



CONDITIONS OF ENTRY

Albert Park Winter Season

May - August

2026

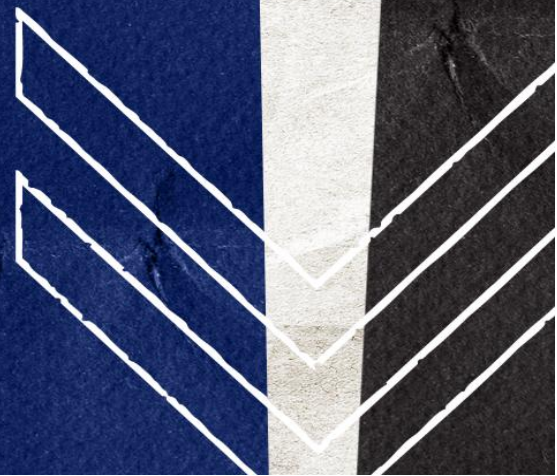




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Contact Information

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Key Dates

Date	Item
Wednesday 18th March	Team Nominations Open
Friday 1st May	Team Nominations Close
Week commencing Monday 4th May	Release of draws Team Delegate information night**
Tuesday 12th May	Round 1
Tuesday 4th August *	Semi Finals
Tuesday 11th August *	Grand Finals

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

** Team Delegate information night (date TBC) will be an online meeting with event organisers to address Conditions of Entry, Team Delegate responsibilities and questions arising.

Round Schedule

Round	Tuesday Date
Round 1	12 th May
Round 2	19 th May
Round 3	26 th May
Round 4	2 nd June
Round 5	9 th June



Round 6	16 th June
Round 7	23 rd June
Round 8	30 th June
Round 9	7 th July
Round 10	14 th July
Round 11	21 st July
Round 12	28 th July
Semi Finals	4th August
Grand Finals	11th August



Regulation 1 – Season Structure & Grading

1.1 Season Structure

- 1.1.1 The 2026 Winter Season at Albert Park will comprise of the following competitions:
- **Tuesday**
 - Men's
- 1.1.2 The competition will consist of 12 regular season rounds followed by Semi Finals and Grand Finals.

1.2 Team Names

- 1.2.1 Teams will take the name of their club. If clubs enter multiple teams, it is permitted to use an identifier of the club's choosing to differentiate between the teams.
- 1.2.2 Team names considered by TFV at its absolute discretion to be offensive, defamatory, racist, discriminatory, or otherwise inappropriate will be refused.
- 1.2.3 If a proposed team name is refused, TFV will notify the team delegate. The team's name will default to the team delegate's surname until an appropriate name has been chosen.
- 1.2.4 If two or more teams nominate the same team name, a team who played in the TFV competition in the season immediately preceding the current competition will have preference.
- 1.2.5 If none of the teams played in the immediately preceding season under the contested name, whichever nomination was received first by TFV will have preference.



Regulation 2 – Registrations and Fees

2.1 Team Fee

- 2.1.1 Fees are inclusive of GST
- 2.1.2 The team fee is \$1,500
- 2.1.3 A non refundable \$300 deposit is due when team nominations close
- 2.1.4 The balance of \$1,200 is due Monday 1st June
- 2.1.5 A late fee of \$200 will be imposed for payments made after Monday 1st June
- 2.1.6 Failure to pay the full team fee by Monday 15th June will result in the team being withdrawn from competition and replaced with a bye
- 2.1.7 Any outstanding team debt from previous seasons is the sole responsibility of the Team Contact. TFV reserves the right to withdraw any team from participating in any TFV competition until that debt is settled.

2.2 Team Nominations

- 2.2.1 Participation in the competition will be initiated by TFV calling for nominations from interested clubs/teams. Nominations are to be entered via the MySideLine website.
- 2.2.2 Team nominations must be provided to Touch Football Victoria as per Key Dates table in this document.
- 2.2.3 Acceptance of team nomination after the closing date will be at the discretion of TFV.
- 2.2.4 When nominating a team via My Sideline, a team must provide the following information for a team delegate:
 - Contact name
 - Postal address
 - Contact number
 - Contact email
- 2.2.5 Acceptance of team nomination that does not include information as stated in 2.2.4 is at the discretion of TFV.
- 2.2.6 TFV may refuse any nomination at its discretion.
- 2.2.7 Submitting an online registration is not a guarantee that the nomination will be approved by TFV, even once a confirmation email is received. Any decision made by TFV rejecting a nomination is final.
- 2.2.8 Any team with an outstanding debt from previous seasons will NOT be permitted to participate without first settling that debt.



2.3 Player Registration

- 2.3.1 Having been a listed player for **any** 2 games, players **MUST** register and become a Full Season Member via MySideLine to play **ANY FURTHER GAMES** in the season.
- 2.3.2 Players in all divisions must be at least 11 years of age on the first day of competition commencing. Players failing to comply with this rule will be recognised as an unregistered player.
- 2.3.3 Fill Ins are permitted noting their details must appear on the relevant team sheet.
- Failing to comply with rule 2.3.1 and 2.3.2, teams that field an unregistered player will have the match recorded as a forfeit.
- 2.3.4 In both teams fail to comply with rule 2.3.1 and/or 2.3.2 and field unregistered players, the game will be recorded as a double forfeit.
- 2.3.5 Players will only be deemed ineligible to participate in the 2026 Winter Season if they are:
- Under a serving a suspension as directed by TFA, TFV or another TFA affiliated competition.
 - Deemed unfinancial (i.e. carrying a debt to TFA, TFV or another TFA affiliated competition).

2.4 Team Make Up

- 2.4.1 Each team is allowed to play as many players as they wish in the season.
- 2.4.2 A maximum of 14 players are permitted to participate in any one match, with a maximum of 6 players on the field and 8 on the bench at any one time.
- 2.4.3 Each team is to nominate 1 (one) team captain. It is the only the captain that can approach a referee to discuss in game concerns.

Regulation 3 – Finals

3.1 Finals Eligibility

- 3.1.1 A player must play (listed on team sheet) a minimum of 4 games for that respective team, to qualify for semi finals and grand final.
- 3.1.2 Failing to comply with rule 2.4.1 will result in the team being disqualified and the match being recorded as a forfeit.

3.2 Final Structure

- 3.2.1 Where possible, finals will comprise two rounds: Semi Finals and Grand Finals
- Semi Final 1: 1 vs 4
 - Semi Final 2: 2 v 3
 - Grand Final: Winner Semi Final 1 vs Winner Semi Final 2



- 3.2.2 TFV reserves the right to alter, change or remove the finals series for any competition at its discretion.
- 3.2.3 ALL players must be registered and have met the minimum games requirement to participate in finals. Teams that field ineligible or unregistered players in finals will be disqualified, and the match will be recorded as a forfeit.
- 3.2.4 All division winners will be presented with a winner's medallion.

Regulation 4 – Duty Referees

- 4.1 The Duty Referee roster will be in operation from round 1
- 4.2 Team delegates must provide the names and contact details of their nominated Duty Referees to TFV by the closing date of registrations. Failure to do so may result in the team being removed from the competition.
- 4.3 Duty Referees do not need to be badged referees; however, TFV strongly encourages duty referees to complete the Level 1 Referee Course.
- 4.4 Allocated Duty Referees are responsible for actively refereeing on the field and recording the scores of the game.
- 4.5 If a Duty Referee does not attend their allocated session, a sanction will be levied against the relevant team. The sanction will be a loss of 3 competition points.
- 4.5 An individual cannot fulfill the role of Duty Referee and Referee on the same night of competition.

Regulation 5 – Team Delegate Responsibilities

5.1 Introduction

- 5.1.1 Each team must nominate a Team Delegate who will serve as the primary point of contact between the team and TFV throughout the season.

5.2 Team Delegate Responsibilities – Before the Season

- 5.2.1 Nominating the team via My Sideline by the required deadline.
- 5.2.2 Providing TFV with the names and contact details of nominated Duty Referees.
- 5.2.3 Sending the registration link to all players and ensuring everyone registers online as per rule 2.3 Player Registration / Team Make Up

5.3 Team Delegate Responsibilities – Each Game Night

- 5.3.1 Ensuring all players sign in on the team sheet before the game commences. Any player who has not signed in will not be eligible to play.
- 5.3.2 Ensuring all players are in correct team uniform from Round 1 in accordance with Regulation 6 - Uniforms.



- 5.3.3 Keeping players informed of timeslots, fixture updates and any schedule changes.
- 5.3.4 Being responsible for the behaviour of the team's spectators. Spectators must respect referees, officials and all other participants at all times.
- 5.3.5 Reporting any facility concerns or incidents to the Ground Controller or Competition Coordinator promptly.

5.4 Team Delegate Responsibilities – Administration

- 5.4.1 Prior to 12pm the following day of play, the Team Delegate is responsible for providing TFV with a final team list of players that participated in the previous night's game. Details on how to submit this information will be provided by TFV.
- 5.4.2 Confirming only eligible players take the field.
- 5.4.3 If your team needs to forfeit, notify the TFV Competition Coordinator with a minimum of 24 hours before the scheduled game to avoid a –3 point ladder deduction.

Ensuring your team complies with all TFV, state and national competition rules and policies within this document.

Regulation 6 – Uniform

6.1 Uniform

- 6.1.1 Each team entering TFV competitions will be required to wear a uniform from Round 3.
- 6.1.2 TFV Management may waive the requirement for non-compliant uniform in extreme cases where reasonable notice has been given and the non-compliant team is actively attempting to rectify the issue. Under no circumstances will the requirement be waived during the finals series.

6.2 Playing Shirt Requirements

- 6.2.1 Each player taking the field must wear a uniform / playing shirt representative of their team.
- 6.2.2 Playing shirts MUST NOT be pink or any shade thereof without prior consent from TFV.
- 6.2.3 Playing shirts bearing incidental differences such as alternate sponsors are permitted, provided the colour of the strip is otherwise the same and all other requirements of rule 6.1 Introduction are met.
- 6.2.4 Playing shirts must bear an exclusive number. Players may wear apparel underneath their playing shirt so long as the number remains clearly visible.
 - 6.2.4.1 Hoodies are permitted to be worn ensuring the hood component is tucked into the playing shirt.



- 6.2.5 If a team is out of uniform AND the opposition team raises this issue with the ground controller PRIOR to commencement of the game, then the ground controller has the discretion to record 1 touchdown per non-complying player up to a maximum of five touchdowns.

6.3 Shirt Number Requirements

- 6.3.1 The number on a player's shirt is their team player number and must correspond with the number on the relevant sign-on sheet.
- 6.3.2 Team player numbers must be:
- At least 15cm in height
 - Placed on the rear of the jersey
 - In a contrasting colour to the playing shirt
 - Legible to the referee.

6.4 Blood and Stained Clothing

- 6.4.1 Blood-stained clothing, including the playing shirt, must be removed immediately. An alternate playing shirt may be used. If no alternate is available, uniform penalties will apply if the player continues.
- 6.4.2 If the blood flow cannot be stemmed, the player is not permitted to return to play.

6.5 Footwear

- 6.5.1 Players must wear appropriate playing footwear and socks at all time whilst on the field
- 6.5.2 Football boots with screw-in studs are not permitted.
- 6.5.3 Footwear displaying any sharp edges must be filed until smooth.
- 6.5.4 A referee may refuse to allow a player to wear footwear they consider puts the safety of players at risk.

Regulation 7 – Player Safety

7.1 Player Safety

- 7.1.1 These regulations are designed to provide maximum safety for all players and participants.
- 7.1.2 A player is not permitted to take the field wearing:
- A watch, including smart watches and step counters
 - A necklace
 - A bracelet, including rubber or plastic bracelets and arm bands
 - Un-taped powerbands or similar products
 - Non-prescription glasses or sunglasses
 - Any other item which the referee considers a danger to any player.



- 7.1.3 All body piercings and rings must either be taped or removed. Fingernails must be kept short or taped.
- 7.1.4 Players are permitted to wear gloves.
- 7.1.5 TFV staff, ground controller or the referee may order a player from the field any player wearing potentially damaging items. Potentially damaging items include but are not limited to jewellery, non-prescription glasses or sunglasses, medical casts, strapping, approved sports eyewear, hair clips, head gear, and pins.
- 7.1.6 If a referee, Ground Controller or TFV staff believe a player to be intoxicated before or during a game, all parties have the right to refuse that player the ability to play for that day.

Regulation 8 – Game Format

8.1 Game Format

- 8.1.1 Competition games will ordinarily consist of two halves with a half time break, subject to the TFV Disrupted Games Policy and Extreme Weather Policy.
- 8.1.2 The commencement and recommencement of play will be initiated by the Ground Controller, who will be the sole timekeeper for the competition.
- 8.1.3 The referee will start and finish each competition game by the sound of a whistle.
- 8.1.4 The referee or Ground Controller may alter the duration of a competition game if considered appropriate.

Regulation 9 – Sign In Procedure

9.1 Sign In Procedure

- 9.1.1 All players must sign in on the Team Sheet at the sign-in point prior to each match. This process is essential for insurance purposes.
- 9.1.2 If a player takes the field having not signed the team sheet;
- It will not be recorded as a game played
 - The player will not be covered under insurance

Regulation 10 – Score Cards and Forfeits

10.1 Referee Game Cards

- 10.1.1 Competition game results will be recorded on referee game cards.
- 10.1.2 Each team captain or delegate must agree with the score at the conclusion of the game and sign the scorecard.
- 10.1.3 If a team captain disagrees with the score, they must lodge a protest in accordance with Regulation 15 – Protests.



10.1.4 Once a scorecard has been signed and entered, the result will stand barring any evidence to the contrary.

10.2 Late Starts

10.2.1 If a team is not ready to take the field at the scheduled start time (when the opposing team is present), the following actions will be taken by the referee:

- If a team is more than five (5) minutes late, the game will be declared a forfeit in favour of the team that is present.

10.2.2 If both teams are more than five (5) minutes late – the game will be considered a forfeit for both teams and 3 points will be taken from ladder.

10.3 Forfeits

10.3.1 If a team receives a forfeit win, they will receive three (3) competition points and the game will be recorded with a 5-nil score line

10.3.2 All players listed on the team sheet will receive a credit for 'playing' for finals qualification.

10.3.3 Teams who forfeit a competition game will receive zero (0) competition points. Players from that team will not receive a credit for 'playing' for finals qualification, even if present at the ground when the forfeit was called.

10.3.4 Any team that forfeits without notice on two occasions may be removed from the competition at the discretion of TFV, with no refund given for playing fees.

Please be considerate of other players, officials and their families when forfeiting. Giving adequate notice allows TFV to communicate changes to all affected participants in a timely manner.

Regulation 11 – Competition Points

11.1 Competition Points

11.1.1 Game points will be allocated as per the following table:

Result	Points
WIN	3 Points
DRAW	2 Points
LOSS	1 Point
FORFEIT WIN	3 Points



FORFEIT LOSS	0 Points
BYE*	3 Points
FORFEIT – Late or No Notice	-3 Points (ladder deduction)

* If a division has an odd number of teams, all efforts will be made to ensure all teams have an equal number of byes

- 11.1.2 At the end of the 12 round season teams are tied on points, the following criteria will be used (in order) to determine ladder position:
- Difference (for and against), if equal then
 - Percentage (within 2 decimals points), if equal then
 - For Score, if equal then
 - Against Score, if equal then
 - Head to Head result/s from season, if equal then
 - Aggregate score from games played between the two teams

- 11.1.3 In the event rule 11.1.2 cannot separate the teams, a drop off will be scheduled to be played immediately preceding any semi finals match.

Regulation 12 – Weather

12.1 Adverse Weather Conditions / Field Conditions

- 12.1.1 In the event of adverse weather conditions (extreme heat, wet weather, lightning etc) or field closures, TFV make every effort to communicate the impact by
- Contacting the Team Delegates directly via phone or SMS.
 - Contacting registered participants via email.
 - Contacting the wider community via TFV social media channels.
- 12.1.2 Where possible, details of cancelled rounds/games will be issued by 3:00pm on the day of competition.
- 12.1.3 If severe weather occurs during competition, TFV/Ground Controller will communicate with Team Delegates at the venue and follow the TFV Extreme Weather Policy.
- 12.1.4 Players and spectators must respect the playing surface at all times. Sliding, training on closed fields or any activity likely to damage the surface is not permitted.
- 12.1.5 Games not played due to Adverse Weather Conditions / Field Conditions will be awarded a nil-nil draw.



Regulation 13 – Injury Reporting and Insurance

13.1 Injury Reporting

- 13.1.1 If an injury occurs during a competition game, the injured player or a teammate must notify the referee and Ground Controller immediately so that first aid assistance can be provided and an incident report completed.
- 13.1.2 Injuries that are not reported at the time of the incident may not be accepted by the relevant insurer. TFV accepts no responsibility for insurance claims arising from unreported injuries.
- 13.1.3 The venue is equipped with a first aid kit. Where an injury is severe, an ambulance will be called so the player can be assessed by medical professionals.
- 13.1.4 An official may stop a game at any time to attend to an injured player. The game clock will not be stopped during regular season games but may be paused during finals at the discretion of the Competition Coordinator or Ground Controller, depending on the severity of the injury.
- 13.1.5 If an injury results in less than half a game being completed, the game will be deemed a draw and each team will receive two (2) competition points.

13.2 Insurance

- 13.2.1 To make an insurance claim, please contact the TFV Competition Coordinator in the first instance. It is strongly recommended that claims are submitted within 30 days of the date of injury.

Regulation 14 – Venue Safety

14.1 Venue Safety

- 14.1.1 All players, officials and spectators must comply with the venue safety rules at Fawkner Park at all times.
- 14.1.2 The interchange/sub box area if marked is reserved for players and officials only. Spectators must not enter the interchange box. Team Delegates are responsible for communicating this to their supporters.
- 14.1.3 Alcohol is not permitted on the playing fields. Any person who consumes or introduces alcohol in breach of applicable liquor licensing requirements will be asked to leave.
- 14.1.4 Bicycles, scooters and similar devices must not be ridden through the venue and must be secured at the designated area if provided and identified.
- 14.1.5 Any concerns regarding the venue or facilities should be reported to the Ground Controller or Competition Coordinator on the night.



Regulation 15 – Protests

15.1 Protests

- 15.1.1 A team delegate may lodge a protest with the Ground Controller following a competition game. Protests concerning individual refereeing decisions will not be accepted.
- 15.1.2 Protests must be lodged on the night of the game in question.
- 15.1.3 Protests may be lodged in relation to:
- Specific incidents in a competition game considered to have fundamentally affected the outcome.
 - Player eligibility.
 - Player uniform.

All other matters are to be discussed with the Ground Controller to determine if the protest is legitimate.

- 15.1.4 Incomplete protest forms, or protests deemed frivolous by TFV at its discretion, will not be investigated.
- 15.1.5 A protest will be decided by TFV upon review of the Laws of the Game before the start of the relevant team's next scheduled competition game. This review may involve TFV interviewing witnesses and persons of interest.
- 15.1.6 The game result of a competition game in which a protest has been lodged may be upheld, varied, declared void, recorded as a forfeit or draw, or rescheduled in accordance with the TFV Disrupted Games Policy.

Regulation 16 – Discipline

16.1 Discipline

- 16.1.1 Touch Football Victoria has adopted the TFA Disciplinary Regulations Manual. Please refer to this manual at www.touchfootball.com.au. These disciplinary powers operate in conjunction with the TFA 8th Edition Playing Rules.

16.2 Disciplinary Powers

- 16.2.1 An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game. A Duty Referee has the same disciplinary powers as an appointed referee.
- 16.2.2 The referee coordinator will appoint a referee for each competition game. If no referee or Duty Referee is available, the game will be self-refereed as agreed by the teams involved. TFV does not guarantee that a referee will be provided for every game.
- 16.2.3 During a competition game, a player may be disciplined by the referee if the referee believes:



- The player has infringed, or attempted to infringe, the Laws of the Game; or
- The player is reasonably likely to infringe the Laws of the Game; or
- The player, an official and/or spectator has breached the Code of Conduct.

16.2.4 A referee may discipline a player by:

- A warning.
- A direction to substitute (force sub).
- A direction to leave the field for 4 completed sets (Sin Bin).
- A direction to leave the field for the remainder of the game (sendoff).

16.3 Disciplinary Categories and Sanctions

16.3.1 **Warning**

- At the discretion of the referee, a player may be given a warning for infringing the Laws of the Game or for behaviour attempting or intending to infringe them.
- A penalty may also be awarded to the opposition team at the referee's discretion.
- There is no limit to the number of warnings a player may receive in a game.
- The referee may complete an incident report where appropriate.

16.3.2 **Force Sub**

- At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game.
- The player must immediately leave the field and proceed to the interchange area. The team may replace that player with another player.
- A player directed to substitute may return to the game after substituting.
- The non-offending team may continue play during the substitution.
- A player can receive a maximum of one force sub in a game. Any subsequent infringement will result in a Sin Bin under Regulation 16.3.3.

16.3.3 **Sin Bin**

- Operates in addition to [TFA Rules #22 \(Sin Bin\)](#).
- A player sent to the Sin-Bin Area for a period of four (4) completed Possessions. The player is counted as a player on the Field of Play and cannot be replaced or Interchanged.
- The player must immediately leave the field and proceed to the area behind their team's attacking score line, remaining there until called back by the referee. The player must remain mute during this time.
- The team may not replace the sin-binned player and will play with one fewer player.
- A player sent to the sin bin in three or more competition games during the season will receive an automatic two-week suspension from all TFV competitions.
- The team captain may be sent to the sin bin for infringements made by officials or spectators associated with their team.

16.3.4 **Sent Off**

- A player may be sent off for serious and/or continual breaches of the Laws of the Game.



- The player must move to and remain not closer than ten (10) metres from the score line. The team cannot replace that player.
- The player will be automatically suspended in line with Regulation 15.4. The referee must complete an incident report.
- The player's name and reason for the disciplinary action will be recorded on the TFV Competition Disciplinary Register.
- Supporters and officials removed from the field will also be reported via incident report.

16.4 Automatic Suspension Period

- 16.4.1 A person sent off under Regulation 16.3.4 will be automatically suspended for the period it takes their team to play two (2) competition games. During the suspension period, the person will be ineligible to participate in any TFV or TFA affiliated competition.
- 16.4.2 Byes do not count towards the required two (2) games. A forfeit by the opposing team will count.
- 16.4.3 If it is not practical for the team to play two competition games in the current competition, the suspension will carry over to the next TFV competition in which the player participates.
- 16.4.4 For appeals of the automatic suspension period, please refer to the TFA Disciplinary Regulations Manual.

16.5 Code of Conduct and Tribunal

- 16.5.1 If a person is found to have breached the TFV Code of Conduct, they may be given a formal warning in writing by TFV or referred to the TFV Disciplinary Tribunal (16.5.6).
- 16.5.2 For Incident Reports, please refer to the TFA Disciplinary Regulations Manual (16.5.6)
- 16.5.3 For Disciplinary Tribunal Hearings, please refer to the TFA Disciplinary Regulations Manual (16.5.6).
- 16.5.4 For Powers of the Disciplinary Tribunal, please refer to Regulations 3 and 16 of the TFA Disciplinary Regulations Manual (16.5.6).
- 16.5.5 For Rights to Appeal, please refer to the TFA Disciplinary Regulations Manual (16.5.6).
- 16.5.6 Reference: [TFA Disciplinary Regulations Manual](#)

Regulation 17 – Complaints

17.1 Complaints Procedure

- 17.1.1 Ensure your complaint is not a matter that falls under Regulation 15 – Protests



- 17.1.2 A team delegate may lodge a complaint on behalf of their team with the Ground Controller following a competition game, or directly with TFV.
- 17.1.3 Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
- 17.1.4 Complaints will be investigated by TFV in accordance with Regulations 8 and 9 of the TFA Disciplinary Regulations Manual.
- 17.1.5 Complaints deemed by TFV to concern a serious breach of the TFV Code of Conduct may be referred immediately to the TFV Disciplinary Tribunal.

Regulation 18 – Force Majeure

18.1 Force Majeure

- 18.1.1 If TFV is unable to perform, in whole or in part, any obligation under these Conditions of Entry due to a Force Majeure Event, TFV is relieved of that obligation to the extent and for the period during which performance is not possible. In such circumstances, TFV has no obligation to refund any fees paid by individuals or teams.
- 18.1.2 For the purposes of these Conditions of Entry, a Force Majeure Event includes but is not limited to:
 - Acts of God, including flood, drought, earthquake, storm, cyclone, fire, lightning or explosion.
 - Epidemic or pandemic.
 - War or act of terrorism.
 - Riot or civil disturbance.
 - Permanent injunction of any duly constituted court of competent jurisdiction.
 - Government-mandated restrictions or directions.
 - Any other fact, circumstance or matter beyond the reasonable control of TFV.