

TOUCH FOOTBALL

UNIFORM

RULES & GUIDELINES

VERISION 5.0 | NOVEMBER 2025



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» 1.0 INTRODUCTION

Version 5.0 of the Uniform Rules and Guidelines provides a consolidated and accessible resource outlining uniform requirements, equipment standards, and the correct use of Touch Football intellectual property for individuals, teams, and entities across Australia.

This version recognises the team nature of the sport, where consistent uniforms support clarity, identity, and professionalism. As the game continues to grow nationally, these standards ensure teams present a unified appearance, uphold brand consistency, and meet modern expectations for safety, welfare, and performance. Updated considerations, such as clearer equipment and apparel requirements, further strengthen the sport's focus on participant wellbeing. The new guidelines also continue to encourage sun-safe options, promoting choices such as hats, long sleeves, and UV-protective fabrics wherever appropriate.

Touch Football's brand is a key asset, and consistent visual standards enhance professionalism, recognition, and the strength of our national identity. As custodians of the NRL Touch Football brand, jointly owned by Touch Football Australia (TFA) and the Australian Rugby League Commission (ARLC), it is essential that all intellectual property, including logos and brand elements, is used correctly and in line with strict licensing regulations. These guidelines support consistency across all levels of the game.

This page provides a general overview of the Uniform Rules and Guidelines, associated IP expectations and an overview of the changes in this version. Detailed apparel production and logo application requirements follow later in the document, alongside relevant imagery.

Updates under Version 5.0:

- Consolidation of TFA, Queensland Touch Association (QTF) and New South Wales Touch Association (NSWTA) uniform guidelines into a unified document.
- Revised requirements for the application of both TFA and relevant state logos.
- Introduction of minimum logo sizing alongside existing maximums across adult and youth uniforms to ensure consistent and professional presentation.
- Alignment of maximum logo sizes across adult playing apparel, including shirts and singlets.
- Increased maximum allowable sizing for playing numbers to support improved referee visibility and broadcast clarity.
- Expanded and clarified guidelines for sponsor placement.
- Greater emphasis on sun safety, reflected in updated apparel and equipment considerations.
- New guidance relating to headwear, compression garments, jewellery, and fingernail standards.



» 2.0 UNIFORM AND EQUIPMENT RULES

All uniforms and equipment used or worn by players must be appropriate for the game. The safety of all participants is the top priority. Players shall not wear or use any equipment that may cause injury to themselves or to other players. Referees are ultimately responsible for identifying any uniform or equipment breaches before play begins. Where the non-compliance presents a safety risk, the player will not be permitted to participate until the issue is rectified. Participants are encouraged to choose sun-safe uniform and apparel options where appropriate.

2.1 MATCH UNIFORMS

The match uniform of all team members shall consist of:

- Shirts or singlets of the same design (skin tight, long-sleeved shirts of the same design are also permitted for sun safety)
- Shorts or short tights of the same design
- Socks of the same colour and design (noting that the following sock types are permissible - no-show, ankle, crew, knee-length)
- Cap or visor of the same design (optional but encouraged for sun safety)

2.2 PLAYING NUMBERS

Each team member shall wear a shirt or singlet numbered on the back with plain numbers, of a colour clearly contrasting with the colour of the shirt.

- The numbers shall be clearly visible (each number must be at least 20cm high and 2cm wide)
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

2.3 FOOTWEAR

Players and coaches must wear appropriate footwear at all times when in the field of play or the sub box.

The following is permitted:

- Sneakers/runners
- Boots with plastic studs (firm-ground/moulds)

The following is not permitted:

- Boots with metal studs or attachments (soft-ground)
- Open-toed footwear (including sandals, thongs, flip flops, Crocs)



» 2.0 UNIFORM AND EQUIPMENT RULES

2.4 MEDICAL

The following are permitted:

- Knee, wrist, elbow, or ankle braces that do not have protruding metal or sharp elements
- Non-coloured transparent mouth guard (if medically required)
- Taping of arms, shoulders, legs, etc.

2.5 HEADWEAR AND HAIR ACCESSORIES

- Caps and visors are also encouraged but must be secure (with a fastening mechanism) and free of hard or dangling elements. Hats or headwear that are not secure, or require fastening with loose straps or cords (e.g. chin strap) are not permitted.
- Protective soft-shell headgear designed and manufactured as sport-issued products - it shall not cover any part of the face entirely or partially (eyes, nose, lips, etc.) and shall not have opening/closing elements around the face and/or neck, nor any parts protruding from its surface.
- Head scarves or religious coverings made of soft fabric may be worn, provided they are held in place securely and safely.
- Players are permitted to wear hair accessories made from soft, pliable, non-abrasive materials (such as fabric headbands, ribbons, elastic hair ties and scrunchies)
- Bobby pins or snap clips may be worn to secure hair, provided they do not create sharp or exposed edges.
- Large metal or rigid clips, barrettes or decorative accessories are not permitted, as they pose a risk of injury to other participants.



2.6 JEWELLERY

- All items such as rings, bracelets, anklets, watches, necklaces, earrings or body piercings must be removed before a player takes the field.
- If a player cannot remove a piece of jewellery for medical reasons, it must be covered with a protective material, such as tape, in a manner that prevents injury to any participant.

» 2.0 UNIFORM AND EQUIPMENT RULES

2.7 COMPRESSION / UNDERGARMENTS

Players may wear compression garments or sun-safe undergarments beneath their playing uniform, provided they meet the following specifications:

- All compression items must be black, white, or the team's dominant colour, and where multiple players on the same team wear them, those garments must be of the same colour.
- Large non-tonal branding or logos must not appear outside the playing uniform.
- Loose-fitting items not specifically designed as compression wear are not permitted.
- Acceptable garments include compression shorts, compression socks, calf sleeves, full-length tights, short-sleeve or long-sleeve compression tops, and arm sleeves.



» 2.0 UNIFORM AND EQUIPMENT RULES

2.8 EYEWEAR

Players who require clear prescription glasses to see safely are permitted to wear them, provided they meet the following safety conditions and do not pose a danger to themselves or others.

Safety conditions:

- Clear lenses (not polarised sunglasses).
- Shatter-proof lenses only (polycarbonate preferred).
- Sports-style frames or frames that are flexible and do not break easily.
- No loose or protruding metal components.
- Secure fit—must not fall off during play (include a sports strap to keep glasses tight on the head).

If a player requires sunglasses for medical or sensory reasons, they may request approval from the event manager or head referee to wear sports-grade sunglasses that meet the above safety conditions.

2.9 FINGERNAILS

- Fingernails (natural or acrylic) must not extend beyond the finger tip to prevent abrasions or injury to themselves or another player.
- If fingernails extend beyond the fingertip, they must be trimmed before taking the field or individually covered by medical tape.

Fingernails can be seen extending beyond the tips of the fingers



No fingernails can be seen extending beyond the tips of the fingers



» 3.0 APPAREL GUIDELINES

NRL Touch Football is the trading name of Touch Football Australia (TFA), the governing body of Touch Football in Australia. The suite of TFA logos (NRL Touch Football brand) is co-owned by TFA and the Australian Rugby League Commission (ARLC). All TFA/ARLC intellectual property, including logos, is subject to strict licensing regulations, and any unauthorised use is strictly prohibited.

These Uniform Rules and Guidelines have been developed to ensure a consistent and standardised approach to all Touch Football and affiliated entity team uniforms and apparel orders. They serve to protect and enhance the integrity of our brand by providing clear direction and education for teams, approved apparel licensee sales representatives, and designers. They aim to minimise production errors and support the creation of professional, high-quality apparel that reflects the standards of our sport.

The guidelines must be reviewed and adhered to for every uniform order. Any variations from the prescribed standards must be approved in writing by an authorised representative of the sport prior to production. It is the responsibility of designers/manufacturers to ensure compliance with these guidelines.

Compliance with these Uniform Guidelines is mandatory for all teams competing at National and State Events.

SECTION 3.1 - PLAYING UNIFORMS

Are uniforms worn when on-field competing in a competition against another team, and include the following:

- Shirts or singlets,
- Shorts or short tights
- Socks
- Approved headwear

It is mandatory for playing uniforms to have both the TFA and the Relevant State Logo applied per these guidelines.

SECTION 3.4 - NON-PLAYING UNIFORMS

Are apparel and equipment worn when not competing in a competition, and include but are not limited to:

- Training shirts or singlets
- Training shorts or short tights
- Off-field apparel: polo, hoodie/crew, jacket, track pants, shorts, tights, vest, etc.
- Headwear: caps, visors, bucket hats, beanies, wide-brim hats)
- Socks

TFA and the State do not mandate non-playing uniforms to have either the TFA or the Relevant State Logo applied to non-playing uniforms (training and off-field uniforms).

Please note individual Regions, Affiliates, or Entities may have their own requirements for these logos to be included.

If you choose to or are required to apply these logos, then you must follow the guidelines outlined in the following pages.

Logo measurements listed herein are the sizes permitted per garment. They can be resized to fit, provided they do not exceed the maximum or minimum measurement (where provided). It is the responsibility of the manufacturer to ensure compliance with these guidelines. Non-compliance may result in disciplinary action.



3.1 PLAYING UNIFORM - LOGO POSITIONING

The following on-field playing uniform guidelines are the authorised design specifications for all uniforms (e.g., senior, junior, etc.) featuring TFA, QTF, and/or NSWTA intellectual property (logos) and must be adhered to at all times.

For the front of jersey and back of jersey sponsor placements, multiple logos can be placed within the relevant yellow box area, provided each logo meets the required isolation space, and does not exceed the maximum sizing of the area.

Playing Shirt

Front View

Back View



Playing Singlet

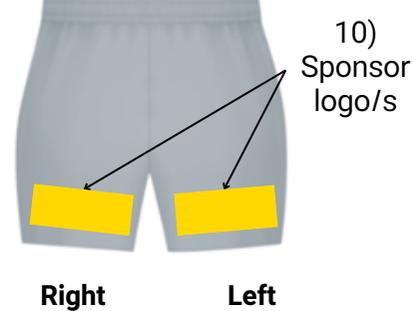
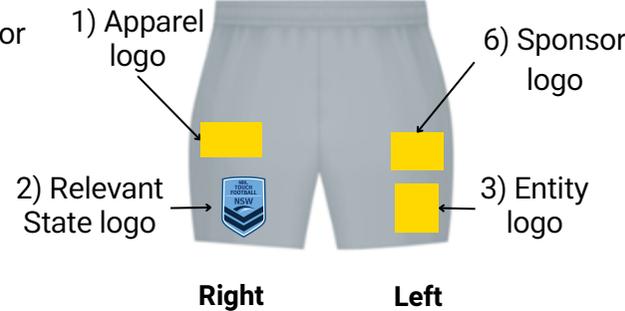
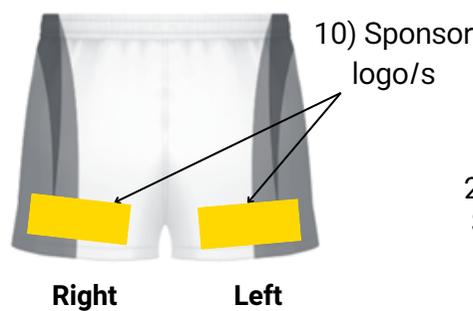
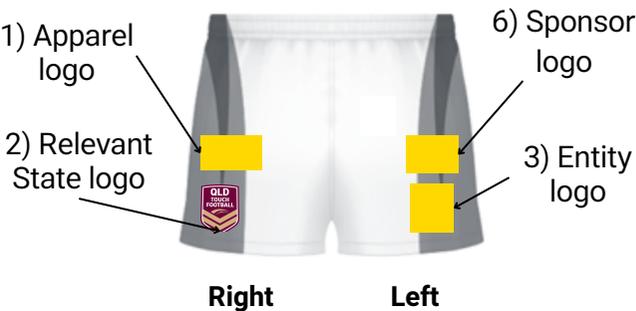
Front View

Back View



Playing Short

Playing Tight

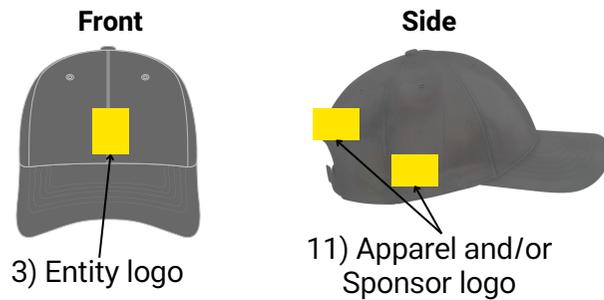


3.1 PLAYING UNIFORM - LOGO POSITIONING

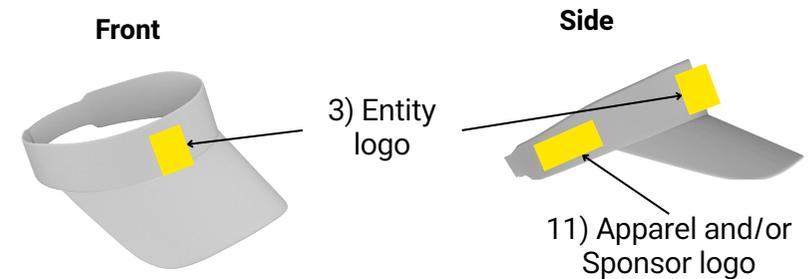
The following on-field playing uniform guidelines are the authorised design specifications for all uniforms (e.g., senior, junior, etc.) featuring TFA, QTF, and/or NSWTA intellectual property (logos) and must be adhered to at all times.

Participants are strongly encouraged to follow sun safety precautions, including the use of approved headwear. Only headwear that complies with these guidelines and matches the team's uniform design may be worn at events. All players in a team must wear the same design, with a mix of hats and visors permitted provided the colours and design are consistent across the group.

Cap



Visor



Socks

Logos on socks are optional. Apparel and/or entity logos (or wording) can be applied above or below the shoe line and to any part of the sock. The application of logos (if used) must be mirrored on the left and right sock.

- 11) Entity logo
- 12) Apparel logo



» 3.2 PLAYING UNIFORM - LOGO SIZING (ADULT)

LOGO DESIGNATION	PLACEMENT	MAX (MM)	MIN (MM)
FRONT SPECIFICATIONS			
1) Apparel logo	Shirt, Singlet - Centre Chest Short, Tight - Right leg	60 H x 60 W	-
2) Relevant State logo (Mandatory)	Shirt, Singlet - Right Chest Short, Tight - Bottom Right Leg	88 H x 65 W	66 H x 48.75 W
3) Entity logo	Shirt, Singlet - Left Chest Short, Tight - Bottom Left Leg Cap, Visor - Front Centre Sock - Anywhere	88 H x 88 H	-
4) Sleeve Sponsor	Shirt - Sleeve Left and/or Right	140 H x 140 W	-
5) Front of Jersey Sponsor or Entity Design*	Shirt, Singlet - Centre/Lower	200 H x 300 W	-
6) Sponsor logo	Short, Tight - Left Leg Above 3) Entity Logo	88 H x 88 H	-
BACK SPECIFICATIONS			
7) NRLTF logo (Mandatory)	Shirt, Singlet - Top Above 9) Playing Number	88 H x 65 W	66 H x 48.75 W
8) Sponsor logo	Shirt, Singlet - Middle/Bottom	150 H x 300 W	-
9) Playing Number (Mandatory)	Shirt, Singlet - Upper Centre	240 H x 260 W	200 H x 220 W
10) Sponsor logo	Short, Tight - Bottom Leg (Left and/or Right)	70 H x 120 W	-
OTHER SPECIFICATIONS			
11) Apparel and/or Sponsor logo	Cap, Visor - Back centre, L Side, R Side Sock - Anywhere	40 H x 70 W	-



» 3.3 PLAYING UNIFORM - LOGO SIZING (YOUTH)

LOGO DESIGNATION	PLACEMENT	MAX (MM)	MIN (MM)
FRONT SPECIFICATIONS			
1) Apparel logo	Shirt, Singlet - Centre Chest Short, Tight - Right leg	54 H x 54 H	-
2) Relevant State logo (Mandatory)	Shirt, Singlet - Right Chest Short, Tight - Bottom Right Leg	80 H x 58.5 W	66 H x 48.5 W
3) Entity logo	Shirt, Singlet - Left Chest Short, Tight - Bottom Left Leg Cap, Visor - Front Centre Sock - Anywhere	80 H x 80 H	-
4) Sleeve Sponsor	Shirt - Sleeve Left and/or Right	125 H x 125 W	-
5) Front of Jersey Sponsor or Entity Design*	Shirt, Singlet - Centre/Lower	180 H x 270 W	-
6) Sponsor logo	Short, Tight - Left Leg Above 3) Entity Logo	80 H x 80 H	-
BACK SPECIFICATIONS			
7) NRLTF logo (Mandatory)	Shirt, Singlet - Top Above 9) Playing Number	80 H x 58.5 W	66 H x 48.5 W
8) Sponsor logo	Shirt, Singlet - Middle/Bottom	135 H x 270 W	-
9) Playing Number (Mandatory)	Shirt, Singlet - Upper Centre	216 H x 144 W	180 H x 195 W
10) Sponsor logo	Short, Tight - Bottom Leg (Left and/or Right)	63 H x 108 W	-
OTHER SPECIFICATIONS			
11) Apparel and/or Sponsor logo	Cap, Visor - Back centre, L Side, R Side Sock - Anywhere	75 H x 55.5 W	-



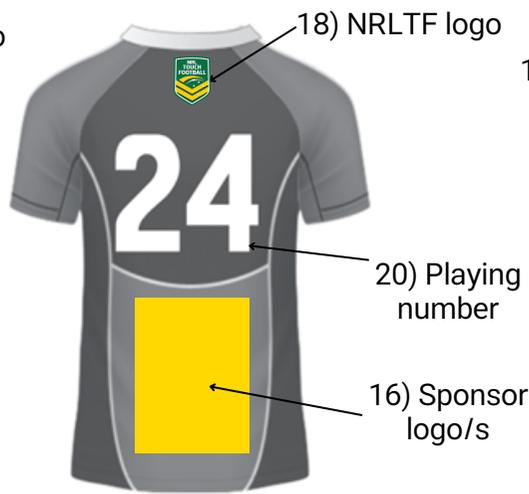
3.4 TRAINING UNIFORM - LOGO POSITIONING

The following training and off-field uniform guidelines are the authorised design specifications for ALL uniforms (e.g., senior, junior, etc.) featuring TFA, QTF, and/or NSWTA intellectual property (logos) and must be adhered to at all times. **If you choose not to use TFA or the Relevant State Logo, then these guidelines do not apply.**

Training Shirt

Front View

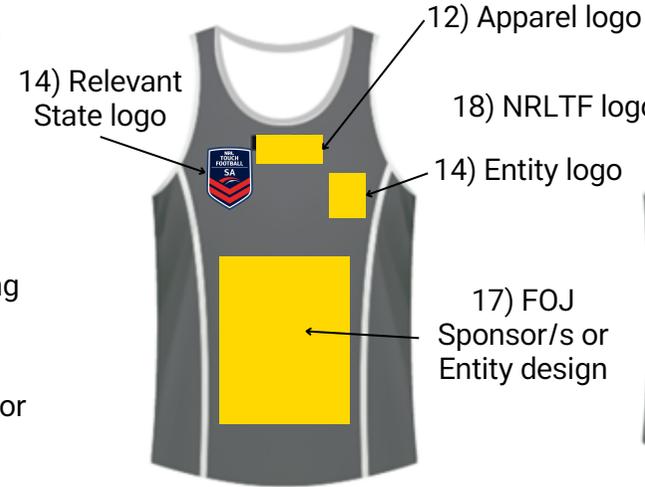
Back View



Training Singlet

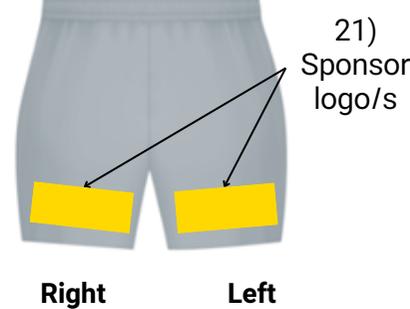
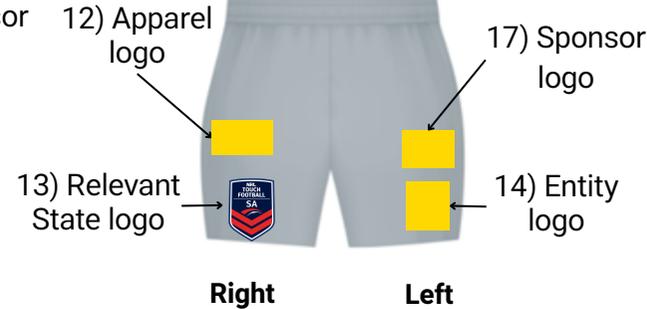
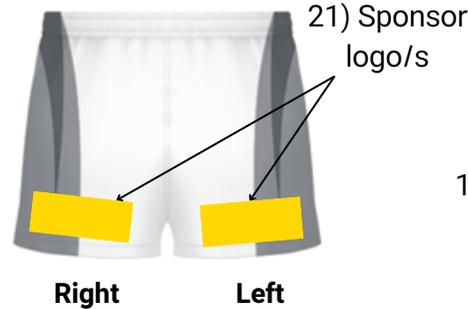
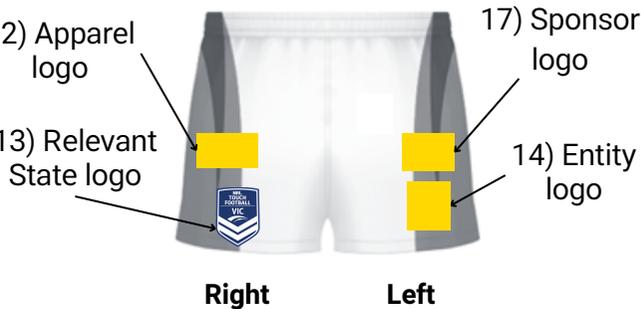
Front View

Back View



Training Short

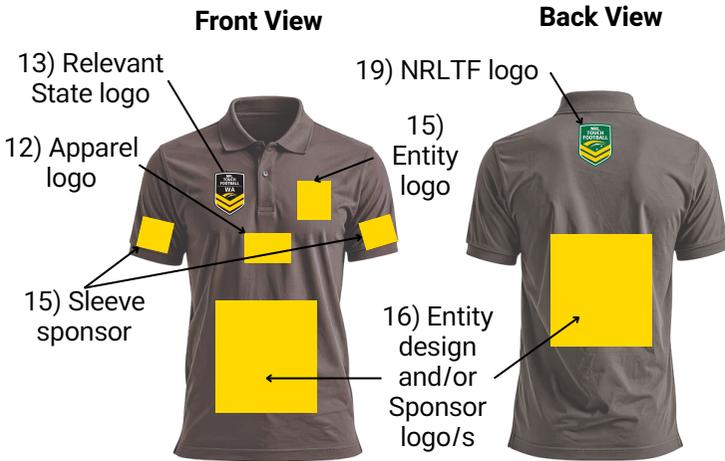
Training Tight



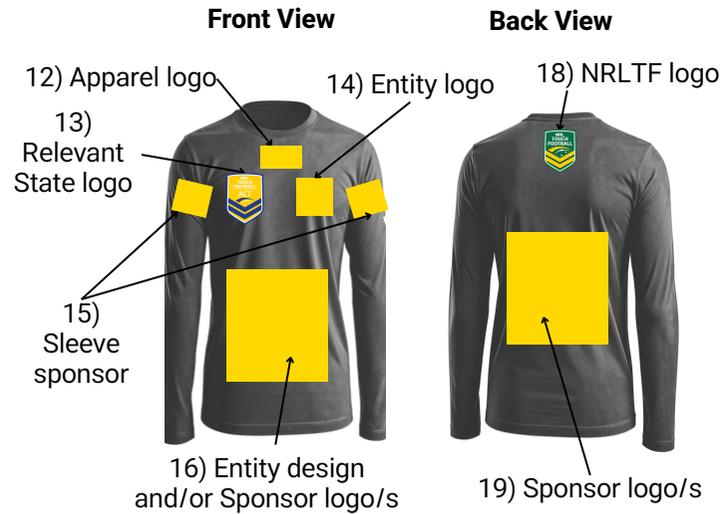
3.4 NON-PLAYING UNIFORM - LOGO POSITIONING

The following training and off-field uniform guidelines are the authorised design specifications for ALL uniforms (e.g., senior, junior, etc.) featuring TFA, QTF, and/or NSWTA intellectual property (logos) and must be adhered to at all times. **If you choose not to use TFA or the Relevant State Logo, then these guidelines do not apply.**

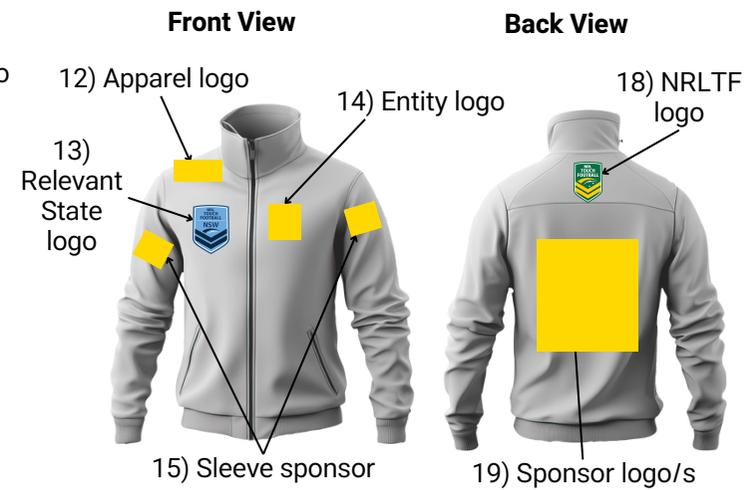
Polo or Shirt



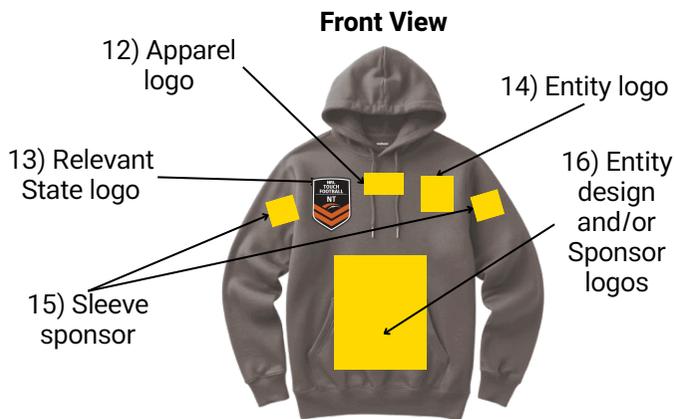
Long Sleeve Shirt or Polo



Jacket



Hoody or Crew



Vest



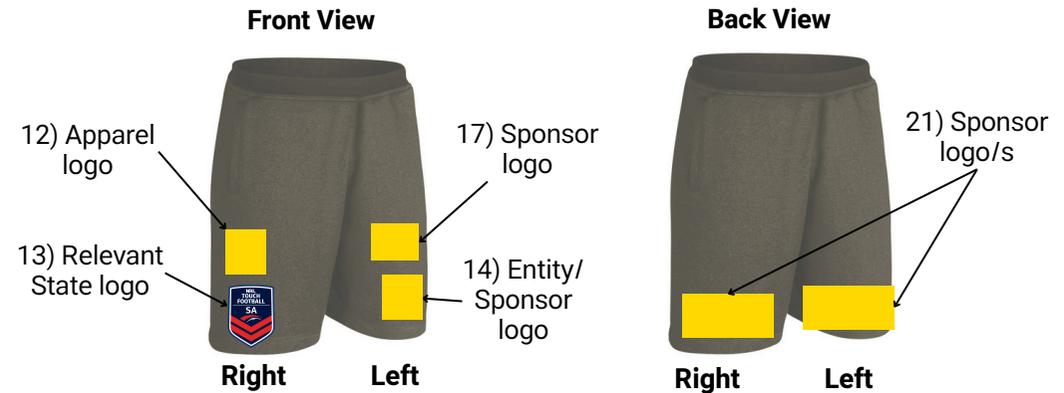
3.4 NON-PLAYING UNIFORM - LOGO POSITIONING

The following training and off-field uniform guidelines are the authorised design specifications for ALL uniforms (e.g., senior, junior, etc.) featuring TFA, QTF, and/or NSWTA intellectual property (logos) and must be adhered to at all times. **If you choose not to use TFA or the Relevant State Logo, then these guidelines do not apply.**

Tracksuit Pants



Off-Field Shorts

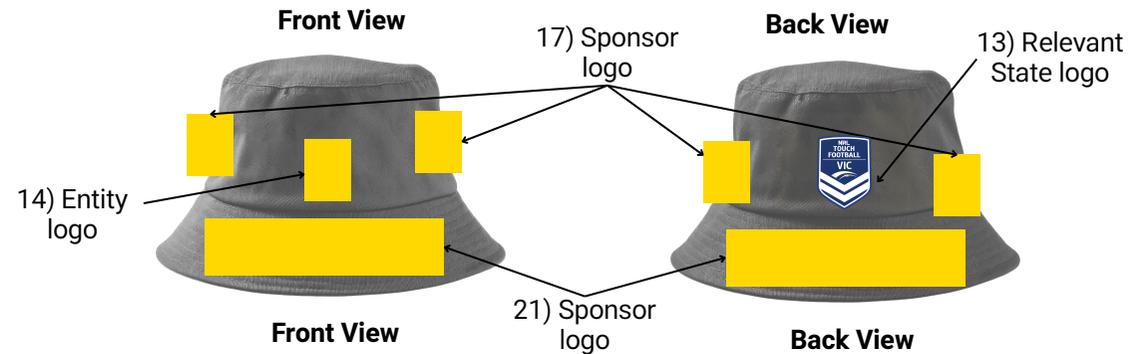


Headwear

The bucket hat pictured is used as an example. This applies to all other headwear, caps, visors, beanies, wide-brim hats, etc.

If you apply the Relevant State logo, we recommend that it be applied at the rear of the item, with the entity logo placed at the front centre. Sponsor logos can be applied anywhere else on the item, provided that it does not exceed maximum sizing and adhere to the isolation area around Logos.

Bucket Hat



» 3.5 NON-PLAYING UNIFORM - LOGO SIZING (ADULT)

LOGO DESIGNATION	PLACEMENT	MAX (MM)	MIN (MM)
FRONT SPECIFICATIONS			
12) Apparel logo	Shirt, Singlet, Polo, Long-sleeve, Hoody - Centre Chest Short, Tight, Track pant - Right leg Jacket, Vest - Right Chest Above 13) Relevant State Logo	60 H x 60 W	-
13) Relevant State logo	Shirt, Singlet, Polo, Long-sleeve, Hoody, Jacket, Vest - Right Chest Short, Tight - Bottom Right Leg	88 H x 65 W	66 H x 48.75 W
14) Entity Logo	Shirt, Singlet, Polo, Jumper, Jacket - Left Chest Short, Tight - Bottom Left Leg Track pants - Upper Thigh Left Leg	88 H x 88 H	-
15) Sleeve Sponsor	Shirt, Polo, Long-sleeve, Hoody, Jacket - Sleeve Left and/or Right	140 H x 140 W	-
16) Front of Jersey Sponsor or Entity Design	Shirt, Singlet, Polo, Long-sleeve, Hoody - Centre/Lower	200 H x 300 W	-
17) Sponsor logo	Short, Tight - Left Leg Above 14) Entity Logo Track pants - Left Leg Below 14) Entity Logo Vest - Left Chest Above 14) Entity Logo	88 H x 88 H	-
BACK SPECIFICATIONS			
18) NRLTF logo	Shirt, Singlet, Polo, Long-sleeve, Jacket, Vest - Top Centre	88 H x 65 W	66 H x 48.75 W
19) Sponsor logo	Shirt, Singlet, Polo, Long-sleeve, Hoody, Jacket, Vest - Middle/Bottom	150 H x 300 W	-
20) Playing Number	Shirt, Singlet - Upper Centre	240 H x 260 W	200 H x 220 W
21) Sponsor logo	Short, Tight - Bottom Leg (Left and/or Right) Track pant - Left or Right Leg Headwear - Back, Left or Right	70 H x 120 W	-



» 3.6 NON-PLAYING UNIFORM - LOGO SIZING (YOUTH)

LOGO DESIGNATION	PLACEMENT	MAX (MM)	MIN (MM)
FRONT SPECIFICATIONS			
12) Apparel logo	Shirt, Singlet, Polo, Long-sleeve, Hoody - Centre Chest Short, Tight, Track pant - Right leg Jacket, Vest - Right Chest Above 13) Relevant State Logo	54 H x 54 H	-
13) Relevant State logo	Shirt, Singlet, Polo, Long-sleeve, Hoody, Jacket, Vest - Right Chest Short, Tight - Bottom Right Leg	80 H x 58.5 W	66 H x 48.5 W
14) Entity Logo	Shirt, Singlet, Polo, Jumper, Jacket - Left Chest Short, Tight - Bottom Left Leg Track pants - Upper Thigh Left Leg	80 H x 80 H	-
15) Sleeve Sponsor	Shirt, Polo, Long-sleeve, Hoody, Jacket - Sleeve Left and/or Right	125 H x 125 W	-
16) Front of Jersey Sponsor or Entity Design	Shirt, Singlet, Polo, Long-sleeve, Hoody - Centre/Lower	180 H x 270 W	-
17) Sponsor logo	Short, Tight - Left Leg Above 14) Entity Logo Track pants - Left Leg Below 14) Entity Logo Vest - Left Chest Above 14) Entity Logo	80 H x 80 H	-
BACK SPECIFICATIONS			
18) NRLTF logo	Shirt, Singlet, Polo, Long-sleeve, Jacket, Vest - Top Centre	80 H x 58.5 W	66 H x 48.5 W
19) Sponsor logo	Shirt, Singlet, Polo, Long-sleeve, Hoody, Jacket, Vest - Middle/Bottom	135 H x 270 W	-
20) Playing Number	Shirt, Singlet - Upper Centre	216 H x 144 W	180 H x 195 W
21) Sponsor logo	Short, Tight - Bottom Leg (Left and/or Right) Track pant - Left or Right Leg Headwear - Back, Left or Right	63 H x 108 W	-



» 4.1 LOGO APPLICATION - ISOLATION AREA, MINIMUM SIZE AND APPLICATION

The following logo application is required for all logos. While the example shown uses the TFA logo, these requirements apply to all logos, including QTF, NSWTA and all TFA alliance state branding. The following requirements must be consistently followed for every application

Isolation Area

The isolation area is indicated by the grey area equal to 1.5 x the height of the chevrons. It is the least amount of clear space that should be maintained around the logo. It should be kept clear of any other type, graphic and/or photographic elements.



Minimum Size

To ensure quality and legible reproduction, the logo must not be reproduced smaller than the specified minimum size.



Application

Preferred application of all logos by garment format:

- Playing Tops–Sublimated
- Playing Shorts–Sublimated
- Polo Shirts–Sublimated or Cut & Sew (Embroidery)
- Jumpers–Cut and Sew (Embroidery)
- Jackets–Sublimated or Cut & Sew (Embroidery)
- Tracksuit Pants –Cut & Sew (Embroidery)
- Off-Field Shorts–Sublimated or Cut & Sew (Embroidery)
- Caps–Heat Seal or Embroidery
- Bags–eHeat Seal or Embroidery

For most uniforms, standard print files are applicable.

A suite of logos has been provided to allow the flexibility to create optimal design and reproduction depending on the application. There are positive and negative artwork files. Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

NOTE: Logos in the visual guidelines are not shown at scale.



» 4.2 NRLTF LOGO - COLOUR PALETTE

A suite of logos has been provided to allow the flexibility to create optimal design and reproduction depending on the application. There are positive and negative artwork files. Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Logo Colour Palette:

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour.



White
C 0 M 0 Y 0 K 0
R 255 G 255 B 255
#ffffff



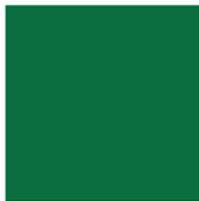
108C
C 0 M 5 Y 98 K 0
R 255 G 230 B 0
#ffe600



Red
C 0 M 100 Y 100 K 0
R 217 G 43 B 39
#10312b



560C
C 79 M 30 Y 63 K 80
R 30 G 60 B 53
#1d3c34



7733C
C 89 M 0 Y 91 K 43
R 0 G 171 B 89
#007041

Flat colour
Pos



Neg



Single colour
Black



White



Embroidery



NOTE: Logos in the visual guidelines are not shown at scale.



4.3 QTF LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour
Coated Pos



216 CP	CMYK 32-98-61-26	HTML 8C1D40
White	CMYK 0-0-0-0	HTML FFFFFFFF
4022 CP	CMYK 19-31-35-0	HTML D1AD7F

Flat colour



Single colour

Black



White



Embroidery



Flat/Spot Colour
Coated Neg



216 CP	CMYK 32-98-61-26	HTML 8C1D40
White	CMYK 0-0-0-0	HTML FFFFFFFF
4022 CP	CMYK 19-31-35-0	HTML D1AD7F

Single Colour

Pos



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF

Neg



NOTE: Logos in the visual guidelines are not shown at scale.



4.4 NSWTA LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour
Coated Pos



292 CP	CMYK 54-22-0-0	HTML 6DABE4
White	CMYK 0-0-0-0	HTML FFFFFFFF
286 CP	CMYK 100-88-28-14	HTML 043673
282 CP	CMYK 100-83-45-48	HTML 0A2744
282 CP	CMYK 100-83-45-48	HTML 0A2744

Flat colour



Single colour

Black



White



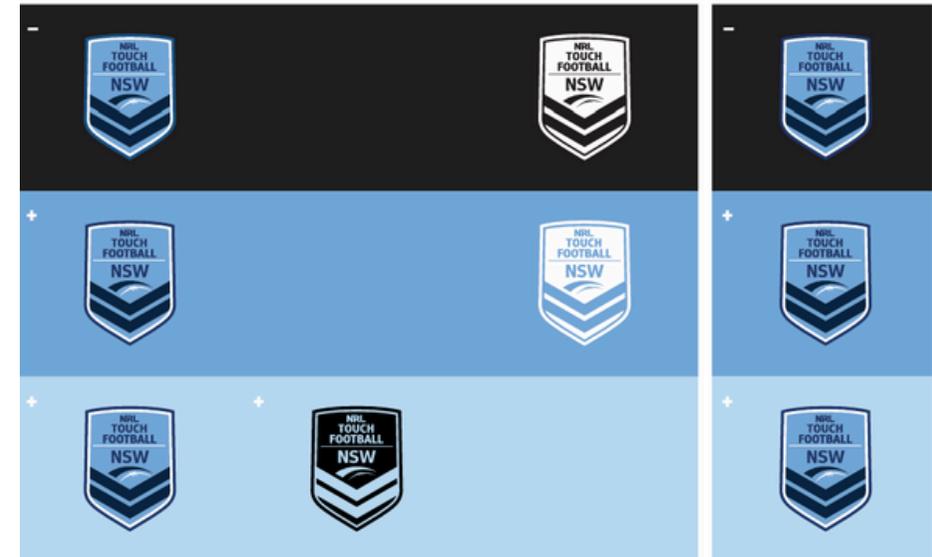
Embroidery



Flat/Spot Colour
Coated Neg



292 CP	CMYK 54-22-0-0	HTML 6DABE4
White	CMYK 0-0-0-0	HTML FFFFFFFF
286 CP	CMYK 100-88-28-14	HTML 043673
282 CP	CMYK 100-83-45-48	HTML 0A2744
2728 CP	CMYK 96-71-20-5	HTML 13558C



Single Colour

Pos



Neg

Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF



NOTE: Logos in the visual guidelines are not shown at scale.



4.5 ACT LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour

Coated Pos



2728 CP	CMYK 100-88-10-0	HTML 22408F
109 CP	CMYK 0-18-100-0	HTML FFCE00
White	CMYK 0-0-0-0	HTML FFFFFFFF
2728 C P	CMYK 100-88-10-0	HTML 22408F

Flat/Spot Colour

Coated Neg



2728 CP	CMYK 100-88-10-0	HTML 22408F
109 CP	CMYK 0-18-100-0	HTML FFCE00
White	CMYK 0-0-0-0	HTML FFFFFFFF
2728 C P	CMYK 100-88-10-0	HTML 22408F

Single Colour

Pos



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF

Neg



Flat colour



Single colour

Black



White



Embroidery



NOTE: Logos in the visual guidelines are not shown at scale.



4.6 VIC LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour
Coated Pos



2146 CP	CMYK 100-90-28-14	HTML 23366F
White	CMYK 0-0-0-0	HTML FFFFFFFF
2146 CP	CMYK 100-90-28-14	HTML 23366F

Flat colour



Single colour

Black



White



Embroidery



Flat/Spot Colour
Coated Neg



2146 CP	CMYK 100-90-28-14	HTML 23366F
White	CMYK 0-0-0-0	HTML FFFFFFFF
2136 CP	CMYK 96-84-20-6	HTML 2B4482

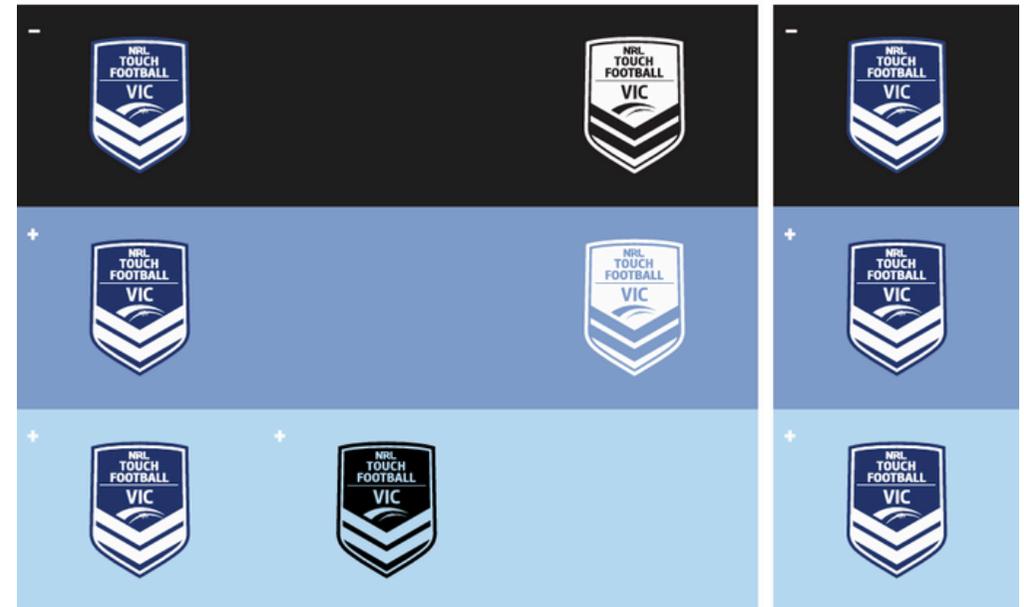
Single Colour

Pos



Neg

Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF



NOTE: Logos in the visual guidelines are not shown at scale.



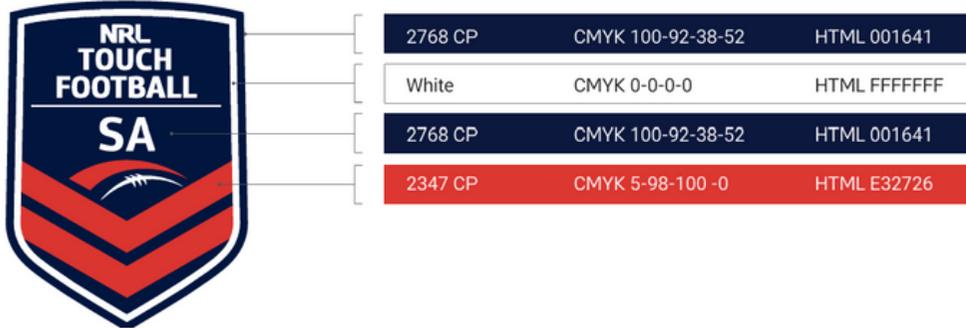
4.7 SA LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour

Coated Pos



Flat colour



Single colour

Black



White

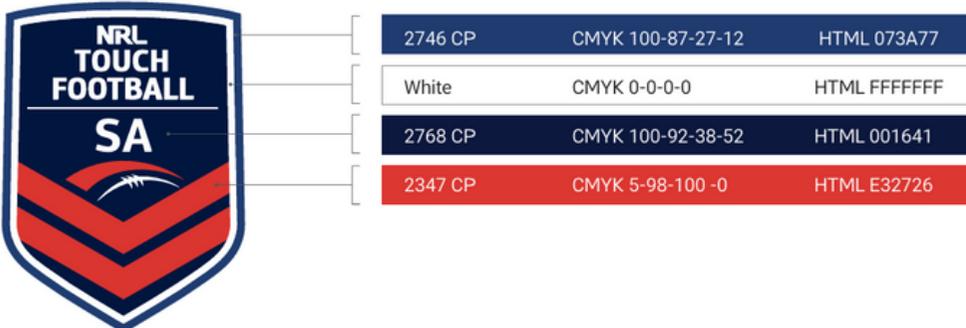


Embroidery



Flat/Spot Colour

Coated Neg



Single Colour

Pos



Neg



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF



NOTE: Logos in the visual guidelines are not shown at scale.



4.8 TAS LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour

Coated Pos



532 CP	CMYK 70-67-64 -74	HTML 231F20
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74	HTML 231F20
2271 CP	CMYK 100-21-8 6-7	HTML 008656

Flat colour



Single colour

Black



White



Embroidery



Flat/Spot Colour

Coated Neg



296 CP	CMYK 68-65-62 -60	HTML 333031
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74	HTML 231F20
2271 CP	CMYK 100-21-8 6-7	HTML 008656



Single Colour

Pos



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF

Neg



NOTE: Logos in the visual guidelines are not shown at scale.



4.9 WA LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour Coated Pos



532 CP	CMYK 70-67-64 -74 H	TML 231F20
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74 H	TML 231F20
109 CP	CMYK 0-18-100 -0	HTML FFCF01

Flat colour



Single colour

Black



White



Embroidery



Flat/Spot Colour Coated Neg



433 CP	CMYK 68-62-60 -50	HTML 3D3C3C
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74 H	TML 231F20
109 CP	CMYK 0-18-100 -0	HTML FFCF01



Single Colour

Pos



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF

Neg



NOTE: Logos in the visual guidelines are not shown at scale.



4.10 NT LOGO - COLOUR PALETTE

Ensure the logo colours are accurately reproduced at all times. Make sure that the correct logo is used for each production technique or background colour. Flat (spot) versions are made with Pantone C, which are only to be used in solid ink/thread reproductions.

Positive is for light backgrounds and features a darker border. Negative is for dark backgrounds and features a lighter border. The border should always contrast.

Flat/Spot Colour

Coated Pos



532 CP	CMYK 70-67-64 -74 H	TML 231F20
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74 H	TML 231F20
173 CP	CMYK 13-75-10 0-3	HTML D35E13

Flat colour



Single colour

Black



White



Embroidery



Flat/Spot Colour

Coated Neg



433 CP	CMYK 68-62-60 -50	HTML 3D3C3C
White	CMYK 0-0-0-0	HTML FFFFFFFF
532 CP	CMYK 70-67-64 -74	HTML 231F20
173 CP	CMYK 13-75-10 0-3	HTML D35E13

Single Colour

Pos



Black	CMYK 0-0-0-100	HTML 000000
White	CMYK 0-0-0-0	HTML FFFFFFFF

Neg



NOTE: Logos in the visual guidelines are not shown at scale.



» 5. NATIONAL AND STATE LICENSING PROGRAMS

Touch Football Australia (TFA) has sub-licensed the use of the New South Wales Touch Association (NSWTA) and Queensland Touch Football (QTF) logos to NSWTA and QTF, respectively.

TFA and QTF now operate a joint apparel licensing program. NSWTA continues to operate a separate licensing program, however, the intention is for NSWTA to transition into the combined TFA & QTF program upon the expiry of their current agreement in 2028.

As of 1 March 2025, there will be two apparel licensing programs:

1. TFA and QTF Apparel Licensing Program
2. NSWTA Apparel Licensing Program

A license under the TFA & QTF program does not grant permission to use NSWTA intellectual property, and vice versa. Each program governs its own logo use, approvals, and authorised suppliers. The updated licensing framework has been introduced to streamline uniform processes, improve brand consistency, and ensure stronger quality control across uniforms used at major events.

Under the TFA & QTF Apparel Licensing Program, licensed suppliers are authorised to use TFA and QTF intellectual property on affiliate and regional uniforms. From the effective dates below, all new uniforms must comply with Version 5.0 of the Uniform Rules & Guidelines and be produced by an approved supplier.

Teams, affiliates, and regions attending major state and national events are required to display the TFA logo, along with their relevant state logo, on any new uniforms purchased from 21 November 2025. This applies to participation in:

- QTF State Cup / NSWTA State Cup / State Cup (or equivalent)
- QTF Junior State Cup / NSWTA Junior State Cup / Junior State Cup (or equivalent)
- DoorDash National Youth Championship
- The Championships (NTL)
- Any future national representative competition or event

These requirements ensure consistent brand presentation and alignment with national uniform and licensing standards across all major tournaments.

For further information on how the apparel licensing programs and updated guidelines affect you, please see the below flowcharts.

[How does the new program affect me?](#)

[My team, affiliate or region is based in NSW, how do the new guidelines affect me?](#)



Touch Football

UNIFORM RULES AND GUIDELINES

Version 5.0 | November 2025



Material Title: Touch Football Uniform Rules and Guidelines

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Material Developed by (Author):

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