player, up to a maximum of [5] touchdowns.

Playing Shirt Numbers:

The number displayed on a players' playing shirt will be their team player number.

- A players' team player number must correspond with the team player number printed on the relevant Sign-On Sheet by, or on behalf of, the player and provided to Tournament Control.
- b) Team player numbers must be; At least 15cm in height, placed on the rear of the jersey, in a contrasting colour to the colour of the team playing shirts, and legible to a Referee, shirts that have numbers taped on or drawn on will not be accepted.

Playing Footwear:

A player must wear approved sports shoes at all times whilst on the field during a competition game. Football boots with screw-in studs are not permitted. 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.

3.8.Competition Draw

Competition Administrator will prepare a schedule of games (draw/fixtures) for each divisions competition and these shall be published on the 2020 National Indigenous Touch Football Knockout website.

Competition Administrator may approve an alteration in the draw where circumstances require.









3.9.Responsibilities

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

- a) Its players are eligible
- b) Its players, officials and associated spectators comply with the Code of Conduct at all times and are aware of the Responsibility Code
- c) Its players comply with all uniform requirements
- d) Team competition fees are paid in full
- e) Its players are aware of the TFA 8th Edition Playing Rules
- f) The Sign-On Sheet is signed at the end of the game by all players to comply with National Insurance Scheme

Each player is responsible for:

- a) Ensuring he/she is aware of and complies with the TFA 8th Edition Playing Rules.
- b) Ensuring they sign their name and correct player number on the Sign-On Sheet before the game.

SECTION 4: PLAYER REGISTRATION AND ELIGIBLITY

4.1. Player Registration

Each player must be registered through MySideline the 2020 National Indigenous Touch Football Knockout Online Registration system. Until a player is registered, they are not eligible to play in the 2020 National Indigenous Touch Football Knockout.

Each team is allowed to register maximum of [14] players.

Minimum [10] players have to be registered online to confirm entry.

Once competition has commenced, any new players must be added to the team's online registration AT TOURNAMENT CONTROL prior to them taking the field. This ensures that insurance and legal requirements are met.

A player may not register or play in more than one team within the same division.

Unregistered players are not permitted to take part in any scheduled game. Any team that plays an unregistered player will be disqualified. NO REFUND TO BE GIVEN.









4.2. Eligibility

Confirmation of Aboriginality Forms must be completed and submitted by the Team Coordinator. These forms must be sent/email scanned forms to nationaltouchcoa@wachs.net.au or drop your forms 28 Maxwell Street Wellington or post to P.O Box 236 WELLINGTON NSW 2820.

Age eligibility for each division is outlined below:

Division	Age Requirement
Open Mixed	Born in or before 2004
Senior Mixed	Born in or before 1985
15 & Under Mixed	Born in or after 2005
12 & Under Mixed	Born in or after 2008

TFA may request proof of age for any player, this is to be presented upon request, and failure to comply will result in removal of the player from the team.

Players must 'Sign-On' correctly in accordance with Registrations Regulations to have a competition round game recorded and added to their game tally. If a team receives a forfeit victory at any stage throughout the competition round game period, any players registered at the time of the forfeit will receive a game credited to their game tally. If it is found that a player has participated in a finals game and has not been recorded as having played [50%] competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the finals series.

4.3.Exemptions

Any exemption to the above rules must be submitted to the Competition Administrator with valid reason or circumstance.

SECTION 5: COMPETITION REQUIREMENTS

5.1.Interchange Area (Substitutions)

All substitutions must occur as per the TFA 8th Edition Playing Rules. Except in the case where a common sideline is shared, teams are then allowed to sub freely along the length of the available sideline.

The only people allowed in the Interchange Area are the [14] players participating in the game and [3] Coaching Staff. That is a maximum of [17] people.









All persons in the Interchange Area must be wearing closed in footwear.

5.2.Game Sign on Sheet/Score Card Game Results

All players must sign their name onto the Sign-On Sheet, as well as writing their playing number.

Player names must include a First Name, Surname and be written legibly.

If a player's signature or playing number is not on the Sign-On Sheet, they will be deemed to have not played in the game, with no avenue for appeal.

Teams found guilty of fraudulently signing-on players will have any matches where the fraud occurred deemed as forfeited loss, with no accrual of games for finals purposes for any players.

Players must have registered online through MySideline to play.

Teams that have not had players register online will have their games recorded as a forfeit. If both teams have players that are not registered, the game will be recorded as a double forfeit.

At the conclusion of the game, the Team Delegate/Captain must sign the bottom of the Sign on Sheet to acknowledge it is correct.

Each Team Delegate/Team Captain must sign the Referee Score Card at the conclusion of the competition game, unless they disagree with the score recorded, players sent off, uniform penalties and/or any other factor which may influence the game result.

If a Team Delegate/Team Captain disagrees with the score, they must not sign the Referee Score Card and lodge a Protest in accordance with these Regulations within [20 minutes] of the conclusion of the game.

If a Protest is not lodged within [20 minutes] of the conclusion of the game, the score which is indicated on the Referee Score Card will stand.

5.3.Game Ball

All teams must use the official Touch Football Australia match ball provided in all games. If one is not provided, it is the responsibility of either participating teams to supply a suitable game ball.









SECTION 6: PLAYING THE GAME

6.1.Rules of the Game

The 2020 National Indigenous Touch Football Knockout and all competition games will be played, administered and governed by the TFA 8th Edition Playing Rules.

6.2. Timing Regulations/Game Time

Subject to the various Policies such as the Hot Weather Policy, competition games will ordinarily consist of 1 \times 25 minute game with no half time break.

The commencement and recommencement of play in competition games will be initiated by the Referee.

The Referee will start and finish the game by the sound of a whistle.

Any disruption to a game will be managed under the appropriate Policy.

6.3.Referees/Match Officials

The Referee Director will appoint a minimum of [1] Referee for each competition game.

Depending on the circumstances, or until such time as appointed referee(s) are available.

An appointed Referee is the sole person who has the power to discipline a player, official or spectator during a game.

A Referee may discipline a player by:

- a) A warning
- b) A direction to the player to substitute (forced interchange)
- c) A direction to the player to leave the field for a period of time (sin bin)
- d) A direction to the player to leave the field for the remainder of the competition game (dismissal).

 $\label{eq:local_powers} \mbox{A Duty Referee has the same disciplinary powers as that of an appointed Referee.}$









SECTION 7: WITHDRAWALS, FORGEITS AND DISQUALIFICATIONS

7.1.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 2020 National Indigenous Touch Football Knockout and a fine may be imposed.

7.2. Delays (Late Starts) Forfeits

If a Team is not ready to take the field by the time the siren signals the start of the game (assuming the other team is present), the following actions will be taken by the Referee:

- a) One [1] touchdown is to be awarded for every [1] minutes the team is unable to take the field (minimum of 4 players).
- b) If a team is later than [5] minutes, the game is to be declared a forfeit in favour of the team which is present.
- c) If a Team receives a forfeit, they will receive [3] competition points (5-0 score line) and have all their registered players receive credits for 'playing' for finals qualification.
- d) Teams who forfeit receive no points (0-5 score line).

Any team that forfeits without notice on a total of 2 separate occasions, may be removed from the competition at the discretion of 2020 National Indigenous Touch Football Knockout, with no refund of playing fees.

7.3. Game Rescheduled

Changes to the Draw:

The Competition Administrator may reschedule any game or make changes to draws due to unforeseen circumstances (for example; changes to venue availability, issues with the venue, draw errors etc.) as necessary.

Games Rescheduled on Game Day:

As per the Hot Weather and Wet Weather Policies, this may result in an abandoned or rescheduled game. No refund of fees is available. The game may be replayed at the discretion of 2020 National Indigenous Touch Football Knockout. If a game is abandoned and has not been replayed prior to the completion of the minor round games, then the game will be declared a draw.









7.4. Disqualifications

A team may be disqualified if:

- a) The team plays a player from another team in the same grade
- b) The team plays an ineligible player
- c) The team, or any player within that team, is not financial
- d) The team plays an unregistered player
- e) The team plays a player using a false name
- f) 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 8: GENERAL

8.1.Penalty for Non-compliance

Unless otherwise stated, the penalty for non-compliance with these Rules of Competition/By-laws will be at the discretion of 2020 National Indigenous Touch Football Knockout Competition Administrator.

8.2. Complaints, Protests and Appeals

A Team Delegate/Contact may lodge a complaint on behalf of his/her team with the Ground Controller following a competition game, or with 2020 National Indigenous Touch Football Knockout Competition Administrator at any time.

Complaints must be submitted no later than 20 minutes after the alleged issue/conduct occurs.

Complaints will be investigated by the Competition Administrator in accordance with the TFA Disciplinary Regulations Manual.

A Team Delegate may lodge a protest on behalf of his/her team with the Competition Administrator immediately following a game.

Protests concerning individual refereeing decisions will not be accepted.

Protests must be lodged within [20 minutes] of the conclusion of the game.

Protests may be lodged in relation to;

a) Specific incident/s in a game considered by the Team Delegate to have fundamentally affected the outcome of the game









- b) Player eligibility
- c) Player shirts
- d) Other matters.

An Incomplete Protest Form, or protest deemed frivolous by 2020 National Indigenous Touch Football Knockout at its discretion will not be accepted.

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

Any decision made by 2020 National Indigenous Touch Football Knockout under these Rules of Competition By-laws may be appealed to the 2020 National Indigenous Touch Football Knockout. An appeal must be made in writing within [30] minute of the original decision. Until such time as the appeal is heard the original decision will stand.

A person who has been charged with any misconduct shall have the right of appeal, as per the TFA Disciplinary Regulations.

No disputes will be upheld against players who register with a Common Seal Confirmation of Aboriginality (COA). All Common Seal COA's are accepted as Confirmation of Aboriginality and the committee reserves the right to not allow teams and/or individuals to dispute or protest a COA with a Common Seal Stamp.

8.3. Force Majeure

Changes to the Draw:

The Competition Administrator may reschedule any game or make changes to draws due to unforeseen circumstances (for example; changes to venue availability, issues with the venue, draw errors etc.) as necessary.

Games Rescheduled on Game Day:

As per the Hot Weather and Wet Weather Policies, this may result in an abandoned or rescheduled game. No refund of fees is available. The game may be replayed at the discretion of 2020 National Indigenous Touch Football Knockout. If a game is abandoned and has not been replayed prior to the completion of the minor round games, then the game will be declared a draw.









8.4. Awards/Prizes

Fully Subject to Maximum Teams Entered in the Tournament The event will have \$60,000 in prizemoney across the various divisions.

8.5. Insurance, Health and Safety

First Aid:

A First Aid Kit will be available at the Administration Area. Ice is also available for the immediate treatment of injuries. Please note that tape and strapping from the Medical Kit will only be made available for the treatment of injuries, and it is not to be made available for any other purpose.

Insurance:

All injuries must be reported to the Competition Administrator who will then supply an Injury Report Form and advise the proper procedures (regarding insurance procedures).

Touch Football Australia and Sportscover remain committed to providing the touch football community with a National Insurance Scheme for all registered members. Whilst the policy provides basic levels of cover for players and others participating in Touch Football, it is not all encompassing and does not seek to replace the need for private health and other insurances.

The TFA National Insurance Scheme webpage and resources are provided so that Players and Affiliate Administrators throughout Australia may have immediate access to the policy benefits and procedures of the insurance program. Please visit www.touchfootball.com.au for policy detail.

Blood Rule:

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time any blood-stained clothing must also be either cleaned or replaced before the player can return to the field.

Pregnancy:

For recommendations on participation for pregnant players, reference should be made to the separate TFA Member Protection Guidelines. Member Protection Guidelines recommended that if a Pregnant player wishes to continue to play, they get their doctor to advise them of the risks associated, and write a letter notifying Competition Administration that they have been advised and agree to continue to play anyway.

Religious or Cultural Attire:

The wearing of religious and cultural attire, such as a burqa or hijab, will be allowed with approval from Competition Administration, provided that it can be worn with the team uniform and in such a way so that it is considered safe for all participants.









Drugs and Alcohol:

Reference should be made to the separate TFA Drugs and Anti-Doping Policy.

Hot and Wet Weather / Traffic and Parking:

Reference should be made to the separate Risk Management Policy and Traffic Management Plan.

8.6. Reports, Tribunals and Conducts

Disciplinary Regulations:

The TFA Disciplinary Regulations Manual should be referred to for detailed Reporting, Tribunal Hearings and Appeals procedures.

Code of Conduct/Code of Ethics/Responsibility Code:

For detailed guidelines of how players, team officials and spectators should act at a Touch Football event, please refer to the Code of Conduct/ Code of Ethics and the Responsibility Code.

REMEMBER

UNREGISTERED PLAYERS ARE NOT INSURED. NO RESPONSIBILITY IS ACCEPTED BY TOUCH FOOTBALL AUSTRALIA IF AN UNREGISTERED PLAYER TAKES PART IN A GAME AND IS INJURED.



