



2025-2026 SUMMER TOUCH

**November 2025 – February
2026**

Fawkner Park, South Yarra

Conditions of Entry

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Contact Information

Chloe Scott	Chloe Scott Email: chloe.scott@touchfootball.com.au Mobile: 0455 084 006
Grounds Controller (Secondary)	Sharon Coleman Email: NA Mobile: NA

Key Dates

Monday 4th August 2025	Team Nominations Open
On Registration	Individual Player Registrations (\$110)
Monday 13th October 2025	Team Nominations Close
Monday 3rd November	Round 1 Draw Released
Tuesday 11th November	Round 1
Friday 14th November	Duty Referee roster released – Round 2 to 12.
Friday 16th January 2026	Player Registrations Close (Round 8)
Monday 16th February 2026*	Semi Final Week
Monday 23rd February 2026*	Grand Final Week

***Competition dates are subject to change. This is dependant on washouts & postponements.**

Regulation 1 - Nominations

1.1	Competition Nominations
1.1.1	Participation in the competition will be initiated by TFV calling for nominations from interested clubs.
1.1.2	Team nominations must be provided to Touch Football Victoria by Monday 13 th October 2025.
1.1.3	Nominations after the closing date will not be accepted.
1.1.4	Players will only be deemed eligible to nominate and participate in the 2025-2026 Summer Season if they are: - Not suspended by TFA, NRLTFV or another TFA affiliated competition. - Financial (i.e. not carrying a debt to TFA, NRLTFV or another TFA affiliated competition).
1.1.5	Any team with an outstanding debt from previous seasons will NOT be permitted to participate without settling any outstanding debts.
1.2	Duty Referee and Nominations
1.2.1	The Duty Referee roster will be in operation between rounds 2 and 12 of the competition.
1.2.2	The names of these referees along with contact details must be communicated to the competition organisers by the closing date of registrations.
1.2.3	Failure to provide a list of names and contact information to the tournament organisers may result in sides being removed from the competition.
1.2.4	Duty Referees do not need to be badged referees; however, we will make a Level 1 Referee Course available for all duty referees. Please note, allocated Duty Referees will be refereeing on the field. Scoring does not fulfill the role of a Duty Referee.
1.2.5	If a Duty Referee does not attend their referee allocation, sanctions will be levied against the team which has failed to comply. These sanctions can include loss of points (3 Points*), forfeits or withdrawal from finals.

1.3	Nomination Information and Approval
1.3.1	When nominating a team for competition via My Sideline, a team must provide the following information for a team delegate: - 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.
1.3.3	TFV 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 is not a guarantee that the nomination will be approved by TFV, even once a confirmation email is received.
1.3.5	Any decision made by TFV rejecting a nomination is final.
1.4	Team Name Approval
1.4.1	Teams will take the name of their club. If clubs enter multiple teams, it is permitted to use an identifier of the clubs choosing to differentiate between the teams.
1.4.2	Team names considered by TFV 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, TFV will notify the team delegate. The team's 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 TFV 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 TFV competition immediately preceding the current competition under the contested name, whichever nomination was received first by TFV will have preference and the other team(s) will be required to alter their name.

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
2.2.5	Each team is allowed to register 16 players.
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 TFV competition must have agreed to the terms and conditions outlined in the TFA Membership and Participation Application and Declaration.
2.2.8	Players in all divisions must be at least 12 years of age on the first day of competition commencing.
2.2.9	All registered players must sign on via the Sign on Sheet prior to each match played. The sign on sheet can be located at Tournament Control. This process is highly important for insurance purposes.
2.2.10	Player registrations will close after round 8. Only registered players will be eligible to participate in finals.

Regulation 3 - Payment of Fees

3.1.1	Each player must pay the \$110 player registration fee. Players may be liable for other membership fees in line with TFA policy. National One Fee - \$22.00 State Fee - \$20.00
3.1.2	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 4 - Grading

4.1.1	The 2025-2026 Summer Season at Fawkner Park will comprise of the following competitions: • Tuesday Men's Competitive & Social • Wednesday Mixed Competitive & Social • Thursday Mixed Competitive & Social
4.1.2	A grading period will be introduced in the first three rounds of the competition. Grading of Teams will be determined by the referees (Those present throughout the grading period), the grounds controller and the competitions coordinator.
4.1.3	TFV reserves the right to regrade any team, in any division at any time.
4.1.4	Decisions regarding grading in any division will be made by TFV and will be final. TFV 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.

Regulation 5 - Finals

5.1.1	Where possible, finals will be over 2 rounds, a semi-final and a final.
5.1.2	TFV reserves the right to alter, change or remove the finals for a competition at their discretion.
5.2	In line with regulation 2.2.10, ALL players must be registered to participate in finals.

	Failure to do so or teams that field unregistered players in finals will be disqualified. Finals played with unregistered players will be recorded as a forfeit.
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Regulation 6 - Prizes

6.1.1	All Division winners will be presented with a winner's medallion.
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Regulation 7 - Uniform

7.1.1	Each team entering TFV competitions will be required to wear a uniform.
7.1.2	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.
7.1.3	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.
7.2	Playing Shirt Requirements
7.2.1	Each player taking the field must wear a uniform playing shirt representative of his/her team.
7.2.3	Playing shirts MUST NOT be Pink or any shade thereof, without prior consent from TFV.
7.2.4	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.
7.2.5	Playing shirts must bear an exclusive number.
7.2.6	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
7.2.7	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.
7.2.8	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 TFV.
7.3.3	Team player numbers must be: - At least 15cm in height. - Placed on the rear of the jersey. - In a contrasting colour to the colour of the team playing shirts. - 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 will 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.
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 always wear socks whilst on the field during a competition game.
Regulation 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	A player is not permitted to play with: - 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. - 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	Potentially damaging items include but are not limited to: - 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.
8.1.10	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 day.

Regulation 9 - Game Format

9.1.1	Subject to TFV Disrupted Games Policy and Extreme Weather Policy, competition games will ordinarily consist of two halves with a 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 ground controller will be the sole timekeeper for the competition.
9.1.4	The referee will start and finish the competition game by the sound of a whistle.

9.1.5	The referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.
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Regulation 10 - Sign In Procedure

10.1.1	TFV competition games involve a recording of participants for each game.
10.1.2	Players must also sign in on the Team Sheet located at the sign in point.
10.1.3	Players must play 1/3 rd of total round games (4 games in a 12 round season) to be eligible for finals.
10.1.4	TFV accepts no responsibility for a game not being counted towards played games if a valid sign on isn't recorded.
10.1.5	If a player is not recorded as playing, they will be deemed to have not played in the game, with no avenue for appeal.
10.1.6	Upon registration as individuals, players will be entered into the TFV database and their names will appear on each sign on sheet in subsequent weeks.
10.1.7	Players must have registered online to play via My Sideline Register – MySideline
10.1.8	Any player filling in for the side must also register online. Failure to do so will result in the team's match being recorded as a forfeit.
10.1.9	Teams that have not had players register online will have their games recorded as a forfeit.
10.1.10	If both teams have players that are not registered, the game will be recorded as a double forfeit.

Regulation 11 - Score Cards

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 or delegate must agree with the score at the conclusion of the competition game. Team Captains/Delegates must sign the scorecards at the end of each match.
11.2.2	If a team captain disagrees with the score, they must lodge a protest in accordance with Regulation 12.

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.
11.3	Delays and Forfeits
11.3.1	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: • One touchdown is to be awarded for every two (1) minutes the team is unable to take the field (minimum of four (4) players) • 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.
11.3.2	If a team receives a forfeit, they will receive three (3) competition points (5-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 (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.
11.3.4	If a team is forced to forfeit a regular season round, it is the responsibility of the Team Contact to notify the TFFV Competitions Coordinator 24 hours prior to their scheduled match. If the team does not provide 24 hours' notice, a competition points deduction will be applied
11.3.5	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of TFFV, with no refund given for playing fees.
Regulation 12 - Protests	
12.1.1	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 the period prior to the conclusion of the final game of that same evening.
12.1.4	Protests may be lodged in relation to: • 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 deemed appropriate by TFV.
12.1.5	Incomplete protest forms, or a protest deemed frivolous by TFV at its discretion, will not be investigated.
12.1.6	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.
12.1.7	This review may involve TFV 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 TFV Disrupted Games Policy.

Regulation 13 - Competition Points

13.1.1	Game Points will be allocated as per the following table: <table> <tr> <td>WIN</td><td>3 Points</td></tr> <tr> <td>DRAW</td><td>2 Points</td></tr> <tr> <td>LOSS</td><td>1 Point</td></tr> <tr> <td>FORFEIT WIN</td><td>3 Points</td></tr> <tr> <td>FORFEIT LOSS</td><td>0 Points</td></tr> <tr> <td>BYE</td><td>3 Points</td></tr> </table>	WIN	3 Points	DRAW	2 Points	LOSS	1 Point	FORFEIT WIN	3 Points	FORFEIT LOSS	0 Points	BYE	3 Points
WIN	3 Points												
DRAW	2 Points												
LOSS	1 Point												
FORFEIT WIN	3 Points												
FORFEIT LOSS	0 Points												
BYE	3 Points												
13.1.2	In the event that teams are tied on points, the following criteria will be used to determine group stage finishing positions: - Difference (for and against) - Percentage - For Score - Against Score - Drop off – to be played immediately preceding any finals match.												

Regulation 14 - Discipline

14.1.1	Touch Football Victoria has adopted the TFA Disciplinary Regulations Manual. Please see this manual at www.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.
14.2.3	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, TFV does not guarantee a referee will be provided for each competition game.
14.2.6	During a competition game, a player may be disciplined by the referee if the referee believes: • 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	A referee may discipline a player by: • A warning. • A direction to the player to substitute (force sub). • A direction to the player to leave the field for 4 completed sets (Sin Bin). • A direction to the player to leave the field for the remainder of the competition game (sendoff).
14.3	Disciplinary Categories and Sanctions
14.3.1	Warning: • 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	Force Sub: • 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 a period of time in accordance with Regulation 14.3.3. • Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate
14.3.3	Sin Bin: • Regulation 13.3.3 operates in addition to TFA Playing Rule 17.3(a). • At the discretion of the referee, a player may be sent to the sin bin for any infringement of the Laws of the Game. • 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. • The player must remain mute during this time. • A team may not replace the player sent to the sin bin time with another player, and will play with one person less than they are entitled to at that time. • If a player is sent to the 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 to the sin bin.

	• A player sent for to the sin bin in three or more competition games during the competition will receive an automatic two-week suspension from all TFV competitions. • The team captain can be sent to the sin bin for infringements made by officials and spectators of the game. • Where the referee sends a player to the sin bin, they may complete a referee Incident report on the matter as appropriate.
14.3.4	Sent Off: • Regulation 13.3.4 operates in addition to TFA Playing Rule 17.3(b). • At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game. If a player is sent off: • 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). • 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 TFV 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	If a person is sent off under Regulation 13.3.4: 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 During the suspension period, the person will be ineligible to participate in: • Any other TFV competition. • Any TFA affiliated competition
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 TFV 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: Please refer to Regulation 8.2 in the TFA Disciplinary Regulations Manual.
14.5	Incident Reports
14.5.1	Please refer to Regulation 8.1 in the TFA Disciplinary Regulations Manual.
14.6	Breaches of Code of Conduct
14.6.1	If a person is considered to have breached the TFV Code of Conduct by TFV he/she may be: • Given a formal warning in writing by TFV • Reported to the TFV Disciplinary Tribunal.
14.7	Disciplinary Tribunal Hearing
14.7.1	Please refer to Regulation 7 of the TFA Disciplinary Regulations Manual.
14.8	Power of the Disciplinary Tribunal
14.8.1	Please refer to Regulation 3 and 16 in the TFA Disciplinary Regulations Manual.
14.9	Rights to Appeal
14.9.1	Please refer to Regulation 17 in the TFA Disciplinary Regulations Manual.
Regulation 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 TFV.
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 TFV 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 TFV to concern a serious breach of the TFV Code of Conduct may be referred to the TFV Disciplinary Tribunal immediately.

