

FRONT COVER

PALMERSTON INFERNO TOUCH ASSOCIATION

CONDITIONS OF ENTRY

VERSION 1 as of 12 May 2026

Table of Contents

Introduction	4
Contact Information	4
Key Dates.....	4
Round Schedule	6
Regulation 1 – Season Structure & Grading	7
1.1 Season Structure	7
1.2 Grading.....	7
1.3 Team Names	7
Regulation 2 – Registrations and Fees	8
2.1 Team Fee	8
2.2 Team Nominations.....	8
2.3 Player Registration / Team Make Up.....	9
Regulation 3 – Finals	10
3.1 Finals Eligibility.....	10
3.2 Final Structure	10
Regulation 4 – Duty Referees	10
Regulation 5 – Team Delegate Responsibilities	11
5.1 Introduction	11
5.2 Team Delegate Responsibilities – Before the Season	11
5.2 Team Delegate Responsibilities – Each Game Night.....	11
5.3 Team Delegate Responsibilities – Administration	11
Regulation 6 – Uniform	12
6.1 Uniform	12
6.2 Playing Shirt Requirements	12
6.3 Shirt Number Requirements.....	12
6.4 Blood and Stained Clothing.....	12
6.5 Footwear.....	13
Regulation 7 – Player Safety	13
7.1 Player Safety.....	13
Regulation 8 – Game Format	13
8.1 Game Format.....	13
Regulation 9 – Sign In Procedure	14
9.1 Sign In Procedure.....	14
Regulation 10 – Score Cards and Forfeits.....	14
10.1 Referee Game Cards.....	14

10.2 Late Starts	14
10.3 Forfeits	14
Regulation 11 – Competition Points	15
11.1 Competition Points	15
Regulation 12 – Weather	16
12.1 Adverse Weather Conditions / Field Conditions	16
Regulation 13 – Injury Reporting and Insurance	16
13.1 Injury Reporting	16
13.2 Insurance	16
Regulation 14 – Venue Safety	17
14.1 Venue Safety	17
Regulation 15 – Protests	17
15.1 Protests	17
Regulation 16 – Discipline	18
16.1 Discipline	18
16.2 Disciplinary Powers	18
16.3 Disciplinary Categories and Sanctions	18
16.4 Automatic Suspension Period	19
16.5 Code of Conduct and Tribunal	19
Regulation 17 – Complaints	20
17.1 Complaints Procedure	20
Regulation 18 – Force Majeure	20
18.1 Force Majeure	20

Introduction

Welcome to Palmerston Inferno Touch Association Touch Football Season 2026

This document has been developed to provide all players, team delegates, referees and participants with clear information regarding the operation of the competition throughout the season.

The Conditions of Entry outline the rules, expectations and procedures that apply to all teams and participants involved in the competition. The aim is to ensure the competition is run fairly, safely and consistently while creating a positive environment for players, officials and spectators.

This document includes important information regarding:

- Competition structure and grading
- Team nominations and player registrations
- Fees and payment requirements
- Finals eligibility
- Referee and team delegate responsibilities
- Uniform and player safety requirements
- Match rules, forfeits and competition points
- Discipline, protests and complaints procedures
- Insurance and venue safety requirements

All teams, players and officials are expected to read and comply with these Conditions of Entry throughout the 2026 Palmerston Inferno Touch Association season.

Contact Information

Competition Coordinator	Thomas Edgword – 0437 272 484
Grounds Controller	Shae-Rose Bellenger – 0432 829 128
Referee Coordinator	Thomas Edgword – 0437 272 484

Key Dates

Date	Item
Friday 01 May 2026	Team Nominations Open
Sunday 24 May 2026	Team Nominations Close
Thursday 28 May 2026	Release of draws
Monday 1 May 2026 Wednesday 03 May 2026	Round 1 Mondays – Mens/Womens/Juniors Wednesday - Mixed
Monday 8 June 2026	King's Birthday – No Game (Monday)
Wednesday 17 June 2026	State of Origin II – No Game (Wednesday)
Wednesday 8 July 2026	State of Origin III – No Game (Wednesday)
Monday 24 / Wednesday 26 August 2026*	Semi Finals
Monday 31 / Wednesday 02 September 2026*	Grand Finals

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

Round Schedule

Round	Monday Date	Wednesday Date
Round 1	1 June	3 June
Round 2	15 June	10 June
Round 3	22 June	24 June
Round 4	29 June	1 July
Round 5	6 July	15 July
Round 6	13 July	22 July
Round 7	20 July	29 July
Round 8	27 July	5 August
Round 9	10 August	12 August
Round 10	17 August	19 August
Semi Finals	24 August	26 August
Grand Finals	31 August	02 September

Regulation 1 – Season Structure & Grading

1.1 Season Structure

- 1.1.1 The 2026 Palmerston Inferno Touch Association Season at Goodline Oval will comprise of the following competitions:
Monday - Men's Open, Women's Open & Juniors
Wednesday - Mixed Premier (Competitive) & Social
- 1.1.2 The competition will consist of 10 regular season rounds followed by Semi Finals and Grand Finals.

1.2 Grading

- 1.2.1 An active grading period will be run over the first 2 rounds.
- 1.2.2 Grading of teams will be determined by the competition referees present throughout the grading period, the Ground Controller and the Competition Coordinator.
- 1.2.3 Palmerston Inferno Touch Association reserves the right to regrade any team, in any division, at any time.
- 1.2.4 Decisions regarding grading will be made by Palmerston Inferno Touch Association and will be final. Palmerston Inferno Touch Association 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.

1.3 Team Names

- 1.3.1 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.
- 1.3.2 Team names considered by Palmerston Inferno Touch at its absolute discretion to be offensive, defamatory, racist, discriminatory, or otherwise inappropriate will be refused.
- 1.3.3 If a proposed team name is refused, Palmerston Inferno Touch Association will notify the team delegate. The team's name will default to the team delegate's surname until an appropriate name has been chosen.
- 1.3.4 If two or more teams nominate the same team name, a team who played in the Palmerston Inferno Touch Association competition in the season immediately preceding the current competition will have preference.
- 1.3.5 If none of the teams played in the immediately preceding season under the contested name, whichever nomination was received first by Palmerston Inferno Touch Association will have preference.

Regulation 2 – Registrations and Fees

2.1 Individual Player Fee

- 2.1.1 Fees are inclusive of GST
- 2.1.2 The individual fee is set as follows in 2.1.3:

2.1.3 **REGISTRATION PRICES**

- U8–11: \$75 for the season
- U12–14: \$85 for the season
- U15–17: \$100 for the season
- Opens (18+): \$125 for season

From 1 May to 31 May, players can receive a \$25 Early Bird discount on registrations prices listed below:

The \$25 Early Bird discount applies to all age groups listed above.

Example:

Open division registration fee before 31 May: \$100.

Open division registration fee after 31 May: \$125.

Sports vouchers can be used towards registration fees. Please email vouchers through with the team name noted.

- 2.1.4 From 01 June the early bird discount will cease and all registrations will revert to full price.
- 2.1.5 All players must be fully registered before taking the field due to insurance and public liability requirements. The following outlines actions taken:
- Round 3: Warning issued and match recorded as a loss against offending team.
Round 4: Final warning issued and match recorded as a forfeit.
Round 5: Removal from the competition with no refund.
- 2.1.6 Any outstanding individual debt from previous seasons is the sole responsibility of the Team Contact. Palmerston Inferno Touch Association the right to withdraw any individual from participating in any competition until that debt is settled.

2.2 Team Nominations

- 2.2.1 Participation in the competition will be initiated by Palmerston Inferno Touch Association calling for nominations from interested clubs. Nominations are to be entered via the MySideLine website.
- 2.2.2 Team nominations must be provided to Palmerston Inferno Touch Association 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 Palmerston Inferno Touch Association
- 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 Palmerston Inferno Touch Association
- 2.2.6 Palmerston Inferno Touch Association may refuse any nomination at its discretion.
- 2.2.7 Submitting an online registration is not a guarantee that the nomination will be approved, even once a confirmation email is received. Any decision made by Palmerston Inferno Touch Association 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 / Team Make Up

- 2.3.1 Having been a listed player for any 2 games (in one or multiple divisions), players **MUST** register via MySideLine to play **ANY FURTHER GAMES** in the season.
- 2.3.2 Players in open divisions must be at least 15 years of age on the first day of competition commencing. Players failing to comply with this rule will be recognised as an unregistered player. Dispensation for under 15 to participate may be requested via email to competition organiser.
- Juniors participating in 8-11 and 12-14 competitions are to be of that age as of 31 Dec 26.
- 2.3.3 Fill Ins are permitted, however a request via email must be submitted to the competition organiser prior to 12pm of game day. Information required is the players full name and how many players their team has for that game, this will be noted on the relevant team sheet by competition organisers.
- Fill in players may only 'fill in' ONCE per season and may not 'fill in' for another team in the same division. Teams must not use 'Fill In' players more than THREE times per season.
- Failing to comply with rule 2.3., 2.3.2 & 2.3.3, for teams that field an unregistered player will have the match recorded as a forfeit.
- 2.3.4 If both teams fail to comply with rule 2.3.1, 2.3.2 and/or 2.3.3 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 Palmerston Inferno Touch Association Touch Association Touch Association Season if they are:
Under a serving a suspension as directed by TFA, Palmerston Inferno Touch Association or another TFA affiliated competition.
Deemed unfinancial (i.e. carrying a debt to TFA, Palmerston Inferno Touch Association or another TFA affiliated competition).
- 2.3.6 Each team is allowed to play up to 16 players in the season.

- 2.3.7 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.

Regulation 3 – Finals

3.1 Finals Eligibility

- 3.1.1 A player must play (listed on team sheet) a minimum of 3 games for that respective team, to qualify for semi finals and grand final.
- 3.1.2 Failing to comply with rule 3.1.1 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 Palmerston Inferno Touch Association 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 (see Regulation 3.1.1) 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 between Rounds 2 and 10 of the competition.
- 4.2 Team delegates must provide the names and contact details of their nominated Duty Referees to Palmerston Inferno Touch Association 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, Palmerston Inferno Touch Association strongly encourages duty referees to complete the Affiliate Referee Course. Duty Referees will not be paid.
- 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, sanctions will be levied against the relevant team. These sanctions may include a loss of 3 competition points, a forfeit, or withdrawal from finals.

REFEREE INCENTIVE PROGRAM

- Qualified Referees will be paid for every match officiated.

- Complete a minimum of 8 weeks of refereeing consistently during the season and earn back one player registration fee for one team member. This can also apply to Duty Referees.
- This reimbursement will be paid as a single instalment at the end of the season.

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 Palmerston Inferno Touch Association 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 Palmerston Inferno Touch ASSOCIATION 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

5.2 Team Delegate Responsibilities – Each Game Night

- 5.2.1 Ensuring all players sign on via team sheet before the game commences. Any player who has not signed in will not be eligible to play.
- 5.2.2 Ensuring all players are in correct team uniform from Round 1 in accordance with Regulation 6 - Uniforms.
- 5.2.3 Ensure all jewellery, watches and other accruements are removed prior to taking the field.
- 5.2.4 Keeping players informed of timeslots, fixture updates and any schedule changes.
- 5.2.5 Being responsible for the behaviour of the team's spectators. Spectators must respect referees, officials and all other participants at all times.
- 5.2.6 Reporting any facility concerns or incidents to the Ground Controller or Competition Coordinator promptly.

5.3 Team Delegate Responsibilities – Administration

- 5.3.1 Confirming only eligible players take the field.
- 5.3.2 If your team needs to forfeit, notify the Palmerston Inferno Touch Association Competition Coordinator :
- If your team forfeits before 12:00pm on game day, your team will receive 1 competition point (equivalent to a standard loss).
 - If notice is provided after 12:00pm or no notice is given, your team will receive 0 competition points.
 - The non-offending team will still receive 3 competition points and a 7–0 scoreline victory.

- 5.3.3 Ensuring your team complies with all Palmerston Inferno Touch Association state and national competition rules and policies within this document.

Regulation 6 – Uniform

6.1 Uniform

- 6.1.1 Each team entering Palmerston Inferno Touch Association competitions will be required to wear a uniform from Round 3.
- 6.1.2 Palmerston Inferno Touch Association 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, unless dispensation has been sort, this will result in a team wearing bibs to identify players.

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 Palmerston Inferno Touch Association.
- 6.2.3 Playing shirts bearing incidental differences such as alternate sponsors are permitted, provided the style and 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.
- 6.2.5 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.
- 4.3.2
- 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 (unless taped/covered)
 - 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 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 Palmerston Inferno Touch Association 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 Palmerston Inferno Touch Association 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 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 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
 - May result in team receiving forfeit

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 immediately to the ground controller and/or the competition organiser, this request must also be submitted via email.
- 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:
- One touchdown will be awarded to the present team for every one (1) minute the opposing team is unable to field a minimum of four (4) players.
 - 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 0 points will be awarded to each team.

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 PALMERSTON INFERNO TOUCH ASSOCIATION TOUCH ASSOCIATION TOUCH ASSOCIATION, with no refund given for playing fees.

Please be considerate of other players, officials and their families when forfeiting. Giving adequate notice allows Palmerston Inferno Touch Association 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 – Early Notice	1 Point

* 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 10 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 may be scheduled to be played immediately preceding any semi finals match, if the competition organiser cannot fulfil a fair resolution.

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, Palmerston Inferno Touch Association 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 Palmerston Inferno Touch Association 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, the Ground Controller will communicate with Team Delegates at the venue and follow the Palmerston Inferno Touch Association 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. Palmerston Inferno Touch Association 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. Injuries that occur in second half, resulting in non-completion of game will result in current score being recorded as final.

13.2 Insurance

- 13.2.1 To make an insurance claim, please contact the Palmerston Inferno Touch Association 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 Goodline Oval at all times.
- 14.1.2 The interchange/sub box area if marked (or 10m either side of halfway) 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 within 20 mins of the conclusion 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.
 - Player/official/referee misconduct and/or abuse

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 Palmerston Inferno Touch Association at its discretion, will not be investigated.
- 15.1.5 A protest will be decided by Palmerston Inferno Touch Association upon review of the Laws of the Game before the start of the relevant team's next scheduled competition game. This review may involve 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 PALMERSTON INFERNO TOUCH ASSOCIATION Disrupted Games Policy.

Regulation 16 – Discipline

16.1 Discipline

- 16.1.1 Palmerston Inferno Touch Association 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. Palmerston Inferno Touch Association 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. There is no minimum time off the field.
 - The non-offending team may continue play during the substitution and does not need to wait.
 - 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**

- 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 silent during this time, this includes talking to team-mates, opposition, spectators and officials.
- 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 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 Palmerston Inferno Touch Association 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 gamesounds. During the suspension period, the person will be ineligible to participate in any Palmerston Inferno Touch Association 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 Palmerston Inferno Touch Association competition in which the player participates.
- 16.4.4 For appeals of the automatic suspension period, please refer to Regulation 8.2 of the TFA Disciplinary Regulations Manual.

16.5 Code of Conduct and Tribunal

- 16.5.1 If a person is found to have breached the Code of Conduct, they may be given a formal warning in writing or referred to the Disciplinary Tribunal.
- 16.5.2 For Incident Reports, please refer to Regulation 8.1 of the TFA Disciplinary Regulations Manual.
- 16.5.3 For Disciplinary Tribunal Hearings, please refer to Regulation 7 of the TFA Disciplinary Regulations Manual.
- 16.5.4 For Powers of the Disciplinary Tribunal, please refer to Regulations 3 and 16 of the TFA Disciplinary Regulations Manual.

- 16.5.5 For Rights to Appeal, please refer to Regulation 17 of the 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 Palmerston Inferno Touch Association.
- 17.1.3 Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
- 17.1.4 Complaints will be investigated in accordance with Regulations 8 and 9 of the TFA Disciplinary Regulations Manual.
- 17.1.5 Complaints deemed to concern a serious breach of the Code of Conduct may be referred immediately to the Disciplinary Tribunal.

Regulation 18 – Force Majeure

18.1 Force Majeure

- 18.1.1 If Palmerston Inferno Touch Association is unable to perform, in whole or in part, any obligation under these Conditions of Entry due to a Force Majeure Event, Palmerston Inferno Touch Association relieved of that obligation to the extent and for the period during which performance is not possible. In such circumstances, Palmerston Inferno Touch Association 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 nature 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 Palmerston Inferno Touch Association.