



# COMPETITION CONDITIONS OF ENTRY

NRL Touch Football ACT

Winter Competition

2024

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# **Regulations for 2024 Winter Competition**

These regulations govern the terms and conditions of the NRL Touch Football ACT (TFACT) 2024 Winter Domestic Competition.

The following rules of interpretation apply to these regulations, unless the context requires otherwise:

- The singular includes the plural and vice versa.
- Where a word or phrase is defined, its other grammatical forms have the corresponding meaning.
- Headings are for convenience only and do not affect interpretation.

All competition games will be played, administered and governed by the Touch Football Australia (TFA) 8<sup>th</sup> Edition Playing Rules, together with these regulations and any published policy of NRLTFACT.

If any inconsistency or conflict exists between the TFA rules, these regulations and any published policy of TFACT, these regulations and any published policy of TFACT will apply.

TFACT reserves the right to amend, modify or change, at its discretion, these regulations prior to or during any stage of the competition.

<b>1</b>	<b>NOMINATIONS</b>
1.1	<b>Competition Nominations</b>
1.1.1	Participation in the competition will be initiated by TFACT calling for nominations from interested teams.
1.1.2	Team nominations will be accepted by TFACT for the 2024 Winter Competition.
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.
1.1.5	Nominations are offered online at <a href="http://www.touchfootball.com.au/act/">www.touchfootball.com.au/act/</a> under the Competitions tab.
1.1.6	Nominations after the closing date will only be accepted at the convenience of the competition.
1.1.7	<p><b>Players will only be deemed eligible to nominate and participate in the 2024 Winter Competition if they are:</b></p> <ul style="list-style-type: none"> <li>- At least 12 years of age at the beginning of the competition, 6 May 2024. (Unless given dispensation)</li> <li>- Not suspended by TFA, NRLTFACT or another TFA affiliated competition.</li> <li>- Financial (i.e. not carrying a debt to TFA, NRLTFACT or another TFA affiliated competition).</li> </ul>
<b>1.2</b>	<b>Duty Referee and Nominations</b>
1.2.1	Each team is required to provide two (2) duty referees as per the duty referee roster for the amount of occasions deemed appropriate by TFACT over the course of the season.
1.2.2	This will involve refereeing a game in the competition if there are not enough referees available on the evening your team is rostered on.
1.2.3	TFACT will advise the duty referee roster at the beginning of the season.
1.2.4	TFACT will provide the roster for weeks 1-4 if grading is to be undertaken. Following grading the referee roster for the remainder of the competition will be published on the TFACT website
1.2.5	Team delegates must give notice to the TFACT Competitions Coordinator if the scheduled timeslot is not suitable. TFACT will then attempt to reschedule a more appropriate time.
1.2.6	Teams will be awarded one (2) bonus points to perform their rostered duty referee assignment.
1.2.7	Any team that does not perform a duty referee assignment will be deducted one (1) competition point - (subject to Regulation 1.2.8).
1.2.8	At the discretion of TFACT, teams will be given the opportunity to perform 'make up' duty opportunities in order to be eligible for finals. A prerequisite for doing the make up duties will be providing reasonable notice to TFACT. Any expressions to perform a 'make up' duty after their rostered time will not be granted except for a reasonable explanation.

1.2.9	It is the responsibility of the team delegate to arrange suitable times to perform the make-up times with TFACT.
<b>1.3</b>	<b>Nomination Information and Approval</b>
1.3.1	<p><b>On the online nomination form at the time of nomination, a team must provide the following information for a team delegate:</b></p> <ul style="list-style-type: none"> <li>- Contact name</li> <li>- Postal address</li> <li>- Contact number</li> <li>- Contact email</li> <li>- A team name which complies with Regulation 1.4</li> </ul>
1.3.2	Nominations that do not comply with Regulation 1.3.1 will not be accepted.
1.3.3	TFACT may refuse any nomination at its discretion and does not have to provide a reason rejecting a nomination.
1.3.4	Submitting an online registration form is not a guarantee that the nomination will be approved by TFACT, even once a confirmation email is received.
1.3.5	Any decision made by TFACT rejecting a nomination is final.
<b>1.4</b>	<b>Team Name Approval</b>
1.4.1	Each team must nominate a team name for use within the competition on their nomination form.
1.4.2	Team names considered by TFACT at its absolute discretion to be offensive, defamatory, racist, discriminatory or otherwise inappropriate will be refused.
1.4.3	If a proposed team name is refused, TFACT will notify the team delegate. The team name will default to the team delegate's surname until an appropriate name have been chosen.
1.4.4	If two or more teams nominate the same team name, a team who played in the TFACT competition in the season immediately preceding the current competition will have preference and the other team(s) will be required to alter their name.
1.4.5	If none of the teams played in the TFACT competition immediately preceding the current competition under the contested name, whichever nomination was received first by TFACT will have preference and the other team(s) will be required to alter their name.
<b>2</b>	<b>TEAM STRUCTURE AND PLAYER REGISTRATION</b>
<b>2.1</b>	<b>Team Structure</b>
2.1.1	The structure of each team must comply with Rule 5 of the TFA Rules, unless this regulation states otherwise.
2.1.2	A maximum of six players per team may be on the field at any one time.
2.1.3	The total number of players that can play for a team during one competition game is 14.

2.1.4	Females may apply for an exemption to be able to participate in a male competition. There is no maximum number of females that can play for a team.
2.1.5	The Competitions Coordinator has discretion in relation to reviewing the approval/rejection of requests for exemption and will consider playing experience, age, size, feedback from elite coaches etc as relevant factors. This decision will be made in consultation with the State Manager.
<b>2.2</b>	<b>Player Registration</b>
2.2.1	Teams are allowed to register 18 players; 8 players will be required to be registered into each team before the third round of competition. Teams with fewer than 8 players registered after round 3 will be suspended from playing until registration requirements are met
2.2.2	A player registration form must be completed by each player before the third round of competition via the TFACT online registration process.
2.2.3	If a team wishes to register a player after the third round of competition, the team delegate must contact TFACT prior to the match commencing for approval.
2.2.4	A player may not register or play in more than one team within the same division on the same competition night.
2.2.5	Player transfers between competition teams within the same division on the same competition night are not permitted.
2.2.6	Any team which plays a player in breach of Regulation 2.2 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.
2.2.7	Each player participating in a TFACT competition must have agreed to the terms and conditions outlined in the TFA Membership and Participation Application and Declaration.
2.2.8	Players in Domestic Competition must be at least 12 years of age on the first day of competition commencing (6 <sup>th</sup> May 2024). A player within an Open's division, must be minimal age of 14 years of age or older on the first day of competition commencing (6 <sup>th</sup> May 2024). Teams will be deducted 2 points per game for every incident that offsets regulation 2.2.8. Dispensations can be requested by contacting the competitions coordinator.
<b>2.3</b>	<b>Championship Players</b>
2.3.1	Regulation 2.3 is created in the interest of making a fairer competition.
2.3.2	No more than six (6) 2024 Championship Women's Open players will be permitted to play in a single domestic A Grade or premier league competition team.
2.3.3	No more than four (4) 2024 Championship Women's Open players will be permitted to play in a single domestic B Grade competition team.
2.3.4	No more than two (2) 2024 Championship Women's Open players will be permitted to play in a single domestic C Grade competition team.
2.3.5	The exception to Regulations 2.3.2, 2.3.3, 2.3.4 and 2.3.5 is any player(s) aged under 16 years and over 35 years will not be considered Championship Women's Open players for purposes of qualification in domestic competitions.

2.3.6	Any team that is found to of Regulations 2.3.2, 2.3.3, 2.3.4 and 2.3.5 in a game will receive a forfeit as the result.
<b>3</b>	<b>PAYMENT OF FEE</b>
3.1.1	Each team nominated for the competition must pay to TFACT the appropriate team competition fee of \$1090.
3.1.2	When performing online registration, teams must elect to pay via the TFACT online payment system for their team to be officially entered into the desired competition. If full payment cannot be made prior to the start of the season the team contact must contact the Competition's Coordinator.
3.1.3	The competition fee is to be paid in full to TFACT prior to the start of the scheduled season start date unless an arrangement has been made with the Competition's Coordinator.
3.1.4	TFACT has the right to not refund any of the competition fee paid by a team after the start of competition games.
3.1.5	Teams or individuals that do not comply with Regulation 3.1.3 may have their outstanding debt referred to an external debt collector, in which case a further 50% of the competition fee will be added to the outstanding debt to cover administration costs.
3.1.6	A team may be automatically removed from the competition if all competition fees have not been paid in full by the due date (30 <sup>th</sup> May 2024), unless the TFACT 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, TFACT holds the right to forfeit the team or player until financial.
3.1.7	Any current/previous team debt that is outstanding from current/previous seasons, the payment of that debt solely lies on the team contact. TFACT holds the right to withhold that team contact/s from participating in any TFACT competition/tour until that debt is paid.
<b>4</b>	<b>GRADING</b>
4.1.1	Competitions may be graded depending on the number of teams entering any competition division.
4.1.2	TFACT reserves the right to regrade any team, in any division at any time.
4.1.3	If grading is performed, the first four (4) weeks of competition games and results will be persuasive to grading.
4.1.4	Decisions regarding grading in any division will be made by TFACT and will be final. TFACT may at its' discretion choose to grade a division or not, depending on the quality of teams, the number of teams and any other matters it finds persuasive.
<b>5</b>	<b>FINALS</b>
5.1.1	After the conclusion of all competition round games, all divisions in the competition will have a finals series. Where possible, consolation games in the week of semi-finals may be played during this time.

5.1.2	Eligibility for finals will be determined with reference to the ranking of each team on the competition points table.
<b>5.2</b>	<b>Finals Format</b>
5.2.1	Teams placing in the top four (4) places in any ungraded or graded division after all calculations including any adjustments are completed, will be allocated places in the final's series for that division.
5.2.2	All players playing in the final's series must qualify under Regulation 5.3
5.2.3	<b>The format will be as follows:</b> Semi Final 1 – Team 1 will play Team 4 – winner progresses, loser is out. Semi Final 2 – Team 2 will play Team 3 – winner progresses, loser is out. Grand Final – Winner of Semi Final 1 will play winner of Semi Final 2 for division title.
5.2.4	Team finishing below 4th position on the ladder will not play in the final's series. Unless the Competitions Coordinator organises further finals for teams finishing below 4 <sup>th</sup> . Any additional finals games will be communicated by TFACT to each team's delegate.
5.2.5	In the event of a washout being declared, TFACT will attempt to have games postponed to the next washout round or another date that is appropriate for games to be played.
5.2.6	In the event that TFACT does postpone the finals series, the higher team on the ladder will progress to the next stage.
5.5.7	If the grand final is declared a washout and TFACT cannot reschedule the game, the higher placed team of the two grand final participants on the ladder after competition round games were completed will be declared the winner of the division.
5.5.8	If a finals series game is forced to be abandoned by any reason (e.g. Lightning, Lights-Out, Injury, etc.), <ul style="list-style-type: none"> <li>• the higher placed team (from the competition ladder) of the two finalists will progress to the Grand Final.</li> <li>• the higher placed team of the two grand final participants on the ladder after competition round games were completed will be declared the winner of the division.</li> </ul>
<b>5.3</b>	<b>Finals Qualification for Players</b>
5.3.1	Players must play at least three (3) competition round games for a team to qualify for any final's series.
5.3.2	Players must sign on correctly in accordance with Regulation 10 to have a competition round game recorded and added to their game tally. Only registered players will have their games count towards their final's qualification.
5.3.3	Players can check the amount of games they have played at any time through MySideline.
5.3.4	Total played games may have discrepancy due to incorrect sign on procedures/player registrations.
5.3.5	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.



5.3.6	Competition games that are 'washed out' will be counted towards game tallies for all registered players.
5.3.7	If it is found that a player has participated in a finals game and has not been recorded as playing three (3) competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the finals series.
5.3.8	TFACT will accept no responsibility for players not appearing on the sign on sheet and therefore not qualifying for finals. <i>In accordance with 5.3.9</i>
5.3.9	It is the team delegate's responsibility to make sure all players in that team are registered and qualified for finals
<b>5.4</b>	<b>Exemptions for Finals Qualifications for Players</b>
5.4.1	Team delegates may apply to TFACT for exemptions for their members from meeting the finals qualification regulations.
5.4.2	Exemptions will be considered by TFACT on a case by case basis and may consider previous exemption rulings.
5.4.3	<p><b>Exemptions may be considered under the following conditions:</b></p> <ul style="list-style-type: none"> <li>• Long term injury.</li> <li>• Family related issues.</li> <li>• Work related issues.</li> <li>• Personal hardship.</li> </ul>
5.4.4	Team delegates must provide satisfactory evidence for any exception to be granted by TFACT.
5.4.5	Exemptions per team for finals qualification is at the discretion of TFACT.
5.4.6	Despite regulation 5.4.5, TFACT may rule that no exemption is valid.
<b>6</b>	<b>PRIZES</b>
6.1.1	TFACT will award prizes to the winner of each division in the 2024 Winter Domestic Competition.
<b>7</b>	<b>UNIFORM REQUIREMENTS</b>
7.1.1	Each team entering TFACT competitions will be required to wear a uniform.
7.1.2	No person, other than TFACT 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.
7.1.3	TFACT Management may waive the requirement for non-compliant uniform during the round games 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.

<b>7.2</b>	<b>Playing Shirt Requirements</b>
7.2.1	Each player taking the field must wear a uniform playing shirt representative of their team.
7.2.3	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 7 are met.
7.2.4	Playing shirts must bear an exclusive number.
7.2.5	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
7.2.6	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 7.1.3 has been implemented.
7.2.7	Uniform requirements are in place from round one of competition games. The only exception is if regulation 7.1.3 has been implemented.
<b>7.3</b>	<b>Playing Shirt Number Requirements</b>
7.3.1	The number displayed on a player's playing shirt will be their team player number.
7.3.2	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 TFACT.
7.3.3	<p><b>Team player numbers must be:</b></p> <ul style="list-style-type: none"> <li>- At least 15cm in height.</li> <li>- Placed on the rear of the jersey.</li> <li>- In a contrasting colour to the colour of the team playing shirts.</li> <li>- Legible to the referee.</li> </ul>
7.3.4	TFACT will not accept numbers that have been taped or drawn on.
7.3.5	TFACT will accept numbers that have been 'stencilled' on.
7.3.6	Players may not swap playing shirts during competition games. If players swap playing shirts during a competition game, the team will automatically forfeit all competition points they would have otherwise been awarded for that competition game.
7.3.7	An exception to Regulation 7.3.6 will exist where a player has a bleeding cut or abrasion. The player is to leave the field immediately and have the cut/abrasion cleaned and covered. At this time any blood-stained clothing must be replaced. Once the blood has been cleaned and covered the player may return to play.
7.3.8	Blood stained clothing, including playing shirt, must be removed. Alternative playing shirts are allowed in this exception. If no alternate playing shirt is available, uniform penalties will apply if the player continues to play.
7.3.9	If the blood flow cannot be stemmed, the player is not permitted to return to play.

<b>7.4</b>	<b>Playing Shoes, Socks and Shorts Requirements</b>
7.4.1	A player must wear approved sports shoes at all times whilst on the field during a competition game.
7.4.2	Football boots with screw-in studs are not permitted.
7.4.3	Any sharp edges of an approved sports shoe are required to be filed.
7.4.4	Despite Regulation 7.4.1, 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.
7.4.5	A player must wear socks at all times whilst on the field during a competition game.
7.4.6	A player must wear approved playing shorts at all times during a competition game.
7.4.7	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.
<b>8</b>	<b>PLAYER SAFETY</b>
8.1.1	Player Safety Regulations 8 are designed to provide maximum safety for all players and participants in the competition.
8.1.2	<p><b>A player is not permitted to play with:</b></p> <ul style="list-style-type: none"> <li>- A watch. This includes Smart watches/step counters</li> <li>- Necklace.</li> <li>- A bracelet, including rubber or plastic bracelets and arm bands.</li> <li>- Un-taped powerbands or similar products.</li> <li>- Non-prescription glasses.</li> <li>- Sunglasses.</li> <li>- 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.</li> </ul>
8.1.3	All body piercings must either be taped or removed.
8.1.4	Rings must be taped or removed.
8.1.5	Fingernails must be kept short or taped.
8.1.6	Players are permitted to wear gloves.
8.1.7	The referee may order a player wearing potentially damaging items from the field.
8.1.8	<p><b>Potentially damaging items include but are not limited to:</b></p> <ul style="list-style-type: none"> <li>- Jewellery.</li> <li>- Non-prescription glasses or sunglasses.</li> <li>- Medical casts.</li> <li>- Strapping.</li> <li>- Approved sports eyewear.</li> <li>- Hair clips.</li> <li>- Head gear.</li> <li>- Pins.</li> </ul>
8.1.9	The decision of the referee is final.

8.1.10	If a referee/staff member and/or Ground controller believes you to be intoxicated before or during a game. TFACT has the right to refuse that player to not be allowed to play for that night.
<b>9</b>	<b>GAME TIME</b>
9.1.1	Subject to TFACT Disrupted Games Policy and Extreme Weather Policy, competition games will ordinarily consist of two 20-minute halves with a 5 minutes half time break.
9.1.2	The commencement and recommencement of play in competition games will be initiated by the ground controller.
9.1.3	The referee will start and finish the competition game by the sound of a whistle.
9.1.4	Despite Regulation 9.1.1, the referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.
<b>10</b>	<b>SIGN ON PROCEDURE</b>
10.1.1	TFACT competition games involve a sign on procedure.
10.1.2	Players must sign their name onto the sign on sheet next to their printed name and write their playing number next to it. In case of young players, a guardian can sign on behalf of the player.
10.1.3	Printed names must include a first name and surname and be written legibly. TFACT accepts no responsibility for a game not being counted towards played
10.1.4	If a player's signature is not on the sign-on sheet, they will be deemed to have not played in the game, with no avenue for appeal.
10.1.5	If the player signature does not match previously recorded signatures, team delegates will be contacted to explain this anomaly. If the explanation is unsatisfactory, results may be overturned, and matches forfeited.
10.1.6	Teams found guilty of fraudulently signing on players will have any matches where the fraud occurred deemed as forfeited losses, with no accrual of games for finals purposes for any players.
10.1.7	Upon registration as individuals, players will be entered into the TFACT database and their names will appear on each sign on sheet in subsequent weeks.
10.1.8	Players must have either registered online to play.
<b>11</b>	<b>GAME RESULTS</b>
11.1.1	Competition game results will be recorded as noted on referee game cards.
<b>11.2</b>	<b>Referee Game Cards</b>
11.2.1	Each team captain must agree with the score at the conclusion of the competition game.
11.2.2	If a team captain disagrees with the score, they must lodge a protest in accordance with Regulation 12.

Commented [GH1]: In the case of U8s this can be a guardian.

11.2.3	If a team captain/delegate disagrees with the score after the scorecard has been signed and entered. Barring any evidence otherwise, the result on the scorecard will stand.
<b>11.3</b>	<b>Delays and Forfeits</b>
11.3.1	<p>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:</p> <ul style="list-style-type: none"> <li>• One touchdown is to be awarded for every two (2) minutes the team is unable to take the field (minimum of four (4) players)</li> <li>• If a team is later than ten (10) minutes, the game is to be declared a forfeit in favour of the team which is present.</li> </ul>
11.3.2	If a team receives a forfeit, they will receive three (3) competition points (10-nil score line) and have all their registered players receive credits for 'playing' for finals qualification.
11.3.3	Teams who forfeit a competition game will receive no points (10-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.
11.3.4	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of TFACT, with no refund given for playing fees.
<b>12</b>	<b>PROTESTS</b>
12.1.2	A team delegate may lodge a protest on behalf of his/her team with the ground controller following a competition game.
12.1.2	Protests concerning individual refereeing decisions will not be accepted.
12.1.3	Protests must be lodged within twenty (20) minutes of the conclusion of the competition game.
12.1.4	<p><b>Protests may be lodged in relation to:</b></p> <ul style="list-style-type: none"> <li>• Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game.</li> <li>• Player eligibility.</li> <li>• Player shirts.</li> <li>• Any other matter.</li> </ul>
12.1.5	Incomplete protest forms, or a protest deemed frivolous by TFACT at its discretion, will not be investigated.
12.1.6	A protest will be decided by TFACT upon review of the Laws of the Game before the start of the relevant team/s next scheduled competition game.
12.1.7	This review may involve TFACT interviewing witnesses and persons of interest to the investigation.
12.1.8	The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.
12.1.9	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 TFACT Disrupted Games Policy.

<b>13</b>	<b>COMPETITION POINTS</b>																		
13.1.1	The competition will be judged on a Competition Table and Competition Points System.																		
<b>13.2</b>	<b>Competition Points Table</b>																		
13.2.1	The competition will have a competition points table.																		
13.2.2	The competition points table will be used to determine the order of ranking of teams in each division of the competition.																		
13.2.3	Competition points will determine the ranking of a team on the competition points table. Teams will be progressively ranked in order of most competition points to least competition points.																		
13.2.4	<u>If two or more teams are on equal competition points in the competition points table, ranking will be determined in order of the following:</u> The team with the highest positive difference between the number of touchdowns scored for and against it. If still equal, the percentage system will apply as shown on the competition points table. If still equal, the team who last won a game played between the equal-placed teams will go ahead. If still equal, teams will play again on a date decided by TFACT, with TFA Drop Off Rules applying.																		
<b>13.3</b>	<b>Competition Points</b>																		
13.3.1	General Competition Points are awarded as follows: <table border="0"> <tr> <td>Win</td> <td>= 3 Points</td> </tr> <tr> <td>Bye</td> <td>= 0 Points</td> </tr> <tr> <td>Loss</td> <td>= 1 Point</td> </tr> <tr> <td>Draw</td> <td>= 2 Points</td> </tr> <tr> <td>Win by forfeit</td> <td>= 3 Points</td> </tr> <tr> <td>Loss by forfeit</td> <td>= 0 Points</td> </tr> <tr> <td>Providing a duty referee</td> <td>= 2 Bonus Point</td> </tr> <tr> <td>Not providing a duty referee</td> <td>= -1 point</td> </tr> <tr> <td>Washout</td> <td>= 0 Points</td> </tr> </table> <p>The above competition points are taken from the '8th Edition Playing Rules', the only variations to this table include no points for a Bye, modified bonus points &amp; where the situation is deemed to fall under 'Local Disrupted Game Policy' for a 'washout'.</p>	Win	= 3 Points	Bye	= 0 Points	Loss	= 1 Point	Draw	= 2 Points	Win by forfeit	= 3 Points	Loss by forfeit	= 0 Points	Providing a duty referee	= 2 Bonus Point	Not providing a duty referee	= -1 point	Washout	= 0 Points
Win	= 3 Points																		
Bye	= 0 Points																		
Loss	= 1 Point																		
Draw	= 2 Points																		
Win by forfeit	= 3 Points																		
Loss by forfeit	= 0 Points																		
Providing a duty referee	= 2 Bonus Point																		
Not providing a duty referee	= -1 point																		
Washout	= 0 Points																		
<b>14</b>	<b>DISCIPLINE</b>																		
14.1.1	Touch Football ACT has adopted the TFA Disciplinary Regulations Manual. Please see this manual at <a href="http://www.acttouch.com.au">www.acttouch.com.au</a> (under policies tab) or <a href="http://www.austouch.com.au">www.austouch.com.au</a>																		
14.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules.																		
<b>14.2</b>	<b>Disciplinary Powers</b>																		
14.2.1	Despite Regulation 14.1.1, the regulations in this area are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.																		
14.2.2	An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.																		
14.2.3	A duty referee has the same disciplinary powers as that of an appointed referee.																		
14.2.4	The referee coordinator will appoint a referee for each competition game. If no referee or duty roster referee is available. The game will be self refereed which will be decided by the teams involved.																		

14.2.5	Despite Regulation 14.2.4, TFACT does not guarantee a referee will be provided for each competition game.
14.2.6	<p>During a competition game, a player may be disciplined by the referee if the referee believes:</p> <ul style="list-style-type: none"> <li>• The player has infringed, or attempted to infringe, the Laws of the Game; or</li> <li>• The player is reasonably likely to infringe the Laws of the Game; or</li> <li>• The player, an official and/or spectator has breached the Code of Conduct. •</li> </ul>
14.2.7	<p>A referee may discipline a player by:</p> <ul style="list-style-type: none"> <li>• A warning.</li> <li>• A direction to the player to substitute (force sub).</li> <li>• A direction to the player to leave the field for a period of time.</li> <li>• A direction to the player to leave the field for the remainder of the competition game (send off).</li> </ul>
<b>14.3</b>	<b>Disciplinary Categories and Sanctions</b>
14.3.1	<p>Warning:</p> <ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be given a warning for infringing the Laws of the Game, or for behaviour attempting or intending to infringe the Laws of the Game.</li> <li>• If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• There is no limit to the number of times a player can receive a warning during a competition game.</li> <li>• Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.</li> </ul>
14.3.2	<p>Force Sub:</p> <ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.</li> <li>• If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area.</li> <li>• A team may replace the player substituted with another player.</li> <li>• If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning before being issued with a direction to substitute.</li> <li>• A player directed to substitute may return to the competition game after substituting with another player. There is no minimum time that the player must be off the field.</li> <li>• The non-offending team may continue the play whilst the force substitution is occurring. The non-offending team does not need to wait for the player to be substituted.</li> <li>• A player can receive a maximum of one direction to substitute in any one competition game. Any subsequent infringement by the player will result in the player being sent for a period of time in accordance with Regulation 14.3.3.</li> <li>• Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate</li> </ul>
14.3.3	<p>Period of Time:</p> <ul style="list-style-type: none"> <li>• Regulation 14.3.3 operates in addition to TFA Playing Rule 17.3(a).</li> <li>• At the discretion of the referee, a player may be sent for a period of time for any infringement of the Laws of the Game.</li> <li>• If a player is sent for a period of time, he/she must immediately leave the field and proceed to the area behind his/her teams attacking score line and remain there until called to return by the referee.</li> <li>• The player must remain mute during this time.</li> <li>• A team may not replace the player sent for a period of time with another player, and will play with one person less than they are entitled to at that time.</li> <li>• If a player is sent for a period of time, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning or directed to substitute before being sent for a period of time.</li> </ul>

	<ul style="list-style-type: none"> <li>A player sent for a period of time in three or more competition games during the competition will receive an automatic two-week suspension from all TFACT competitions.</li> <li>The team captain can be sent for a period of time for infringements made by officials and spectators of the game.</li> <li>Where the referee sends a player for a period of time, they may complete a referee Incident report on the matter as appropriate.</li> </ul>
14.3.4	<p>Sent Off:</p> <ul style="list-style-type: none"> <li>Regulation 14.3.4 operates in addition to TFA Playing Rule 17.3(b).</li> <li>At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game.</li> </ul> <p>If a player is sent off:</p> <ul style="list-style-type: none"> <li>The player must move to and remain not closer than ten (10) meters from the score line, as specified in TFA Rule 17.3(b).</li> <li>The player's team cannot replace that player with another player.</li> <li>The player will be automatically suspended in line with Regulation 14.4 Where the referee sends a player off, they must complete an incident report on the matter.</li> <li>A player who is disciplined under Regulation 14.3.4 will have his/her name and the reason for the disciplinary action recorded on the TFACT Competition Disciplinary Register.</li> <li>Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.</li> </ul>
<b>14.4</b>	<b>Automatic Suspension Period</b>
14.4.1	<p>If a person is sent off under Regulation 14.3.4: The person will be automatically suspended from the competition for the period of time it takes the player's team to play two competition games; and</p> <p>During the suspension period, the person will be ineligible to participate in:</p> <p>Any other TFACT competition.</p> <p>Any TFA affiliated competition</p>
14.4.2	<p>When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games</p>
14.4.3	<p>When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.</p>
14.4.4	<p>If it is not practical for the team in which the person was suspended to play two (2) competition games in the competition, the automatic suspension period will be continued to the next TFACT competition in which the player participates.</p>
14.4.5	<p>Until the automatic suspension period has been served, the person will remain ineligible to participate.</p>
14.4.6	<p>Appeal of the automatic suspension period: Please refer to Regulation 8.2 in the TFA Disciplinary Regulations Manual.</p>
<b>14.5</b>	<b>Incident Reports</b>
14.5.1	<p>Please refer to Regulation 8.1 in the TFA Disciplinary Regulations Manual.</p>
<b>14.6</b>	<b>Breaches of Code of Conduct</b>
14.6.1	<p>If a person is considered to have breached the TFACT Code of Conduct by TFACT he/she may be:</p> <ul style="list-style-type: none"> <li>Given a formal warning in writing by TFACT</li> <li>Reported to the TFACT Disciplinary Tribunal.</li> </ul>
<b>14.7</b>	<b>Disciplinary Tribunal Hearing</b>



14.7.1	Please refer to Regulation 7 of the TFA Disciplinary Regulations Manual.
<b>14.8</b>	<b>Power of the Disciplinary Tribunal</b>
14.8.1	Please refer to Regulation 3 and 16 in the TFA Disciplinary Regulations Manual.
<b>14.9</b>	<b>Rights to Appeal</b>
14.9.1	Please refer to Regulation 17 in the TFA Disciplinary Regulations Manual.
<b>15</b>	<b>COMPLAINTS PROCEDURE</b>
15.1.1	A team delegate may lodge a complaint on behalf of his/her team with the ground controller following a competition game, or with TFACT.
15.1.2	Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
15.1.3	Complaints will be investigated by TFACT in accordance with Regulation 8 and Regulation 9 in the TFA Disciplinary Regulations Manual.
15.1.4	In spite of Regulation 15.1.3, complaints deemed by TFACT to concern a serious breach of the TFACT Code of Conduct may be referred to the TFACT Disciplinary Tribunal immediately.
<b>16</b>	<b>FORCE MAJEURE</b>
16.1.1	If TFACT is unable to perform, in whole or in part any obligation under these regulations by reason of a force majeure event, TFACT is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.
16.1.2	TFACT has no obligation to refund any team competition fees paid if it is unable to perform by reason of a force majeure event.
<b>17</b>	<b>RESPONSIBILITIES</b>
17.1.1	<p>Team and team delegate:</p> <ul style="list-style-type: none"> <li>• It is the responsibility of the team and its delegate to ensure:</li> <li>• Its players are eligible, in accordance with Regulation 2.2.</li> <li>• Its players, officials and associated spectators comply with the TFACT Code of Conduct at all times.</li> <li>• Its players comply with the uniform requirements at regulation 7.</li> <li>• Its competition fees are paid in full. Its players are aware of the Laws of the Game.</li> <li>• The sign on sheet is signed before the end of the game by all players.</li> </ul>
17.1.2	<p>Players:</p> <ul style="list-style-type: none"> <li>• Each player is responsible for: Ensuring he/she is aware of and complies with the Laws of the Game.</li> <li>• Ensuring they sign their name and place their number on the sign on sheet for the game.</li> </ul>

DEFINITIONS	
	<b>Appointed Referee:</b> Referee appointed by referee coordinator, in consultation with TFACT.
	<b>Approved Playing Shorts:</b> Includes, but is not limited to shorts, skirts, pants or tights.
	<b>Approved Sports Shoes:</b> Includes but is not limited to football boots and running shoes.
	<b>Automatic Suspension Period:</b> Suspension period for being sent from the field for the remainder of the game.
	<b>Club:</b> Affiliated through the annual submission of the TFACT Associate Member Registration Regulations.
	<b>Code of Conduct:</b> Code by which all players / persons involved with touch football in the ACT must abide.
	<b>Competition:</b> 2024 TFACT Winter Domestic Competition.
	<b>Competition Fee:</b> A fee paid to enter the competition (\$1,090)
	<b>Competition Games:</b> Any games played for a purpose within the competition
	<b>Competition Round Games:</b> Any games played for a purpose within the competition not including finals of any kind
	<b>Due Date:</b> Monday, 30 <sup>th</sup> May 2024
	<b>Force Majeure:</b> For the purposes of these regulations, a force majeure event includes but is not limited to any or all of the following:  Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic; or war, terrorism or other civil disturbance; or a permanent injunction issued by any court of competent jurisdiction; or An act, fact, circumstance matter or thing beyond the reasonable control of TFACT.
	<b>Game Result:</b> Result of a competition game as recorded by TFACT.
	<b>Game Tally:</b> Cumulative total of competition games used for finals qualifications purpose.
	<b>Individual:</b> Any single player in a TFACT competition.
	<b>Individual Competition Fee:</b> Fee determined by TFACT for single players placed in a team by TFACT.
	<b>Online Nomination Form:</b> Online form required to be completed for entry to competition.
	<b>Payment Plan:</b> Form available from Competitions Coordinator to be completed by team delegate and submitted for approval.

	<b>Player:</b> Individual involved in game of touch football. Definition also extends to include officials and spectators for judicial matters.
	<b>Player Registration Form:</b> Online or manual form that must be filled out in order to compete in competition.
	<b>Player Team Number:</b> Number worn on the back of playing shirt, at least 15cm in height.
	<b>Playing Shirt:</b> shirt, singlet or sleeveless shirt, so long as all playing shirts are of the same type.
	<b>Premier League Player:</b> Any player participating in the TFACT 2024 Premier League.
	<b>Referee Game Card:</b> Device used to record score.
	<b>Regulations:</b> Terms by which teams and individuals agree to abide by to play in competition.
	<b>Protest:</b> Protest lodged within twenty (20) minutes of game ended to refute recorded score.
	<b>Sign-On Sheet:</b> Register of individuals who were present at competition game to be recorded.
	<b>Super League Player:</b> Any player that participated in the TFACT 2019 or 2020 Super League.
	<b>Team:</b> Any team submitting to play in competition.
	<b>Team Delegate:</b> Person who is the main point of contact for the team.
	<b>TFA:</b> Touch Football Australia.
	<b>TFACT:</b> Touch Football Australian Capital Territory.
	<b>Wash Out:</b> Games that have been cancelled or otherwise rendered unplayable due to adverse weather.