TOUCH FOOTBALL TASMANIA

Tasmania State Cup 2026

14 – 15 February 2026 | Prospect Vale Park, Prospect

Competition Guidelines V1 | November 2025

Important Dates:

Date	Item
8 December 2025	Team Nominations Open
12 January 2026	Team Nominations Due – Individual Player Registrations Open
19 January 2026	Draft Draw Released
19 January 2026	Final Referee Nominations Due
28 January 2026	Affiliate Feedback on Draft Draw
28 January 2026	Teams Advise TFT of Development Player EOIs
4 February 2026	Individual Online Registration and Payment Must Be Completed
4 February 2026	Development Player Allocation
6 February 2026	Draw Released
14 – 15 February 2026	Event

Introduction:

Touch Football Tasmania (TFT) are proud to present the 2026 State Cup tournament in a combined format with the Junior and Senior Divisions held on the same weekend. This will create an exciting atmosphere across the weekend of February 14 to 15 with plenty of action throughout both days of the carnival.

Participants will be representing their Affiliates and battling it for their respective age-division State titles and competing for the overall Tasmanian State Cup Champion.

This document is for coaches and managers of teams, Affiliate representatives, referees, players, and parents. It will be updated and distributed regularly throughout the lead-up to the event.

A – Administrative Requirements:

1. **Tournament Venue and Dates**

The venue will be: Prospect Vale Park, 2 Harley Parade, Prospect Vale, Tasmania 7250.

The date of the competition will be Saturday, 14 February to Sunday, 15 February 2026.

2. **Team Eligibility**

Teams representing any TFT Affiliate (Launceston, Devonport, Hobart, Burnie).

All participants of the TFT State Cup must be full financial members of Touch Football Australia (TFA) and financial by Friday, 6 February 2026 and abide by the laws and by-laws of TFT and TFA. This includes players and officials (both team and referees), their current Affiliate, Region, or State.

Teams will be representing their Affiliates, as such Affiliates must have their current season's Certificate of Currency which must be validated and confirmed.

3. **Player Eligibility**

All participating members must be registered in an Affiliate (or club/team, in the case of an invitational team), and must have played a minimum of 3 rounds with that Affiliate in the Touch calendar year (2025/26 Season) prior to the commencement of State Cup (a round may consist of various divisions, i.e. Mixed, Men's and/or Women's, Boys and/or Girls Junior, but shall still only be considered one round).

Participants who are not financial will be known as 'un-financial' and as such will be unregistered participants. If the team plays with an 'un-financial' member the team will be disqualified.

It is the responsibility of each Affiliate or team being represented to ensure that all their players and officials are registered and financial members of their Affiliate. Players may register for one division only.

A team found playing an unregistered player will be disqualified.

4. Divisions

Division	Age Restriction
Boys 18 Years & Under	Born in or after 2008
Girls 18 Years & Under	Born in or after 2008
Boys 16 Years & Under	Born in or after 2010
Girls 16 Years & Under	Born in or after 2010
Boys 14 Years & Under	Born in or after 2012
Girls 14 Years & Under	Born in or after 2012
Boys 12 Years & Under	Born in or after 2014
Girls 12 Years & Under	Born in or after 2014
Mixed 10 Years & Under	Born in or after 2016

Division	Age Restriction
Men's Open	Born in or before 2010
Women's Open	Born in or before 2010
Mixed Open	Born in or before 2010
Men's 30's	Born in or before 1995
Women's 30s	Born in or before 1995
Men's 40s	Born in or before 1985
Women's 40s	Born in or before 1985

Only male players may nominate for male divisions. Only female players may nominate for female divisions. The 10 Years and Under division will have no restrictions on number of male and/or female players, and mixed rules relating to gender ratios will not apply.

NOTE: Should there be insufficient teams to conduct a division, TFT may decide to include a team in an alternate, suitable division, in consultation with the teams involved. Or TFT (in consultation with the teams involved) may offer an alternative format e.g. Fast-4s to engage teams in a specific division.

5. Coach Eligibility

TFT requires all coaches to hold a minimum Foundation accreditation or to undertake the Foundation course within 12 months following the tournament.

6. Team Nomination Process

Affiliates must submit their Team Nomination via the online registration process by Monday, 12 January 2026.

All registration is completed at www.touchfootball.com.au.

7. Medical Assistance

Teams are required to supply their own medical staff for the treatment of minor injuries.

TFT will provide the services of a Sports Trainer who shall be available at the fields for emergency treatment of minor injuries.

8. Referees

In order to conduct a State event, a suitable number of referees with appropriate qualifications are required. Nominations are sourced from Affiliates in association with the relevant referee's structure, promoting pathways, and development opportunities.

Each Affiliate must supply the equivalent of 1 suitable qualified referee per team up to a maximum of 12 (as indicated below) for the duration of the event. If any Affiliate has more than 12 referees available, we will gladly accept them.

Teams	No. of Referees Required
6	6
7	7
8	8
9	9
10	10
11	11
12	12
12+	12

Affiliates must submit their complete Referee Nominations via the online registration process by: 5pm Friday, 19 January 2026.

Referees are required to carry a minimum Level 1 Badge accreditation and must be active referees at Affiliate level.

If teams or Affiliates need advice to assist in meeting this condition, please contact the TFT office.

9. Player and Officials' Behaviour

In accordance with the Rules of the Game players and officials are reminded to demonstrate respect toward referees, opponents, and tournament officials. Instances of disrespect by players or officials during a game will be dealt with as advised by the Rules of the Game. Players who continue to overtly display disrespectful or unsportsmanlike behaviour, whether playing or not, will be liable to sanction by Tournament Control. Players and officials may be referred directly to the Judiciary by Tournament Control staff at any time for unsportsmanlike conduct and be liable to suspension.

Players and officials are not to engage with referees directly following a game, other than to sign the scorecard and offer thanks. If any team has a grievance with a referee, they are to wait a minimum 30 minutes following the game and submit a referee grievance to Tournament Control. If necessary, a Judiciary hearing may be convened to discuss the grievance and issue appropriate sanction and/or guidance to Tournament Control.

10. Tournament Fees

Open-Age players will be charged $50 per person, GST inclusive.

Junior players (Under-12s – Under-18s) will be charged $40 per person, GST inclusive.

Under-10s players will be charged $20 per person, GST inclusive.

11. Insurance

The TFA Accident Insurance Scheme covers all players and officials who have met the insurance criteria of a TFA Affiliated competition. For this tournament the player must be a registered player in an Affiliate.

12. Late Entries

Team entries are required by the dates listed to assist in the smooth administration of the event. Late nominations detract from TFT's ability to smoothly plan the draw and allocate referees. Team Nominations received after the relevant closing date will only be accepted at the discretion of the Tournament Director and may incur a late payment of half the Tournament levy.

13. Refunds

No refunds will be provided to any team or participant that withdraws after the close of nominations.

A full refund will apply to teams that are not able to play due to insufficient number of teams nominating to stage a division.

14. Registration Process

It is the responsibility of each Affiliate being represented to ensure that all their players and officials meet the eligibility criteria of the tournament.

To complete your individual registration go to www.touchfootball.com.au, click the box marked 'Register', then click 'Player' (or 'official') then search for Tasmania. Individuals select their team (or player pool) and complete the registration and payment process.

Participants must be registered by 5pm AEDT Wednesday, 4 February 2026.

It is the responsibility of the respective Affiliates to ensure that all their participants have submitted all relevant documentation before taking part in the tournament, in any capacity.

15. **Tents and Associated Equipment**

Should Affiliates or teams require tent or shelters, it is the responsibility of that Affiliate or team to arrange those items.

Any Affiliates or teams who are arranging this equipment must notify TFT no later than Friday, 7 February 2026 and will be given directions relating to location and times for set-up.

16. **Uniforms**

All playing uniforms must include:

- A numbered shirt, singlet, bodysuit or two-piece suit.
- A 1- or 2-digit number which meets the requirements of the TFA rules of the game. No temporary measures such as tape will be permitted to replace numbers.
- No three-digit numbers will be permitted.
- 0 can only be used in the following numbers – 0, 10, 20, 30, 40, 50, 60, 70, 80, and 90.
- Shorts or bike pants.
- Playing uniforms within any squad must be of a similar design with the same colours ensuring that team identification is clear. Different cuts/styles are acceptable within a team (e.g. shirts and singlets), so long as the designs/colours are similar and clearly identifiable.

To assist with crowd control, team officials must also wear Affiliate or team clothing and enclosed footwear while they are involved in any game (i.e. if they are in the interchange area or in an alternative coaching position).

Any player who is not playing in the official uniform will not be allowed to take the field of play until correctly attired. Referees will endeavour to enforce this rule, however if a breach is proven to have occurred it will result in a caution and fine as deemed appropriate by Tournament Control.

B – Event-Specific Information:

1. **Rules**

The 8th edition of the TFA Playing Rules will apply. Rules can be viewed on the TFA website.

All round games will be played for 2 x 20-minute halves, with no extra time. Semi-Finals and Finals (as required) will be played to achieve a result, with a period of drop-off as detailed in the TFA Playing Rules if regular time expires with the scores tied. If the tournament's smooth operation requires an adjustment to the duration of games (e.g. due to high number of teams, or in the event of extreme weather conditions

affecting operation of the event), in the first instance they will be reduced to 15-minute halves, with a half-time break to allow coaching.

2. Tournament Control

TFT's Tournament Control will be in charge of all matters relating to this tournament.

Kim Williams will be the Tournament Director. The assistant Tournament Director is Ryan Shipp. As the host, Launceston Touch Association is also to provide an assistant Tournament Director.

TFT will determine and/or interpret matters not covered by the Conditions of Entry and TFT decisions will be final. TFT has the right to amend any tournament rule if required.

Tournament Control has several recognised processes available to support the overall management and conduct of the event. These processes may include informal and formal, and it is the discretion of Tournament Control which avenues are used to eliminate issues or caution participants.

3. Draw Formula

After the close of team nominations, an indicative draw will be distributed.

The draw for each division will be determined by TFT in conjunction with Tournament Control in the best interests of the majority of the participants.

It is the agreed desired outcome for each junior division from 12s to 18s that we aim for 4 teams. Our ideal division would consist of a team from each of the 3 main Affiliates (DTA, LTS, STA) with a 4th 'Development' team, consisting of players who have missed initial selection in their respective Affiliate team. These 'Development' squads should be supplied, wherever possible, by the host affiliate (LTA in 2026).

There is the option to include a 'Development' team in any division, as long as the maximum amount of teams does not exceed 4 in any division.

- **2 TEAMS**

Where there are 2 teams participating in a division, the teams will play a 3-game series with State Cup points awarded as outlined below.

An overall Division winner (for the awarding of a Champion team and Player's medals) will be decided across the total 3 games.

1. Highest on table – if equal.

2. Difference (for and against) – if equal.

3. Tries for (i.e. better attack) – if equal.

4. Result of Round game – if draw.

5. An extra period of time, in Drop-off format, between the two teams.

The 2 teams will also participate in a Fast-4s exhibition tournament, subject to agreement from all parties. The format of Fast 4s will be decided upon consultation and collaboration with the participating teams. Points for the Fast 4s will not contribute towards the State Cup.

- **3 OR MORE TEAMS**

Where there are three teams in a division, teams shall play each other twice in a round robin competition. After the round robin games are completed, the first placed and second placed teams will progress straight into the Grand Final.

- **4 OR MORE TEAMS**

In the event that there are four teams entered in a division, teams shall play each other once in a round robin competition. Semi Finals will then be conducted as below according to the table positions after the round robin stage.

SF 1 - 1st v 4th

SF 2 - 2nd v 3rd

Grand Final:

Winner SF1 v Winner SF2.

Play-off for 3rd:

Loser SF 1 v Loser SF 2

All finals games must result in an outright winner. In the event of a drawn match at the end of full-time, a drop-off will determine the match winner.

4. Playing Times

All games in the tournament and the final series will be twenty-minute halves with a half time break not exceeding five minutes. These times may be adjusted if required, but games will be programmed with a half time break.

Grand-Finals will be played for 2 x 20-minute halves, plus a 5-minute half-time break, and will be played to achieve a result, with a period of drop-off as detailed in the TFA Playing Rules if regular time expires with the scores tied.

5. Match Balls

All teams must use the official Match Ball in all games throughout the tournament. Each team shall receive a ball from TFT prior to the start of the tournament. Under-12 and Under-10 divisions will use a junior-ted ball; all other divisions will use a senior-sized ball.

6. Competition Points

For all games, competition points will be awarded on the results obtained.

The following points will be awarded:

Win	=	Three (3) points
Draw	=	Two (2) points
Loss	=	One (1) point
Forfeit	=	Zero (0) points for the offending team
		Three (3) points for non-offending team
Bye	=	Zero (0) points – so long as there are equal number of byes allocated within the pool

Please note: 'Development Teams' will accumulate points on their respective division's competition table and will be eligible to play in finals as per all teams.. They will not however contribute points towards the State Cup tally. Points for the State Cup overall tallies will be allocated to Affiliate-based teams only, determined by the Grand Final or finishing position on the ladder (if there is only 1 affiliate team in the Grand Final).

7. Forfeits

Teams must be in attendance at their playing fields five minutes before the commencement of their match or advertised time.

It is the responsibility of each captain to report to the referees two minutes before the commencement of the game or advertised time, so that the toss of the coin can be affected without loss of time.

If a team is not at the field at the appropriate time, the attending team can be awarded the winning of the toss.

The offending team will receive a maximum of five minutes from the commencement of the game (siren/whistle) to position the team on the field and be ready to commence play. The offending team will be penalised one touchdown after the first minute and one touchdown for every minute thereafter up to five minutes.

If the offending team is not in attendance after the five minutes has expired, the game will be deemed a forfeit, and the non-offending team will be awarded a 5 – 0 win and three competition points. The offending team will receive a score of 0 – 5 and no competition points.

The Team Delegate or their appointed representative of an offending team will be required to give reasons in writing why their team should not be excluded from participating in any further matches. Tournament Control or an appointed Judiciary will decide upon receipt of the report if the offending teams' action warranted the need to forfeit the match. The team will then be ruled ineligible to participate in the respective final series. This written report must be submitted to Tournament Management before the completion of the timeslot relating to the forfeited match.

8. Determining Positions for Finals

Positions for the final series will be determined, in order, as follows:

1. Highest on table – if equal.

2. Difference (for and against) – if equal.

3. Tries for (i.e. better attack) – if equal.

4. Result of Round game – if draw.

5. An extra period of time, in Drop-off format, between the two teams.

Differences

The difference is determined by subtracting the total of tries scored 'against' from the amount of tries scored 'for'. The team with the best difference will obtain the higher position. For example:

Team A scores 50 for and 10 against

Team B scores 40 for and 10 against

By subtracting the 'against' from the 'for', Team A would be 'plus 40', whilst Team B would be 'plus 30'. Team A would therefore obtain the higher position.

If teams have the same 'difference' then whichever team has scored more tries overall will progress.

Result of Rounds

If all is equal, then the result of the preliminary game between the two shall determine the higher position.

Drop-off

If the result of the round game was a draw (or even in the case of more than one game), a drop-off will occur with details to be communicated by Tournament Control, but to be completed as soon as possible after the last preliminary game has been completed.

9. Escalation Process

It is the intention of TFT to provide a high level event which is conducted within the framework communicated and agreed by all parties in the current Competition Guidelines and 8th Edition Playing Rules.

As an organisation we recognise that all parties wish to have the opportunity, should a situation arise, to have their position heard and/or considered. TFT will ensure this occurs at various levels however also states that the primary purpose of all in attendance is to work within the framework stipulated.

The Judiciary or appeal process if required will be chaired by a TFT Official, or their appointed delegate.

TFT reminds all parties that the following issues will not be open to appeal and/or protest and therefore formally advises all teams that they must be aware of this prior to the commencement of games:

25.1 The Referee is the sole judge on all match related matters inside the Perimeter for the Duration of a match, has jurisdiction over all players, coaches and officials

Any protest put to Tournament Control on the above issues will be dismissed without the right of appeal.

Tournament Control will explain the process at the time and discuss any requirements with the party lodging such documentation.

TFT does request however that any matter associated with Rule 25.1 be brought to the attention of Tournament Control so that direct discussions can occur with the Tournament Referee Director and subsequently the referee if required. Any affiliate or team official who chooses to take this approach is required to wait until 30 minutes after the completion of the game being discussed.

Tournament Control will always endeavour to mediate disputes with parties in a way that encourages understanding of the decision making process, and encourages participation.

10. Protests or Appeals

Protests or appeals must be lodged in writing within 30 minutes of the conclusion of the event or game in question, to an official in the Information Area. The protest is to be lodged and signed by the Team Manager or their nominated representative.

A bond of $200 (GST exclusive) in cash or signed acknowledgement of financial commitment must accompany the protest form. If the protest is upheld, the bond will be returned. If the protest is dismissed, the bond will not be returned and will be retained by the event.

Upon receipt of a protest or appeal, Tournament Control shall determine if a hearing is necessary. Tournament Control advises that in instances where the conditions are not clear or a matter may require specific clarification or appeal to matters of dispensation or concession then Tournament Control may make an initial ruling. If the matter is further appealed, then a hearing of the TFA will result to ensure independent assessment by the party in place to review the event requirements.

Appeals founded or based on decisions of referees will not be heard by Tournament Management. An overall briefing on tournament conditions and rules will be conducted with attending referees.

The Judiciary Chair will then investigate the protest. The Tour Leader or their nominated representative will be notified of the decision. Any notice to be served on any person to attend a hearing will be served on the Tour Leader or their nominated representative. Any such service is deemed to be served on all parties or persons within that Entity.

11. Judiciary

Reports or citing must be lodged in writing within 30 minutes of the conclusion of the event or game under scrutiny, to an official in the Information Area.

Upon receipt of a Referees Report or Citing Report, Tournament Control shall determine if a hearing is necessary.

If a hearing is deemed to be necessary, Tournament Control will then serve notice on all parties required to attend a hearing, which will be conducted as soon as is practical.

A Judiciary Committee will be appointed by Tournament Control, which will then carry out a hearing in accordance with TFA policy.

Each Affiliate is requested to provide one member attending the event to be available to sit on the Judiciary committee as required. This nomination is to be provided to Tournament Control prior to the first game of the event. Affiliates not providing this information prior to the first game, or any person nominated not being available when requested will result in a reduction of points towards the Champion Affiliate.

12. Suspensions

In the event of a player being sent from the field for the remainder of the game, an automatic two-match suspension will apply unless the Judiciary Committee considers other action is warranted.

Any player who is sent from the field for a period of time (Sin Bin) three times during the tournament will be required to appear before the Judiciary Committee to show cause why he/she should not be given an automatic two match suspension (or more if the Judiciary considers further action is warranted).

The suspension applies to the next two matches the team participates in the event or future events. It does not include byes, or if the player belongs to a team that forfeits in a match. Games forfeited to the suspended player's team will count.

Any player who receives a third period of time during the finals series will automatically receive a two-game suspension at the following TFT event they participate in.

In the event that a suspension or penalty is imposed that may affect a local or state event, there needs to be communication with the relevant state office.

13. Eligibility Issues

In the event of a protest being lodged regarding a player's eligibility (should TFT feel the protest has foundation), the team will be required to provide proof of eligibility.

Documentation of an individual required to prove eligibility would include:

- Copy of Birth Certificate, current passport or current photo Driver License.
- Copy of the individuals Affiliate Registration Form.
- Individual's details being uploaded to the Affiliate's online data base.

Should a team be unable to prove eligibility of a player, they will be unable to participate in the tournament. If the individual has already participated, the team will lose any points gained while playing an ineligible player.

If there are any issues with the eligibility of individuals, they are to lodge a Protest with TFT with accompanying evidence.

No Protests can be lodged about listed individuals after the commencement of the second game of the tournament in which the player in question is due to compete.

Issues sometimes can be raised without lodging an official protest. TFT may seek ad hoc advice, evidence and/or relevant documentation; an appropriate timeframe for response will be given in each case. In the case of no response, determinations may be made on the available information.

14. Age Dispensation

A player can apply for an age-dispensation to play down an age division via a written letter to the TFT State Cup Coordinator, stating the reasons for the request. This letter must have the endorsement of your Affiliate Competition President or Manager.

All other avenues to fill the vacant position must have been exhausted before a dispensation can be considered. No consideration will be given to a junior player who is more than 12 months older than the age cut-off date for the lower age division.

All requests will be discussed with the opposing team managers and Affiliate Managers before a decision is made based on fairness and spirit of the competition.

15. Score Sheets

It is the responsibility of each team to allocate the appropriate person (Team Manager, Captain or Coach) to sign the score sheet at the end of each game. In signing the score sheet the nominated person on behalf of their team has acknowledged and accepted the information on the score sheet to be correct. This information includes:

- Full-time and half-time scores
- Playing Numbers
- Try scorers
- Send Offs or Period of Times

If a team does not agree with the information on the score sheet, they are not to sign the score sheet and lodge a protest via the Team Delegate as indicated above.

If the score sheet has not been signed and the time has passed for a protest to be lodged, the information on the score sheet will be recorded.

If the information on the score sheet is unclear, the relevant parties may be contacted to confirm.

16. Score Disputes

If a team does not agree with the score on the score sheet, they are to lodge a protest via the Team Delegate as indicated above.

The following information is to be provided with the protest:

- Who tapped off.
- The order the scoring occurred (including player numbers of both teams).
- The half-time and full-time score.

The opposing team will be called to verify the score. If they do not agree, or in the event of inconclusive evidence, the score will be recorded as the score that the referees have recorded. Alternatively, video evidence can be provided, and the evidence will be used if conclusive.

17. Interchange Area Rules

The interchange areas will be positioned on both sides of the fields, as illustrated in the 8th Edition of the TFA Playing Rules.

The team winning or awarded the toss has the right to choose the interchange area on behalf of their team.

A maximum of 17 registered participants (14 players max) may be present on the playing surface (including interchange area and permitted coaching positions). Each participant must wear enclosed footwear.

Failure to comply with this will result in individuals being asked to leave the venue for the duration of the game and may result in further action.

If a team believes that the opposition had more than 17 registered participants on the playing surface or unregistered participants in their interchange area they may lodge a protest. For the protest to be upheld, the opposition must agree that they broke this rule or conclusive video/photographic evidence must be provided.

If the protest is upheld, it cannot change the result of the game. However, it may attract significant fines.

18. Coaching Positions

A coach may position themselves at the end of a field. If they are at the end of the field they must remain five metres behind the dead ball line. Where a fence or advertising signage prevents this, they must remain behind the fence or advertising signage.

Any coaching/management staff at the end of a playing field cannot issue any verbal or physical commands directly to the team they are observing and can only communicate to the team or other coaching/management staff in the interchange area by returning to the interchange area, or by use of electronic communication equipment.

Any person found to be disregarding this tournament rule will be asked to return to the interchange area.

Coaches are reminded that they are under the jurisdiction of the referee regardless of being either in the interchange area or at the end of the field.

Failure to comply with this will result in individuals being asked to leave the venue for the duration of the game and may result in further action.

19. Spectators

The area in between playing fields is only accessible to registered players or officials participating in the relevant time slot. There is no spectator access to the area unless otherwise communicated by TFT, or where seating is provided.

To assist in the control of spectators and safety of participants, team delegates are asked to help tournament officials with the policing of this request. Please inform all your participating members to cooperate with tournament officials regarding remaining in the designated spectator areas.

20. Communication with Referees

During a match, only the team captain can communicate with a referee.

After the conclusion of a match, the Team Manager or Coach can approach the referees to sign the score sheet but are not to engage in 'heated' discussion.

A meeting may be established to discuss any issues arising during the game via a request through Tournament Control after a 30 minute 'cool off' period has passed.

Those permitted to attend the meeting include:

- Coach
- Designated Team Delegate
- TFT Tournament Control (or designated staff member)
- Match Referee(s)
- Referee Panel Member(s)

21. Presentations

All trophies and medallions will be presented to the teams and individuals at the conclusion of all final matches.

The overall State Cup winners will be announced at the conclusion of the whole event. The following presentations will also be conducted at the conclusion of the event in the following order:

- Referee of the Tournament
- Junior State Cup (awarded to best Affiliate results)
- Senior State Cup (awarded to best Affiliate results)
- Overall State Cup (awarded to best Affiliate results)

22. Talent Identification and Technical Development

The event will be used for the continuous Talent Identification process, and for the selection of representative squads. It is important for the purposes of selecting any number changes or uniform issues are communicated with Tournament Control.

It is not necessary for players to nominate for this process; however, all players may be assessed unless they inform TFT that they are not available for selection.

As part of the ongoing technical development provided by TFT, relevantly qualified referee coaches will be in attendance to assist with coaching and assessment of referees.

It is also our intention to provide mentoring and assessment of coaches. Any Affiliates who will be represented by coaches who would like to participate in assessments and/or coaching development should contact TFT as soon as possible to discuss development opportunities for their coaches.

23. Junior and Senior State Cup

The results of each division in which an Affiliate has a team participating shall be accumulated and the Affiliate with the most points will be declared the Junior State Cup, Senior State Cup, and then overall State Cup Champions.

Any 'Development team' within a division will not attract any points towards the State Cup. In any division where there is a 'Development team' participating, final points towards the State Cup tally will be allocated relative to the position of each Affiliate team after the finals are completed.

Points will be allocated as per the table below:

All Divisions	
1st	20 points
2nd	15 points
3rd	10 points
4th	7 points

The 10 Years and Under division will not have points allocated to places, but each team entered will receive 10 points overall to the Junior State Cup.

Any 'Development Teams' will not contribute any points towards the State Cup tally. They will however be eligible to play in any Finals series relative to their finishing position on the ladder.

If a countback is needed the countback will be determined in the following manner:

The Affiliate with the most wins, if equal the Affiliate with the most second places etc.

Invited teams are not eligible to win any State Cup, however all results played against such teams will be included in the calculation for each of the State Cup winners. Regardless of the inclusion of invited teams, the actual final position, following finals of all teams, will be used for the purpose of calculating the overall champion.

If only one Affiliate enters a team in any division, the division will not be contested.

24. Location Map



C – Policies:

1. TFA Policies

It is the responsibility of each team to ensure that their respective participating parties behave in the manner as detailed in the:

- TFA Constitution and By Laws
- 2026 TFT State Cup Competition Guidelines
- TFA Disciplinary Regulations
- TFA Code of Conduct
- TFA Member Protection Policy
- TFA Child Protection Requirements/Tasmanian Working with Vulnerable People Regulations
- TFA Anti-Doping Policy
- TFA Responsibility Code

All these documents are available from the TFA website.

2. Weather

TFT reserves the right to organise the affected games in whatever format which will assist the games to occur in as equal conditions as possible.

Hot Weather

Games will not commence if the temperature exceeds 38 degrees, games will be postponed until such time that the temperature decreases.

If the temperature reaches 35 degrees, any games underway will be completed and any subsequent games will be played as 4 x 10-minute quarters with a two-minute break between the first and second, and third and fourth quarters, and a five-minute break at half time.

TFT will return to the regular format, guided by a drop in temperature back below 35 degrees.

Wet Weather

TFT reserves the right to organise the affected games in whatever format which will assist the games to occur in as equal conditions as possible.

When wet weather or hot weather affects a finals series, where games need to be cancelled, the top team in each pool will be awarded joint champions.

Match Reschedule

- If, due to any other extraordinary circumstances, a game cannot be completed to full time the game may be rescheduled as soon as possible at a time and on a ground arranged by Tournament Management in consultation with both teams.
- If the game has commenced, and cannot continue prior to half time the following will apply:

    1) The game will start from the beginning and must be completed up to the regulation full time.

    2) The score will commence at 0 – 0.

- If half-time has occurred and the game cannot continue, the following will apply:

    1) The game will start from the beginning of the second half and must be completed up to the regulation full-time.

    2) The score will commence at the score that was recorded at half-time.

- If a team refuses to complete the game when it has been resumed, that team shall forfeit the game.
- If, due to time constraints or any other reason, a game cannot be rescheduled the following will occur:

    1) Games that did not continue prior to half-time will be abandoned and a 0-0 score will result.

    2) The result of games that did not continue after and including half-time will be the score at that point in time.

Note: Tournament Control reserves the right to judge and adjust to suit the conditions as required.

3. Concussion Policy

The TFA approved Concussion in Sport Policy is as follows:

Grade	First Concussion	Second Concussion	Third Concussion
1. Mild	May return to play if asymptomatic	Return to play in two weeks if asymptomatic at that time for one week.	Terminate season. May return to play if asymptomatic.
2. Moderate	Return to play after asymptomatic for one week.	Minimum of one month rest. May return to play then if asymptomatic for one week. Consider terminating season.	Terminate season. May return to play next season if asymptomatic.
3. Severe	Minimum of one month rest. May return if has been asymptomatic for one week.	Terminate season. May return to play next season if asymptomatic.	Nb. Asymptomatic is defined as having no dizziness, impaired orientation, concentration or memory during rest or exercise.

4. **Blood Bin**

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also be either cleaned or replaced. If the player does not leave the field immediately, the referee will stop the game and ask the player to leave the field (normal substitution rules apply).

Once the flow of blood has been stemmed, the cut or abrasion cleaned and covered and any blood stained clothing and equipment cleaned or replaced, the player may return to the field and continue play. If bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

5. **Glass Bottles and Alcohol**

As this event includes junior participants, alcohol consumption is discouraged for spectators. Alcohol consumption will be limited to areas covered by the host Affiliate's license. Individuals modelling inappropriate alcohol behaviour will be asked to leave.

6. **Parking Areas and Traffic Management**

TFT will communicate all traffic management information as required. Any individual parking in an incorrect location will be towed.

7. Force Majeure

1) If TFT is unable to perform, in whole or part in any obligation under these regulations of a Force Majeure Event, TFT is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.
2) In addition to regulation above, TFT has no obligation to refund to any individual or team any fees paid if it is unable to perform by reason of a Force Majeure Event.

FORCE MAJEURE EVENT: for the purposes of these regulations, a force majeure event includes but is not limited to any or all the following:

- Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic; or
- War; or
- Terrorism; or
- Riot or civil disturbances; or
- Permanent injunction of any duly constituted court of competent jurisdiction; or
- Any fact, circumstance, matter or thing beyond the reasonable control of TFT.