

**NRL  
TOUCH  
FOOTBALL  
ACT**

**NRL Touch Football ACT**

**Conditions of  
Entry**

**Senior Domestic  
Competition**

**2026**

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# **Regulations for Senior Domestic Competition – Deakin and City Touch**

These regulations govern the terms and conditions of the Touch Football ACT Senior Domestic Competitions – Deakin and City Touch

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

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

All competition games will be played, administered, and governed by the Touch Football Australia (TFA) 8th Edition Playing Rules, together with these regulations and all Touch Football Australia Policies.

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

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<b>1</b>	<b>NOMINATIONS</b>
1.1	<b>Competition Nominations</b>
1.1.1	Participation in the competition will be initiated by Touch Football ACT calling for nominations from interested teams.
1.1.2	Team nominations will be accepted by Touch Football ACT for the Senior Domestic Competitions – Deakin and City Touch
1.1.3	Nomination numbers in each division will be limited by available grounds.
1.1.4	All other things being equal, nomination preference will be given in order of registration.
1.1.5	Nominations are offered online at << <a href="#">Register – MySideline</a> >> under the Competitions tab.
1.1.6	Nominations after the closing date will only be accepted at the convenience of the competition.
1.1.7	<p><b>Players will only be deemed eligible to nominate and participate in the &lt;&lt;Autumn 2026 Competition&gt;&gt; if they are:</b></p> <ul style="list-style-type: none"> <li>- Not suspended by TFA, Touch Football ACT or another TFA affiliated competition.</li> <li>- Financial (i.e. not carrying a debt to TFA, Touch Football ACT or another TFA affiliated competition).</li> <li>- Be at least 12 years of age at the commencement of competition, unless otherwise granted dispensation by Touch Football ACT</li> </ul>
<b>1.2</b>	<b>Referee Assistance</b>
1.2.1	Touch Football ACT pursues to have all games covered by a qualified referee.
1.2.2	Each team is required to provide two (2) duty referees as per the duty referee roster for the number of occasions deemed appropriate by TFACT over the course of the season.
1.2.3	This will involve refereeing a game in the competition if there are not enough referees available on the evening your team is rostered on.
1.2.4	TFACT will advise the duty referee roster at the beginning of the season.
1.2.5	TFACT will provide the roster for weeks 1-3 if grading is to be undertaken. Following grading the referee roster for the remainder of the competition will be published on the TFACT website
1.2.6	Team delegates must give notice to the TFACT Competitions Coordinator if the scheduled timeslot is not suitable. TFACT will then attempt to reschedule a more appropriate time.

1.2.7	<p>Teams will be awarded two (2) competition points to perform their rostered duty referee assignment.</p> <p>If only one (1) referee is provided, 1 competition point will be awarded.</p> <p>If no referees are provided, teams will be deducted one (1) competition point.</p>
1.2.8	<p>Any team that does not perform a duty referee assignment will be deducted one (1) competition point - subject to Regulation 1.2.9</p>
1.2.9	<p>At the discretion of TFACT, teams will be given the opportunity to perform 'make up' duty opportunities to be eligible for finals. A prerequisite for doing the make-up duties will be providing reasonable notice to TFACT.</p> <p>Any expressions to perform a 'make up' duty after their rostered time will not be granted except for a reasonable explanation.</p>
1.2.10	<p>It is the responsibility of the team delegate to arrange suitable times to perform the make-up times with TFACT.</p>
<b>1.3</b>	<b>Team Registration and Approval</b>
1.3.1	<p>Teams must register via the online team registration portal  <a href="https://profile.mysideline.com.au/register?source=touch-football">https://profile.mysideline.com.au/register?source=touch-football</a></p>
1.3.2	<p>Nominations that do not comply with Regulation 1.3.1 will not be accepted.</p>
1.3.3	<p>Touch Football ACT may refuse any nomination at its discretion and does not have to provide a reason rejecting a nomination.</p>
1.3.4	<p>Submitting an online nomination form is not a guarantee that the nomination will be approved by Touch Football ACT even once a confirmation email is received.</p>
1.3.5	<p>Any decision made by Touch Football ACT rejecting a nomination is final.</p>
<b>1.4</b>	<b>Team Name Approval</b>
1.4.1	<p>Each team must nominate a team name for use within the competition on their nomination form.</p>
1.4.2	<p>Team names considered by Touch Football ACT at its absolute discretion to be offensive, defamatory, racist, discriminatory or otherwise inappropriate will be refused.</p>
1.4.3	<p>If a proposed team name is refused, Touch Football ACT will notify the team delegate. The team name will default to the team delegate's surname until an appropriate name have been chosen.</p>
1.4.4	<p>If two or more teams nominate the same team name, a team who played in the Touch Football ACT competition in the season immediately preceding the current</p>

	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 Touch Football ACT competition immediately preceding the current competition under the contested name, whichever nomination was received first by Touch Football ACT will have preference and the other team(s) will be required to alter their name.
<b>2</b>	<b>TEAM STRUCTURE AND PLAYER REGISTRATION</b>
<b>2.1</b>	<b>Team Structure</b>
2.1.1	The structure of each team must comply with Rule 5 of the TFA 8 <sup>th</sup> Edition Rules, unless this regulation states otherwise.
2.1.2	A maximum of six players per team may be on the field whilst the ball is in play.
2.1.3	The total number of players that can play for a team during one competition game is 14.
2.1.4	Females may apply for an exemption to be able to participate in a male competition. There is no maximum number of females that can play for any one team.
2.4.5	Touch Football ACT has discretion in relation to reviewing the approval/rejection of requests for exemption and will consider playing experience, age, size, feedback from elite coaches etc as relevant factors.
<b>2.2</b>	<b>Player Registration</b>
2.2.1	Each team is allowed to register sixteen players, and eight players will be required to be registered into each team before the competition commences.  Teams with fewer than 8 players registered before the competition commences may not be included in the draw for Round 1.  Teams with fewer than 10 players registered after round 3 may be suspended from playing until registration requirements are met.
2.2.2	A player registration form must be completed by each player before the competition commences by using the Touch Football ACT online registration process (MySideline).
2.2.3	A player may not register or play in more than one team within the same division on the same competition night.
2.2.4	Player transfers between competition teams within the same division on the same competition night are not permitted.
2.2.5	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.

2.2.6	Each registered player participating in a Touch Football ACT competition is deemed to have agreed to the terms and conditions outlined in the TFA Membership and Participation Application and Declaration.
2.2.7	Players in Domestic Competition must be at least 12 years of age on the first day of competition commencing. A player wishing to play in an A Grade competition, must be minimal age of 14 years of age or older on the first day of competition commencing. Teams will be deducted 2 points per game for every incident that offsets regulation 2.2.7. Dispensations can be requested by contacting Touch Football ACT.
<b>2.3</b>	<b>Championship Players</b>
2.3.1	Regulation 2.3 is created in the interest of making a fairer competition.
2.3.2	No more than six (6) 2025 and 2026 Championship/NTL Men's or Women's Open players will be permitted to play in a single domestic A Grade or premier league competition team.
2.3.3	No more than four (4) 2025 and 2026 Championship/NTL Men's or Women's Open players will be permitted to play in a single domestic B Grade competition team.
2.3.4	No more than two (2) 2025 and 2026 Championship/NTL Men's or Women's Open players will be permitted to play in a single domestic C Grade competition team.
2.3.5	The exception to Regulations 2.3.2, 2.3.3, 2.3.4 and 2.3.5 is any player(s) aged under 16 years and over 35 years will not be considered Championship Women's Open players for purposes of qualification in domestic competitions.
2.3.6	Any team that is found to of Regulations 2.3.2, 2.3.3, 2.3.4 and 2.3.5 in a game will receive a forfeit as the result.
<b>3</b>	<b>PAYMENT OF FEE</b>
3.1.2	Payment must be made in full at point of registration.
3.1.3	If a team or player/s cannot make payment by the first week of competition, they must contact Touch Football ACT
3.1.4	Touch Football ACT has the right to not refund any of the competition fee paid by a team after the start of competition games.
3.1.5	Teams or individuals that do not comply with Regulation 3.1.3 may have their outstanding debt referred to an external debt collector, in which case a further 50% of the competition fee will be added to the outstanding debt to cover administration costs.

3.1.6	A team may be automatically removed from the competition if all competition fees have not been paid in full by the due date, unless the Touch Football ACT Competition Manager, at his/her/their discretion, provides approval for alternative payment arrangements.
3.1.7	Any current/previous team debt that is outstanding from current/previous seasons, the payment of that debt solely lies on the team contact. TFACT holds the right to withhold that team contact/s from participating in any TFACT competition/tour until that debt is paid.
3.1.8	Teams can inquire to the TFACT office about having players fill in when short on numbers, this must be approved and the player in focus will be charged a \$15 one-off match payment at the ground. The player will then receive a receipt and sign on as if they were a normal member of the team.
3.1.9	A player may pay up to five (5) single match payments in a season. If a player wishes to play more than 5 games, they will be required to pay the full competition fee. This amount will be adjusted on a case-by-case basis, depending on what amount has already been paid.
<b>4</b>	<b>Grading</b>
4.1.1	Competitions may be graded depending on the number of teams entering any competition division.
4.1.2	TFACT reserves the right to regrade any team, in any division at any time.
4.1.3	If grading is performed, the first three (3) weeks of competition games and results will be persuasive to grading.
4.1.4	Decisions regarding grading in any division will be made by TFACT and will be final. TFACT may at its' discretion choose to grade a division or not, depending on the quality of teams, the number of teams and any other matters it finds persuasive.
<b>5</b>	<b>Finals</b>
5.1.1	After the conclusion of all competition round games, all divisions in the competition will have a finals series. Where possible, consolation games in the week of semi-finals may be played during this time.
5.1.2	Eligibility for finals will be determined with reference to the ranking of each team on the competition points table.
<b>5.2</b>	<b>Finals Format</b>
5.2.1	Teams placing in the top four (4) places in any ungraded or graded division after all calculations including any adjustments are completed, will be allocated places in the final's series for that division.
5.2.2	All players playing in the final's series must qualify under Regulation 5.3

5.2.3	<p><b>The format will be as follows:</b>  Semi Final 1 – Team 1 will play Team 4 – winner progresses, loser is out.  Semi Final 2 – Team 2 will play Team 3 – winner progresses, loser is out.  Grand Final – Winner of SF1 will play winner of SF2 for division title.</p>
5.2.4	<p>Team finishing below 4th position on the ladder will not play in the final's series unless Touch Football ACT organises further finals for teams finishing below 4th. Any additional finals games will be communicated by TFACT to each team's delegate.</p>
5.2.5	<p>In the event of a washout being declared, TFACT will attempt to have games postponed to the next washout round or another date that is appropriate for games to be played.</p>
5.2.6	<p>If Touch Football ACT <b>does</b> postpone the finals series, the higher team on the ladder will progress to the next stage.</p>
5.2.7	<p>If the grand final is declared a washout and Touch Football ACT cannot reschedule the game, the higher placed team of the two grand final participants on the ladder after competition round games were completed will be declared the winner of the division.</p>
<b>5.3</b>	<b>Finals Qualification - Players</b>
5.3.1	<p>Players must play at least three (3) competition round games for a team to qualify for any final's series.</p>
5.3.2	<p>Players must sign on correctly in accordance with Regulation 10 to have a competition round game recorded and added to their game tally. Only registered players will have their games count towards their final's qualification.</p>
5.3.3	<p>Total played games may have discrepancy due to incorrect sign on procedures/player registrations.</p>
5.3.4	<p>If a team receives a forfeit victory at any stage throughout the competition round game period, any players registered at the time of the forfeit will receive a game credited to their game tally.</p>
5.3.5	<p>Competition games that are 'washed out' will be counted towards game tallies for all registered players.</p>
5.3.6	<p>If it is found that a player has participated in a finals game and has not been recorded as playing three (3) competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the final's series.</p>
5.3.7	<p>Touch Football ACT will accept no responsibility for players not appearing on the sign on sheet and therefore not qualifying for finals in accordance with 5.3.8</p>

5.3.8	It is the team delegate's responsibility to make sure all players in that team are registered and qualified for finals
5.3.9	Only players who have paid the TFA and ACT State membership fees are eligible to play finals.
5.4	Exemptions for Finals Qualification - Players
5.4.1	Team delegates may apply to TFACT for exemptions for their members from meeting the finals qualification regulations. <b>Exemptions may be considered under the following conditions:</b> <ul style="list-style-type: none"> <li>· Long term injury.</li> <li>· Family related issues.</li> <li>· Work related issues.</li> <li>· Personal hardship.</li> </ul>
5.4.2	Team delegates must provide satisfactory evidence for any exception to be granted by TFACT.
5.4.3	Touch Football ACT reserves the right to grant or deny exemptions at its discretion.
<b>6</b>	<b>PRIZES</b>
6.1.1	TFACT will award prizes to the winner of each division in the Senior Domestic Competition.
<b>7</b>	<b>UNIFORM REQUIREMENTS</b>
7.1.1	Each team entering Touch Football ACT competitions will be required to wear a uniform.
7.1.2	No person, other than Touch Football ACT 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	Touch Football ACT management may waive the requirement for non-compliant uniform during the round games in extreme cases where reasonable notice has been given and the non-compliant team is attempting to rectify the non-compliant uniform immediately. Under no circumstances will the requirement be waived during the final series.
<b>7.2</b>	<b>Playing Shirt Requirements</b>
7.2.1	Each player taking the field must wear a uniform playing shirt representative of his/her team.
7.2.2	Predominantly pink playing strips are not permitted.
7.2.3	Playing shirts bearing incidental differences such as alternate sponsors are permitted, providing style and colour of the strip is otherwise the same, and all other requirements of Regulation 7 are met.

7.2.4	Playing shirts must bear an exclusive number on the back of the shirt.
7.2.5	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
7.2.6	Uniform requirements are in place from round three of competition games. The only exception is if regulation 7.1.3 has been implemented.
<b>7.3</b>	<b>Playing Shirt Number Requirements</b>
7.3.1	The number displayed on a player's playing shirt will be their team player number.
7.3.2	A players' team player number must correspond with the team player number printed on the relevant sign on sheet by, or on behalf of, the player and provided to Touch Football ACT.
7.3.3	<p><b>Team player numbers must be:</b></p> <ul style="list-style-type: none"> <li>- At least 15cm in height.</li> <li>- Placed on the rear of the jersey.</li> <li>- In a contrasting colour to the colour of the team playing shirts.</li> <li>- Legible to the referee.</li> </ul>
7.3.4	TFACT will not accept numbers that have been taped or drawn on.
7.3.5	Players may not swap playing shirts during competition games. If players swap playing shirts during a competition game, the team will automatically forfeit all competition points they would have otherwise been awarded for that competition game.
	Blood stained clothing, including playing shirt, must be removed. Alternative playing shirts are allowed in this exception. If no alternate playing shirt is available, uniform penalties may apply if the player continues to play.
	If the blood flow cannot be stemmed, the player is not permitted to return to play.
<b>7.4</b>	<b>Playing Shoes, Socks and Shorts Requirements</b>
7.4.1	A player must wear approved sports shoes at all times whilst on the field during a competition game.
7.4.2	Football boots with screw-in or metal 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	Approved playing shorts can include any type of exercise shorts, pants or tights so long as they do not have any metal or buckles that could cause injury to another player.
<b>8</b>	<b>PLAYER SAFETY</b>
8.1.1	Player Safety Regulations 8 are designed to provide maximum safety for all players and participants in the competition.
8.1.2	<p><b>A player is not permitted to play with:</b></p> <ul style="list-style-type: none"> <li>• A watch.</li> <li>• Necklace.</li> <li>• A bracelet, including rubber or plastic bracelets and arm bands.</li> <li>• Un-taped powerbands or similar products.</li> <li>• Non-prescription glasses.</li> <li>• Sunglasses.</li> <li>• Any other items which the referee, at his/her absolute discretion, considers may present a danger to players, or to put the safety of players at risk.</li> </ul>
8.1.3	All body piercings must either be taped or removed.
8.1.4	Rings must be taped or removed.
8.1.5	Fingernails must be kept short or taped.
8.1.6	Players are permitted to wear gloves.
8.1.7	The referee may order a player wearing potentially damaging items from the field.
8.1.8	<p><b>Potentially damaging items include but are not limited to:</b></p> <ul style="list-style-type: none"> <li>- Jewellery.</li> <li>- Non-prescription glasses or sunglasses.</li> <li>- Medical casts.</li> <li>- Strapping.</li> <li>- Approved sports eyewear.</li> <li>- Hair clips.</li> <li>- Head gear.</li> <li>- Pins.</li> </ul>
8.1.9	The decision of the referee is final.
8.1.10	If a referee/staff member and/or Ground controller believes you to be intoxicated before or during a game, Touch Football ACT has the right to refuse that player to not be allowed to play for that night.
<b>9</b>	<b>GAME TIME</b>
9.1.1	Subject to Touch Football ACT Disrupted Games Policy and Extreme Weather Policy, competition games will ordinarily consist of two 20 minute halves with a 5 minutes half time break

9.1.2	The commencement and recommencement of play in competition games will be initiated by the ground controller.
9.1.3	The referee will start and finish the competition game by the sound of a whistle.
9.1.4	Despite Regulation 9.1.1, the referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.
9.1.5	Any disruption to a competition game will be managed under the Touch Football ACT Disrupted Games Policy or at the discretion of the Administration.
<b>10</b>	<b>SIGN ON PROCEDURE</b>
10.1.1	Touch Football ACT competition games involve a sign on procedure.
10.1.2	Players must sign their name onto the sign on sheet next to their printed name and write their playing number next to it.
10.1.3	Printed names must include a first name and surname and be written legibly. Touch Football ACT accepts no responsibility for a game not being counted towards played games if this isn't the case.
10.1.4	If a player's signature is not on the sign-on sheet, they will be deemed to have not played in the game, with no avenue for appeal.
10.1.5	If the player signature does not match previously recorded signatures, team delegates will be contacted to explain this anomaly. If the explanation is unsatisfactory, results may be overturned, and matches forfeited.
10.1.6	Teams found guilty of fraudulently signing on players may have any matches where the fraud occurred deemed as forfeited losses, with no accrual of games for finals purposes for any players.
10.1.7	Upon registration as individuals, players will be entered into the Touch Football ACT database and their names will appear on each sign on sheet in subsequent weeks.
10.1.8	Players must have either registered online to play.
10.1.9	Teams that have not had players register online will have their games recorded as a forfeit.
<b>11</b>	<b>GAME RESULTS</b>
11.1.1	Competition game results will be recorded as noted on referee game cards.
<b>11.2</b>	<b>Referee Game Cards</b>

11.2.1	Each team captain must sign the referee game card at the conclusion of the competition game, unless they disagree with the score recorded, players sent off, uniform penalties and any other factor which may influence the game result.
11.2.2	If a team captain disagrees with the score, they must not sign the referee game card, and lodge a protest in accordance with Regulation 12.
<b>11.3</b>	<b>Delays and Forfeits</b>
11.3.1	<p><u>If a team is not ready to take the field by the time the siren signals the start of the game (assuming the other team is present), the following actions will be taken by the referee:</u></p> <ul style="list-style-type: none"> <li>• One try is to be awarded for every two (2) minutes the team is unable to take the field (minimum of four (4) players)</li> <li>• If a team is later than ten (10) minutes, the game is to be declared a forfeit in favour of the team which is present.</li> </ul>
11.3.2	If a team receives a forfeit, they will receive three (3) competition points (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).
11.3.4	Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of Touch Football ACT, with no refund given for playing fees.
<b>11.3.5</b>	Teams are to advise the TFACT office of a forfeit by 2pm on Gameday. Any forfeits notified after this time will incur a 10-nil loss. Any team that advises of a forfeit within an hour of the match or is a no show, will be deducted 4 competition points as well as the 10-nil loss.
<b>12</b>	<b>PROTESTS</b>
12.1.2	A team delegate may lodge a protest on behalf of his/her team via email to <a href="mailto:brad.malone@touchfootball.com.au">brad.malone@touchfootball.com.au</a> following a competition game.
12.1.2	Protests concerning individual refereeing decisions will not be accepted.
12.1.3	Protests must be lodged within twenty (20) minutes of the conclusion of the competition game.
12.1.4	<p><b>Protests may be lodged in relation to:</b></p> <ul style="list-style-type: none"> <li>• Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game.</li> <li>• Player eligibility.</li> <li>• Player shirts.</li> <li>• Any other matter.</li> </ul>
12.1.5	Incomplete protest forms, or a protest deemed frivolous by Touch Football ACT at its discretion, will not be investigated.

12.1.6	A protest will be decided by Touch Football ACT 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 Touch Football ACT 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 Touch Football ACT Disrupted Games Policy.
<b>13</b>	<b>COMPETITION POINTS</b>
13.1.1	The competition will be judged on a Competition Table and Competition Points System.
13.2	<b>Competition Points Table</b>
13.2.1	The competition will have a competition points table.
13.2.2	The competition points table will be used to determine the order of ranking of teams in each division of the competition.
13.2.3	Competition points will determine the ranking of a team on the competition points table. Teams will be progressively ranked in order of most competition points to least competition points.
13.2.4	<u>If two or more teams are on equal competition points in the competition points table, ranking will be determined in order of the following:</u> The team with the highest positive difference between the number of touchdowns scored for and against it. If still equal, the percentage system will apply as shown on the competition points table. If still equal, the team who last won a game played between the equal-placed teams will go ahead. If still equal, teams will play again on a date decided by TOUCH FOOTBALL ACT, with TFA Drop Off Rules applying.
<b>13.3</b>	<b>Competition Points</b>
13.3.1	<u>General Competition Points are awarded as follows:</u> Win = 3 Points Bye = 3 Points Loss = 1 Point Draw = 2 Points Win by forfeit = 3 Points Loss by forfeit = 0 Points Providing a duty referee = 2 Bonus Points Washout (including teams with bye) = 0 Points

	The above competition points are taken from the '8th Edition Playing Rules', the only variation to this table will be where the situation is deemed to fall under 'Local Disrupted Game Policy'
<b>14</b>	<b>DISCIPLINE</b>
14.1.1	Touch Football ACT has adopted the TFA Disciplinary Regulations Manual. Please see this manual at <a href="#">Sport Policies - Touch Football Australia</a>
14.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules.
<b>14.2</b>	<b>Disciplinary Powers</b>
14.2.1	Despite Regulation 14.1.1, the regulations in this area are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.
14.2.2	An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.
14.2.4	The referee coordinator will appoint a referee for each competition game.
14.2.5	Despite Regulation 14.2.4, Touch Football ACT does not guarantee a referee will be provided for each competition game.
14.2.6	<u>During a competition game, a player may be disciplined by the referee if the referee believes:</u> <ul style="list-style-type: none"> <li>• The player has infringed, or attempted to infringe, the Laws of the Game; or</li> <li>• The player is reasonably likely to infringe the Laws of the Game; or</li> <li>• The player, an official and/or spectator has breached the Code of Conduct.</li> </ul>
14.2.7	<u>A referee may discipline a player by:</u> <ul style="list-style-type: none"> <li>• A warning.</li> <li>• A direction to the player to substitute (force sub).</li> <li>• A direction to the player to leave the field for a sin bin</li> <li>• A direction to the player to leave the field for the remainder of the competition game (send off).</li> </ul>
<b>14.3</b>	<b>Disciplinary Categories and Sanctions</b>
14.3.1	<u>Warning:</u> <ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be given a warning for infringing the Laws of the Game, or for behaviour attempting or intending to infringe the Laws of the Game.</li> <li>• If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• There is no limit to the number of times a player can receive a warning during a competition game.</li> <li>• Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.</li> </ul>
14.3.2	<u>Force Sub:</u>

	<ul style="list-style-type: none"> <li>• At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.</li> <li>• If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area.</li> <li>• A team may replace the player substituted with another player.</li> <li>• If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning before being issued with a direction to substitute.</li> <li>• A player directed to substitute may return to the competition game after substituting with another player. There is no minimum time that the player must be off the field.</li> <li>• The non-offending team may continue the play whilst the force substitution is occurring. The non-offending team does not need to wait for the player to be substituted.</li> <li>• A player can receive a maximum of one direction to substitute in any one competition game. Any subsequent infringement by the player will result in the player being sent for Sin Bin in accordance with Regulation 14.3.3.</li> <li>• Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate</li> </ul>
14.3.3	<p><u>Period of Time:</u></p> <ul style="list-style-type: none"> <li>• Regulation 13.3.3 operates in addition to TFA Playing Rules</li> <li>• At the discretion of the referee, a player may be sent for a sin bin for any infringement of the Laws of the Game.</li> <li>• If a player is sent for a sin bin, he/she is sent to the sin-bin area behind the dead ball line of the opposition's defensive try line for a period of two completed sets of possession by both teams.</li> <li>• The player must remain mute during this time.</li> <li>• A team may not replace the player sent for a Sin Bin with another player and will play with one person less than they are entitled to at that time.</li> <li>• If a player is sent for a sin bin, at the discretion of the referee, a penalty may also be awarded to the opposition team.</li> <li>• A player does not have to be given a warning or directed to substitute before being sent for a sin bin.</li> <li>• A player sent for a sin bin in three or more competition games during the competition may receive an automatic two-week suspension from all Touch Football ACT competitions.</li> <li>• The team captain can be sent for a sin bin for infringements made by officials and spectators of the game.</li> <li>• Where the referee sends a player for a sin bin, they may complete a referee Incident report on the matter as appropriate.</li> </ul>
14.3.4	<p><u>Sent Off:</u></p> <ul style="list-style-type: none"> <li>• Regulation 13.3.4 operates in addition to TFA Playing Rules</li> <li>• At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game.</li> </ul> <p><u>If a player is sent off:</u></p> <ul style="list-style-type: none"> <li>• The player must move to and remain not closer than ten (10) meters from the score line, as specified in TFA Rules.</li> <li>• The player's team cannot replace that player with another player.</li> <li>• The player will be automatically suspended in line with Regulation 13.4</li> </ul> <p>Where the referee sends a player off, they must complete an incident report on the matter.</p> <ul style="list-style-type: none"> <li>• 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 Touch Football ACT Competition Disciplinary Register.</li> </ul>

	<ul style="list-style-type: none"> <li>Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.</li> </ul>
<b>14.4</b>	<b>Automatic Suspension Period</b>
14.4.1	<p>If a person is sent off under Regulation 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</p> <p>During the suspension period, the person will be ineligible to participate in:</p> <ul style="list-style-type: none"> <li>Any other Touch Football ACT competition.</li> <li>Any TFA affiliated competition</li> </ul>
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 Touch Football ACT competition in which the player participates.
14.4.5	Until the automatic suspension period has been served, the person will remain ineligible to participate as per Regulation 11.5.1.
14.4.6	Appeal of the automatic suspension period: TFA Disciplinary Regulations Manual.
<b>14.5</b>	<b>Incident Reports</b>
14.5.1	The TFA Disciplinary Regulations Manual.
<b>14.6</b>	<b>Breaches of Code of Conduct</b>
14.6.1	<p>If a person is considered to have breached the <u>Touch Football Australia Code of Conduct by Touch Football ACT</u>, he/she may be:</p> <ul style="list-style-type: none"> <li>Given a formal warning in writing by Touch Football ACT</li> <li>Reported to the Touch Football ACT Disciplinary Tribunal.</li> </ul>
<b>14.7</b>	<b>Disciplinary Tribunal Hearing</b>
14.7.1	Please refer to the TFA Disciplinary Regulations Manual.
<b>14.8</b>	<b>Power of the Disciplinary Tribunal</b>
14.8.1	Please refer to the TFA Disciplinary Regulations Manual.
<b>14.9</b>	<b>Rights to Appeal</b>
14.9.1	Please refer to the TFA Disciplinary Regulations Manual.

15 COMPLAINTS PROCEDURE	
15.1.1	A team delegate may lodge a complaint on behalf of his/her team with the ground controller following a competition game, or with Touch Football ACT.
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 Touch Football ACT in accordance with The TFA Disciplinary Regulations Manual.

<b>16 FORCE MAJEURE</b>	
16.1.1	If Touch Football ACT is unable to perform, in whole or in part any obligation under these regulations by reason of a force majeure event, Touch Football ACT is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.
16.1.2	Touch Football ACT has no obligation to refund any team competition fees paid if it is unable to perform by reason of a force majeure event.
<b>17 RESPONSIBILITIES</b>	
17.1.1	<p><u>Team and team delegate:</u></p> <ul style="list-style-type: none"> <li>• It is the responsibility of the team and its delegate to ensure:</li> <li>• Its players are eligible, in accordance with Regulation 2.2.7.</li> <li>• Its players, officials and associated spectators comply with the Touch Football Australia Code of Conduct at all times.</li> <li>• Its players comply with the uniform requirements at regulation 7.</li> <li>• Its competition fees are paid in full. Its players are aware of the Laws of the Game.</li> <li>• The sign on sheet is signed at the end of the game by all players.</li> </ul>
17.1.2	<p><u>Players:</u></p> <ul style="list-style-type: none"> <li>• Each player is responsible for: Ensuring he/she is aware of and complies with the Laws of the Game.</li> <li>• Ensuring they sign their name and place their number on the sign on sheet for the game.</li> </ul>

DEFINITIONS	
	<b>Appointed Referee:</b> Referee appointed by referee coordinator, in consultation with Touch Football ACT.
	<b>Approved Playing Shorts:</b> Includes, but is not limited to shorts, skirts, pants or tights.
	<b>Approved Sports Shoes:</b> Includes but is not limited to football boots and running shoes.
	<b>Automatic Suspension Period:</b> Suspension period for being sent from the field for the remainder of the game.
	<b>Club:</b> Affiliated through the annual submission of the Touch Football ACT Associate Member Registration Regulations.
	<b>Code of Conduct:</b> Code by which all players / persons involved with touch football in the ACT must abide.
	<b>Competition:</b> Senior Domestic Competition – Deakin and City Touch
	<b>Competition Fee:</b> A fee paid to enter the competition
	<b>Competition Games:</b> Any games played for a purpose within the competition
	<b>Competition Round Games:</b> Any games played for a purpose within the competition not including finals of any kind
	<p><b>Force Majeure: For the purposes of these regulations, a force majeure event includes but is not limited to any or all of the following:</b></p> <p>Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic; or war, terrorism or other civil disturbance; or a permanent injunction issued by any court of competent jurisdiction; or An act, fact, circumstance matter or thing beyond the reasonable control of Touch Football ACT.</p>
	<b>Game Result:</b> Result of a competition game as recorded by Touch Football ACT
	<b>Game Tally:</b> Cumulative total of competition games used for finals qualifications purpose.
	<b>Individual:</b> Any single player in a Touch Football ACT competition.
	<b>Individual Competition Fee:</b> Fee determined by Touch Football ACT for single players placed in a team by Touch Football ACT.
	<b>Online Nomination Form:</b> Online form required to be completed for entry to competition.
	<b>Player:</b> Individual involved in game of touch football. Definition also extends to include officials and spectators for judicial matters.

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