



2022 Victorian School Touch Championships

25th, 29th & 31st March 2022

**Bruce Comben Reserve, Altona Meadows
Frog Hollows Reserve, Endeavour Hills**

Conditions of Entry

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Contact Information

Competition Coordinator	Tyler Cabansag tyler.cabansag@touchfootball.com.au
	David Diack david.diack@touchfootball.com.au

Key Dates

Friday 4th March 12 pm	Team Registrations Open Player Registrations Open Referee Nominations Open
Monday 21st March. 3pm (Western Division) Friday 25th March. 3pm (South Eastern & Primary Divisions)	Team Registrations Close Referee Nominations Close
Wednesday 23rd March (Western) Monday 28th March (South Eastern & Primary Divisions)	Draw Released online
Thursday 24th March (Western Division) Monday 28th March (South Eastern) Wednesday 30th March (Primary Division)	Player Registrations Close (Day prior to competition date)
Friday 25th, Tuesday 29th & Thursday 31st March	Competition dates

Regulation 1 - Nominations

1.1	Competition Nominations
1.1.1	Participation in the competition will be initiated by TFV calling for nominations from interested teams.
1.1.2	Team nominations will be accepted by TFV for the 2022 Victorian School Touch Championships via MySideline, at www.touchfootball.com.au/vic .
1.1.3	Nomination numbers in each division will be limited by available grounds/Fields.
1.1.4	All other things being equal, nomination preference will be given in order of registration.
1.1.6	Nominations after the closing date will not be accepted.
1.1.7	Players will only be deemed eligible to nominate and participate in the 2022 Victorian School Touch Championships if they are: <ul style="list-style-type: none">- At least 10 years of age (unless dispensation has been given), and do not exceed the maximum age for their division as set out in Regulation 2.2.6.- A registered TFV or NRL Victoria player (Registered via MySideline)
1.2	Referee Nominations
1.2.1	Referees will be provided by Touch Football Victoria
1.3	Nomination Information and Approval
1.3.1	On the online nomination form at the time of nomination, a team must provide the following information for a team delegate: <ul style="list-style-type: none">- Contact name- Postal address- Contact number- Contact email
1.3.2	Nominations that do not comply with Regulation 1.3.1 will not be accepted.

Regulation 2 - Team Structure and Player Registration

2.1	Team Structure
2.1.1	The structure of each team must comply with Rule 5 of the TFA Rules.
2.1.2	A maximum of 14 players are permitted to participate in any one match.

2.1.3	A maximum of 6 players per team may be on the field at any one time.
2.1.4	A maximum of 8 substitute players are permitted at any one time.
2.2	Player Registration
2.2.1	Each team is allowed to register 16 players.
2.2.2	If an affiliate cannot field a full side in a division from members from their own affiliate, they can enter a combined side with another affiliate.
2.2.3	A player registration form must be completed by each player prior to each competition date (Please refer to Key Dates) Failure to do so will render the player ineligible to play in the Victorian School Touch Championships.
2.2.4	Players must not be over the maximum age for the division they have entered. Divisions will be Primary, Year 7/8, Year 9/10 & Year 11/12, as of the day of the competition.
2.2.5	Any side which is found to have fielded an overage player will forfeit all games in which the ineligible player has played. If this occurs in a finals match, the opposition team will immediately progress to the next stage of the competition.
2.2.6	For the avoidance of doubt, participants MUST participate in their allocated year level or above. Strictly no individuals participating in any year level below their current year.
2.2.7	Any team which plays a player in breach of Regulation 2.2 without approved dispensation will forfeit all points that the team would have otherwise been awarded for each competition game in which that player participated. The opposing team will be awarded the match as a win by forfeit.
2.2.8	Each player participating in a TFV competition must have agreed to the terms and conditions outlined in the TFA Membership and Participation Application and Declaration.
2.2.9	Players in all divisions must be at least 10 years of age at the commencement of the competition.
2.2.10	Dispensation requests regarding player eligibility must be submitted via email to David.diack@touchfootball.com.au prior to 21 st March 2022.

Regulation 3 - Payment of Fees

3.1	Each team nominated to the competitions must pay the registration fee. Primary Divisions - \$150 Year 7/8 - \$180 Year 9/10 - \$230 Year 11/12 - \$230
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3.2	Invoices will be sent out to teams and Schools. Invoices will be due two week after the initial invoice date. Invoices will be issued prior to round 1.
3.3	TFV has the right to not refund any of the competition fee paid by a team after the start of competition games.
3.4	A team may be automatically removed from the competition if all competition fees have not been paid in full by the due date, unless the TFV Competitions Coordinator, at his/her discretion, provides approval for alternative payment arrangements. If a player/team is unfinancial from previous seasons and/or representative tours or programs, TFV holds the right to forfeit the team or player until financial.
3.5	Any current/previous team debt that is outstanding from current/previous seasons, the payment of that debt solely lies on the team contact. TFV holds the right to withhold that team contact/s from participating in any TFV competition/tour until that debt is paid.

Regulation 5 - Finals

5.1	Where possible, finals will be over 2 rounds, a semi-final and a final.
5.2	TFV reserves the right to alter, change or remove the finals for a competition at their discretion.

Regulation 6 - Uniform

6.1.1	Each team entering TFV competitions will be required to wear a uniform.
6.1.2	No person, other than TFV management, including opposing team captains, a referee or ground controller may waive the requirement for players to comply with the player uniform regulations set out in this regulation.
6.1.3	TFV Management may waive the requirement for non-compliant uniform in extreme cases where reasonable notice has been given and the non-compliant team is attempting to rectify the non-compliant uniform immediately. Under no circumstances will the requirement be waived during the final series.
6.2	Playing Shirt Requirements
6.2.1	Each player taking the field must wear a uniform playing shirt representative of his/her team.
6.2.3	Playing shirts bearing incidental differences such as alternate sponsors are permitted, providing style and colour of the strip is otherwise the same, and all other requirements of Regulation 6 are met.
6.2.4	Playing shirts that bear an exclusive number is preferred, however is not a requirement.

6.2.5	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
6.2.6	If a team plays in a competition game and one or more of its players do not comply with this regulation, the opposition team will receive one touchdown for each non-complying player, up to a maximum of five touchdowns. The only exception is if regulation 6.1.3 has been implemented.
6.2.7	Uniform requirements are in place from round one of competition games. The only exception is if regulation 6.1.3 has been implemented.
6.3	Playing Shirt Number Requirements
6.3.1	The number displayed on a player's playing shirt will be their team player number.
6.4	Playing Shoes, Socks and Shorts Requirements
6.4.1	A player must wear approved sports shoes at all times whilst on the field during a competition game.
6.4.2	Football boots with screw-in studs are not permitted.
6.4.3	Any sharp edges of an approved sports shoe are required to be filed.
6.4.4	Despite Regulation 6.4.1, 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.
6.4.5	A player must wear socks at all times whilst on the field during a competition game.
6.4.6	A player must wear approved playing shorts at all times during a competition game.
6.4.7	Approved playing shorts can include any type of exercise shorts, pants or tights so long as they do not have any metal or buckles that could cause injury to another player.
Regulation 7 - Player Safety	
7.1	Player Safety Regulations 7 are designed to provide maximum safety for all players and participants in the competition.
7.2	A player is not permitted to play with: <ul style="list-style-type: none"> - A watch. This includes Smart watches/step counters - Necklace. - A bracelet, including rubber or plastic bracelets and arm bands. - Un-taped powerbands or similar products. - Non-prescription glasses. - Sunglasses.

	<ul style="list-style-type: none"> - Any other items which the referee, at his/her absolute discretion, considers may present a danger to players, or to put the safety of players at risk.
7.3	All body piercings must either be taped or removed.
7.4	Rings must be taped or removed.
7.5	Fingernails must be kept short or taped.
7.6	Players are permitted to wear gloves.
7.7	The referee may order a player wearing potentially damaging items from the field.
7.8	<p>Potentially damaging items include but are not limited to:</p> <ul style="list-style-type: none"> - Jewellery. - Non-prescription glasses or sunglasses. - Medical casts. - Strapping. - Approved sports eyewear. - Hair clips. - Head gear. - Pins.
7.9	The decision of the referee is final.
7.10	If a referee/staff member and/or Ground controller believes you to be intoxicated before or during a game. TFV has the right to refuse that player to not be allowed to play for that night.

Regulation 8 - Game Format

8.1	The Victorian School Touch Championships will consist of 20 minute matches with touch down turn arounds.
8.2	The commencement and recommencement of play in competition games will be initiated by the ground controller.
8.3	The ground controller will be the sole timekeeper for the competition.
8.4	The referee will start and finish the competition game by the sound of a whistle.
8.5	The referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.

Regulation 9 - Sign In Procedure

9.1	For COVID-19 Contact Tracing purposes, players must sign in to the location of the Victorian School Touch Championships by using the QR Codes provided
9.2	Players must also sign on using the team sheet for their side before taking to the field for their first match.
9.3	Players must have registered online via MySideline to be eligible to play.
9.4	Teams that have not had players register online will have their games recorded as a forfeit.
9.5	If both teams have players that are not registered, the game will be recorded as a double forfeit.

Regulation 10 - Score Cards

10.1	Competition game results will be recorded as noted on referee game cards.
10.2	Referee Game Cards
10.2.1	Each team delegate must agree with the score at the conclusion of the competition game, and sign the scorecard.
10.2.2	The team delegate can be the side's captain, manager or coach (non-playing person).
10.2.3	If a non-playing person wishes to act as a team's delegate, it is this person's responsibility to notify the referees before play commences and act as team delegate promptly after the conclusion of a match.
10.2.4	If a non-playing person does not approach the referees prior to the start of the match, or does not act as team delegate in a timely fashion after the conclusion of a match, any signature from any player will be deemed as valid.
10.2.5	If a team captain or delegate disagrees with the score, they must lodge a protest in accordance with Regulation 12.
10.2.6	If a team captain or delegate disagrees with the score after the scorecard has been signed and entered, barring any evidence otherwise, the result on the scorecard will stand.
10.3	Delays and Forfeits
10.3.1	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: <ul style="list-style-type: none"> • One touchdown is to be awarded for every two (1) minutes the team is unable to take the field (minimum of four (4) players)

	<ul style="list-style-type: none"> If a team is later than five (5) minutes, the game is to be declared a forfeit in favour of the team which is present.
10.3.2	If a team receives a forfeit, they will receive three (4) competition points (5-nil score line) and have all their registered players receive credits for 'playing' for finals qualification.
10.3.3	Teams who forfeit a competition game will receive no points (5-nil score line). Players from that team will not receive credits for 'playing' for finals qualification even if they were at the ground when the forfeit was made.
10.3.4	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of TFV, with no refund given for playing fees.

Regulation 121 - Protests

11.1	A team delegate may lodge a protest on behalf of his/her team with the ground controller following a competition game.
11.2	Protests concerning individual refereeing decisions will not be accepted.
11.3	Protests must be lodged within twenty (20) minutes of the conclusion of the competition game.
11.4	Protests may be lodged in relation to: <ul style="list-style-type: none"> Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game. Player eligibility. Player shirts. Any other matter.
11.5	Incomplete protest forms, or a protest deemed frivolous by TFV at its discretion, will not be investigated.
11.6	A protest will be decided by TFV upon review of the Laws of the Game before the start of the relevant team/s next scheduled competition game.
11.7	This review may involve TFV interviewing witnesses and persons of interest to the investigation.
11.8	The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.
11.9	A competition game in which a protest has been lodged may be declared a forfeit or draw or may be rescheduled in accordance with the TFV Disrupted Games Policy.

Regulation 12 - Competition Points

12.1	Game Points will be allocated as per the following table:
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	WIN	4 Points
	DRAW	2 Points
	LOSS	0 Point
	FORFEIT WIN	4 Points
	FORFEIT LOSS	0 Points
	BYE	4 Points

12.2	<p>In the event that teams are tied on points, the following criteria will be used to determine group stage finishing positions:</p> <ol style="list-style-type: none"> 1. Difference (for and against) 2. Points Difference 3. Percentage 4. For Score 5. Against Score 6. Drop off – to be played immediately preceding any finals match.
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Regulation 13 - Discipline

13.1.1	Touch Football Victoria has adopted the TFA Disciplinary Regulations Manual. Please see this manual at www.touchfootball.com.au
13.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules. To view the TFA 8 th Edition Playing rules, please visit the following link: 8th Edition Rules - Touch Football Australia

Regulation 14 - Complaints Procedure

14.1	A team delegate may lodge a complaint on behalf of his/her team with the ground controller following a competition game, or with TFV.
14.2	Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
14.3	Complaints will be investigated by TFV in accordance with Regulation 8 and Regulation 9 in the TFA Disciplinary Regulations Manual.
14.4	In spite of Regulation 15.3, complaints deemed by TFV to concern a serious breach of the TFV Code of Conduct may be referred to the TFV Disciplinary Tribunal immediately.