



COMPETITION CONDITIONS OF ENTRY

Darwin Touch Football Association
Darwin Touch Football Season



Regulation 1	Nominations	Page 4
Regulation 2	Team Structure and Player Registration	Page 5
Regulation 3	Payment of Fees	Page 5
Regulation 4	Grading	Page 6
Regulation 5	Finals	Page 6
Regulation 7	Uniform Requirements	Page 6
Regulation 8	Player Safety	Page 8
Regulation 9	Game Time	Page 8
Regulation 10	Sign on Procedure	Page 9
Regulation 11	Game Results	Page 9
Regulation 12	Protests	Page 10
Regulation 13	Competition Points	Page 10
Regulation 14	Discipline	Page 11
Regulation 15	Complaints Procedure	Page 14
Regulation 16	Force Majeure	Page 15
Regulation 17	Responsibilities	Page 15
	Definitions	Page 16



Regulations for Darwin Touch Football Season

These regulations govern the terms and conditions of the Darwin Touch Football Association AND Darwin Touch Football Season

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) 8th Edition Playing Rules, together with these regulations and all Touch Football Australia Policies.

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



1	NOMINATIONS
1.1	Competition Nominations
1.1.1	Participation in the competition will be initiated by Darwin Touch Football Association calling for nominations from interested teams.
1.1.2	Team nominations will be accepted by Darwin Touch Football Association for the Darwin Touch Football Season
1.1.3	Nomination numbers in each division will be limited by available grounds.
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 touchfootball.com.au 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>Players will only be deemed eligible to nominate and participate in the Darwin Touch Football Season if they are:</p> <ul style="list-style-type: none"> - Not suspended by TFA, Darwin Touch Football Association or another TFA affiliated competition. - Financial (i.e. not carrying a debt to TFA, Darwin Touch Football Association or another TFA affiliated competition).
1.2	Referee Assistance
1.2.1	Darwin Touch Football Association pursues to have all games covered by a qualified referee.
1.2.2	In the instance that Darwin Touch Football Association are unable to supply a qualified referee for a game, a duty referee may be appointed to assist in refereeing
1.2.3	Teams/ players are encouraged to attend the referee course & supply minimum 1 referee per round to ensure all games can be covered.
1.3	Team Registration and Approval
1.3.1	Teams must register via the online team registration portal Competition Finder – MySideline
1.3.2	Nominations that do not comply with Regulation 1.3.1 will not be accepted.
1.3.3	Darwin Touch Football Association may refuse any nomination at its discretion and does not have to provide a reason rejecting a nomination.
1.3.4	Submitting an online nomination is not a guarantee that the nomination will be approved by Darwin Touch Football Association, even once a confirmation email is received.
1.3.5	Any decision made by Darwin Touch Football Association rejecting a nomination is final.
1.4	Team Name Approval
1.4.1	Each team must nominate a team name for use within the competition on their nomination.
1.4.2	Team names considered by Darwin Touch Football Association 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, Darwin Touch Football Association 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 Darwin Touch Football Association 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 Darwin Touch Football Association competition immediately preceding the current competition under the contested name, whichever nomination was received first by Darwin Touch Football Association will have preference and the other team(s) will be required to alter their name.
2	TEAM STRUCTURE AND PLAYER REGISTRATION
2.1	Team Structure
2.1.1	A maximum of six players per team may be on the field whilst the ball is in play.
2.1.2	The total number of players that can play for a team during one competition game is 14.
2.2	Player Registration
2.2.1	Each team is allowed to register unlimited players, and six players will be required to be registered into each team before the competition commences.
2.2.2	Players must be registered, via MySideline for each team they are playing in, prior to taking the field for their first game.
2.2.3	Each registered player participating in a Darwin Touch Football Association competition is deemed to have agreed to the terms and conditions outlined in the TFA Membership and Participation Application and Declaration.
2.3	Player eligibility
2.3.1	Age divisions will be based on the age of the player on December 31st in the current year. The minimum age requirement for Open Competition is 13 years
2.3.2	A player may only register into 1 team in each division. While DTFA will attempt to accommodate players with offset gametimes this will not be guaranteed. Players will be required to choose 1 team per timeslot and cannot take the field for both teams if times clash.
2.3.3	Representative level players (those who have represented NT or equivalent in an Open National Championships within the past 18months), will require approved written dispensation each season to play in divisions below Division 1. Dispensation must be received prior to the first game, development of players and teams will be a major consideration in approval.
3	PAYMENT OF FEE
3.1.1	Payment must be made in full at point of registration.
3.1.2	Darwin Touch Football Association has the right to not refund any of the competition fee paid by a team after the start of competition games.



3.1.3	Teams or individuals that do not comply with Regulation 3.1.1 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.
3.1.4	A team may be automatically removed from the competition if all competition fees have not been paid in full by the due date, Round 3, including a minimum 8 players registered to the team, unless the Darwin Touch Football Association Competition Manager, at his/her/their discretion, provides approval for alternative payment arrangements.
3.2	Team Fee Option
3.2.1	Clubs with three (3) or more teams or teams sponsored by businesses may request a team fee, prior to registering the team. Team / Club invoices will be calculated on 12x registration fee, 12x discount codes will then be issued per team. Payment of the invoice is due in full prior to Round 3, all players must be registered prior to round 4.
3.3	State/ National Affiliation Fee
3.3.1	Charged on the First registration of the financial year (July 1 – June 30) \$22 – Touch Football Australia National registration fee \$20 – Touch Football NT State registration fee
3.4	Sport Vouchers
3.4.1	NT Government Sport Voucher Scheme can be utilised to pay for eligible participants park fees. Please email the voucher to nt.competitions@touchfootball.com.au to be processed, a discount code will be issued. State / National Affiliation fee must be paid in full, vouchers cannot be used to cover this cost
4	Grading
4.1.1	Darwin Touch Football Association reserves the right to re-grade any team after Round 3 prior to the commencement of Round 4. When regrading teams Darwin Touch Football Association endeavours to ensure no unfair advantage or disadvantage is created when qualifying for finals
5	Finals
5.1.1	Finals will be played off in the following format: <ul style="list-style-type: none"> • Semi Finals 1v4, 2v3 • Winners progress through to Grand Finals <p>In the event 2 divisions are merged (8 teams), the top 4 teams will play off in division A finals & the bottom 4 will play off in Division B finals.</p>
5.1.1	To be eligible to play in finals a player must play a minimum 30% of games in the team in the division to be eligible to participate in Finals.
7	UNIFORM REQUIREMENTS
7.1.1	Each team entering Darwin Touch Football Association competitions will be required to wear a uniform, compliant with section 4 of the 8 th Edition playing rules.
7.1.2	No person, other than Darwin Touch Football Association 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	Darwin Touch Football Association 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.
7.2	Playing Shirt Requirements
7.2.1	Predominantly pink playing strips are not permitted.
7.2.2	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.
7.2.3	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
7.2.6	Uniform requirements are in place from round one of competition games. The only exception is if regulation 7.1.3 has been implemented.
7.3	Playing Shirt Number Requirements
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 Darwin Touch Football Association.
7.3.3	<p>Team player numbers must be:</p> <ul style="list-style-type: none"> - At least 16cm in height. - Placed on the rear of the jersey. - In a contrasting colour to the colour of the team playing shirts. - Legible to the referee.
7.3.4	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 may apply if the player continues to play.
7.3.5	If the blood flow cannot be stemmed, the player is not permitted to return to play.
7.4	Playing Shoes, Socks and Shorts Requirements
7.4.1	A player must wear approved sports shoes at all times whilst on the field during a competition game. As per section 4 of the 8 th Edition playing rules.
7.4.2	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.
7.4.3	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.
8	PLAYER SAFETY
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>A player is not permitted to play with:</p> <ul style="list-style-type: none"> • A watch.



	<ul style="list-style-type: none"> • Necklace. • A bracelet, including rubber or plastic bracelets and arm bands. • Un-taped powerbands or similar products. • Non-prescription glasses. • Sunglasses. • 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.
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>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.
8.1.9	The decision of the referee is final.
8.2	Refreshment Break Rule
8.2.1	<p>Due to the nature of our climate, extreme heat guidelines will come into play when conditions reach high to extreme risk. Participants should monitor their own hydration levels and take breaks where possible.</p> <p>- may be implemented during severe to extreme heat risk games OR when a team has no substitute players (mixed includes no female subs).</p> <ol style="list-style-type: none"> a. A team can request one (1) Refreshment Break per half. The Break is to last no more than 30 seconds. At least one (1) player must leave the field during the break. The Team Captain has the responsibility to request the Break. b. The Team Captain may request the Break only when their team is in possession. It is at the discretion of the Referee to call time, and place the ball on the mark. c. Time is not stopped for a Break and no time is added to the match to compensate for the Break. The Referee is the sole judge of time for the Break. d. Normal interchanges are permitted by both sides during Refreshment Breaks. <p>If heat risk mitigation is not reached utilising the refreshment break rule, the Game controller may call the game as quarters.</p>



9 GAME TIME	
9.1.1	Subject to Darwin Touch Football Association 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.
9.1.5	Any disruption to a competition game will be managed under the Darwin Touch Football Association Disrupted Games Policy or at the discretion of the Committee
10 SIGN ON PROCEDURE	
10.1.1	Darwin Touch Football Association 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.
10.1.3	Printed names must include a first name and surname and be written legibly. Darwin Touch Football Association accepts no responsibility for a game not being counted towards played games if this isn't the case.
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 may 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 Darwin Touch Football Association database and their names will appear on each sign on sheet in subsequent weeks.
10.1.8	Players must have registered online to play.
10.1.9	Teams that have not had players register online will have their games recorded as a forfeit.
10.1.10	Players must complete the game they begin, unless injured, and cannot switch to a different team at half time



11 GAME RESULTS	
11.1.1	Competition game results will be recorded as noted on referee game cards.
11.2	Referee Game Cards
11.2.1	Each team captain must sign the referee game card at the conclusion of the competition game, unless they disagree with the score recorded, players sent off, uniform penalties and any other factor which may influence the game result.
11.2.2	If a team captain disagrees with the score, they must not sign the referee game card, and lodge a protest in accordance with Regulation 12.
11.3	Delays and Forfeits
11.3.1	<p><u>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:</u></p> <ul style="list-style-type: none"> • One try is to be awarded for every two (2) minutes the team is unable to take the field (minimum of four (4) players) • 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.
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).
11.3.4	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of Darwin Touch Football Association, with no refund given for playing fees.
12 PROTESTS	
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>Protests may be lodged in relation to:</p> <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.
12.1.5	Incomplete protest forms, or a protest deemed frivolous by Darwin Touch Football Association at its discretion, will not be investigated.
12.1.6	A protest will be decided by Darwin Touch Football Association 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 Darwin Touch Football Association 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 Darwin Touch Football Association Disrupted Games Policy.																
13	COMPETITION POINTS																
13.1	Competition Points Table																
13.1.1	The competition will have a competition points table.																
13.1.2	The competition points table will be used to determine the order of ranking of teams in each division of the competition.																
13.1.3	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.																
13.1.4	<p><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></p> <p>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 Darwin Touch Football Association, with TFA Drop Off Rules applying.</p>																
13.2	Competition Points																
13.2.1	<p><u>General Competition Points are awarded as follows:</u></p> <table style="width: 100%; border: none;"> <tr> <td>Win</td> <td style="text-align: right;">= 3 Points</td> </tr> <tr> <td>Bye</td> <td style="text-align: right;">= 3 Points</td> </tr> <tr> <td>Loss</td> <td style="text-align: right;">= 1 Point</td> </tr> <tr> <td>Draw</td> <td style="text-align: right;">= 2 Points</td> </tr> <tr> <td>Win by forfeit</td> <td style="text-align: right;">= 3 Points</td> </tr> <tr> <td>Loss by forfeit</td> <td style="text-align: right;">= 0 Points</td> </tr> <tr> <td>Providing a duty referee</td> <td style="text-align: right;">= 2 Bonus Points</td> </tr> <tr> <td>Washout (including teams with bye)</td> <td style="text-align: right;">= 0 Points</td> </tr> </table> <p>The above competition points are taken from the '8th Edition Playing Rules', the only variation to this table will be where the situation is deemed to fall under 'Local Disrupted Game Policy'</p>	Win	= 3 Points	Bye	= 3 Points	Loss	= 1 Point	Draw	= 2 Points	Win by forfeit	= 3 Points	Loss by forfeit	= 0 Points	Providing a duty referee	= 2 Bonus Points	Washout (including teams with bye)	= 0 Points
Win	= 3 Points																
Bye	= 3 Points																
Loss	= 1 Point																
Draw	= 2 Points																
Win by forfeit	= 3 Points																
Loss by forfeit	= 0 Points																
Providing a duty referee	= 2 Bonus Points																
Washout (including teams with bye)	= 0 Points																
14	DISCIPLINE																
14.1.1	Darwin Touch Football Association has adopted the TFA Disciplinary Regulations Manual. Please see this manual at touchfootball.com.au																
14.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules.																
14.2	Disciplinary Powers																
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.
14.2.4	The referee coordinator will appoint a referee for each competition game.
14.2.5	Despite Regulation 14.2.4, Darwin Touch Football Association does not guarantee a referee will be provided for each competition game.
14.2.6	<p><u>During a competition game, a player may be disciplined by the referee if the referee believes:</u></p> <ul style="list-style-type: none"> • The player has infringed, or attempted to infringe, the Laws of the Game; or • The player is reasonably likely to infringe the Laws of the Game; or • The player, an official and/or spectator has breached the Code of Conduct.
14.2.7	<p><u>A referee may discipline a player by:</u></p> <ul style="list-style-type: none"> • A warning. • A direction to the player to substitute (force sub). • A direction to the player to leave the field for a sin bin • A direction to the player to leave the field for the remainder of the competition game (send off).
14.3	Disciplinary Categories and Sanctions
14.3.1	<p><u>Warning:</u></p> <ul style="list-style-type: none"> • 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. • If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team. • There is no limit to the number of times a player can receive a warning during a competition game. • Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.
14.3.2	<p><u>Force Interchange:</u></p> <ul style="list-style-type: none"> • Regulation 14.3.2 operates in addition to TFA Playing Rules • At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game. • If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area. • A team may replace the player substituted with another player. • If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team. • A player does not have to be given a warning before being issued with a direction to substitute. • 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. • 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. • 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 Sin Bin in accordance with Regulation 14.3.3.



	<ul style="list-style-type: none"> Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate
14.3.3	<p><u>Period of Time/ Sin Bin:</u></p> <ul style="list-style-type: none"> Regulation 14.3.3 operates in addition to TFA Playing Rules At the discretion of the referee, a player may be sent for a sin bin for any infringement of the Laws of the Game. If a player is sent for a sin bin, he/she is sent to the sin-bin area behind the dead ball line of the opposition's defensive try line for a period of two completed sets of possession by both teams. The player must remain mute during this time. A team may not replace the player sent for a Sin Bin with another player and will play with one person less than they are entitled to at that time. If a player is sent for a sin bin, at the discretion of the referee, a penalty may also be awarded to the opposition team. A player does not have to be given a warning or directed to substitute before being sent for a sin bin. A player sent for a sin bin in three or more competition games during the competition may receive an automatic two-week suspension from all Darwin Touch Football Association competitions. The team captain can be sent for a sin bin for infringements made by officials and spectators of the game. Where the referee sends a player for a sin bin, they may complete a referee Incident report on the matter as appropriate.
14.3.4	<p><u>Sent Off / Dismissal:</u></p> <ul style="list-style-type: none"> Regulation 14.3.4 operates in addition to TFA Playing Rules At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game. <p><u>If a player is sent off:</u></p> <ul style="list-style-type: none"> The player must move to and remain not closer than ten (10) meters from the score line, as specified in TFA Rules. The player's team cannot replace that player with another player. The player will be automatically suspended in line with Regulation 13.4 Where the referee sends a player off, they must complete an incident report on the matter. A player who is disciplined under Regulation 13.3.4 will have his/her name and the reason for the disciplinary action recorded on the Darwin Touch Football Association Competition Disciplinary Register. Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.
14.4	Automatic Suspension Period
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 Darwin Touch Football Association competition.</p> <p>Any TFA affiliated competition</p>



14.4.2	When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games
14.4.3	When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.
14.4.4	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 Darwin Touch Football Association competition in which the player participates.
14.4.5	Until the automatic suspension period has been served, the person will remain ineligible to participate as per Regulation 11.5.1.
14.4.6	Appeal of the automatic suspension period: TFA Disciplinary Regulations Manual.
14.5	Incident Reports
14.5.1	The TFA Disciplinary Regulations Manual.
14.6	Breaches of Code of Conduct
14.6.1	<p><u>If a person is considered to have breached the Darwin Touch Football Association Code of Conduct by Darwin Touch Football Association he/she may be:</u></p> <ul style="list-style-type: none"> • Given a formal warning in writing by Darwin Touch Football Association • Reported to the Darwin Touch Football Association Disciplinary Tribunal.
14.7	Disciplinary Tribunal Hearing
14.7.1	Please refer to the TFA Disciplinary Regulations Manual.
14.8	Power of the Disciplinary Tribunal
14.8.1	Please refer to the TFA Disciplinary Regulations Manual.
14.9	Rights to Appeal
14.9.1	Please refer to the TFA Disciplinary Regulations Manual.
15	COMPLAINTS PROCEDURE
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 Darwin Touch Football Association .
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 Darwin Touch Football Association in accordance with The TFA Disciplinary Regulations Manual.
16	FORCE MAJEURE
16.1.1	If Darwin Touch Football Association is unable to perform, in whole or in part any obligation under these regulations by reason of a force majeure event, Darwin Touch Football Association is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.
16.1.2	Darwin Touch Football Association has no obligation to refund any team competition fees paid if it is unable to perform by reason of a force majeure event.



17 RESPONSIBILITIES	
17.1.1	<p><u>Team and team delegate:</u></p> <ul style="list-style-type: none">• It is the responsibility of the team and its delegate to ensure:• Its players are eligible, in accordance with Regulation 2.2.7.• Its players, officials and associated spectators comply with the Darwin Touch Football Association Code of Conduct at all times.• Its players comply with the uniform requirements at regulation 7.• Its competition fees are paid in full. Its players are aware of the Laws of the Game.• The sign on sheet is signed at the end of the game by all players.
17.1.2	<p><u>Players:</u></p> <ul style="list-style-type: none">• Each player is responsible for: Ensuring he/she is aware of and complies with the Laws of the Game.• Ensuring they sign their name and place their number on the sign on sheet for the game.



DEFINITIONS

Appointed Referee: Referee appointed by referee coordinator, in consultation with Darwin Touch Football Association .

Approved Playing Shorts: Includes, but is not limited to shorts, skirts, pants or tights.

Approved Sports Shoes: Includes but is not limited to football boots and running shoes.

Automatic Suspension Period: Suspension period for being sent from the field for the remainder of the game.

Club: Affiliated through the annual submission of the Darwin Touch Football Association Associate Member Registration Regulations.

Code of Conduct: Code by which all players / persons involved with touch football in the ACT must abide.

Competition: Darwin Touch Football Season

Competition Fee: A fee paid to enter the competition

Competition Games: Any games played for a purpose within the competition

Competition Round Games: Any games played for a purpose within the competition not including finals of any kind

Force Majeure: 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 Darwin Touch Football Association .

Game Result: Result of a competition game as recorded by <<INSERT AFFILIATE NAME HERE>>

Game Tally: Cumulative total of competition games used for finals qualifications purpose.

Individual: Any single player in a Darwin Touch Football Association competition.

Individual Competition Fee: Fee determined by Darwin Touch Football Association for single players placed in a team by <<INSERT AFFILIATE NAME HERE>>.

Online Nomination Form: Online form required to be completed for entry to competition.

Player: Individual involved in game of touch football. Definition also extends to include officials and spectators for judicial matters.

Player Registration Form: Online or manual form that must be filled out in order to compete in competition.

Player Team Number: Number worn on the back of playing shirt, at least 15cm in height.

Playing Shirt: shirt, singlet or sleeveless shirt, so long as all playing shirts are of the same type.

Referee Game Card: Device used to record score.

Regulations: Terms by which teams and individuals agree to abide by to play in competition.

Protest: Protest lodged within twenty (20) minutes of game ended to refute recorded score.

Sign-On Sheet: Register of individuals who were present at competition game to be recorded.

Team: Any team submitting to play in competition.

Team Delegate: Person who is the main point of contact for the team.

TFA: Touch Football Australia.

Wash Out: Games that have been cancelled or otherwise rendered unplayable due to adverse weather.