

The logo for the ACT Super Series is located on the left side of the page. It features the letters 'ACT' in a large, bold, yellow font with a blue outline. Below 'ACT', the words 'SUPER' and 'SERIES' are written in a smaller, bold, blue font. The entire logo is set against a white background.

NRL Touch Football ACT

Conditions of Entry

ACT Super Series

2026

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Regulations for ACT Super Series – Senior Domestic Competition

These regulations govern the terms and conditions of the Touch Football ACT Senior Domestic Competition – ACT Super Series

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.

Important Dates to Remember –

Date	Item	Location
Tuesday 6th Oct 2026	Training session, team announcements, BBQ	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 13th Oct 2026	Round 1 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 20th Oct 2026	Round 2 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 27th Oct 2026	Round 3 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 3rd Nov 2026	Round 4 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 10th Nov 2026	Round 5 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 17th Nov 2026	Round 6 Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Tuesday 24th Nov 2026	Semi Final Matches	Deakin Playing Fields, Makin Place Deakin ACT 2600
Friday 27th Nov 2026	Grand Final Matches	Raiders Belconnen, 155 Hardwick Crescent Holt ACT 2615

1	NOMINATIONS
1.1	Competition Nominations
1.1.1	Participation in the competition will be initiated by Touch Football ACT calling for expressions of interests
1.1.2	Expressions of Interests are offered online at << Super Series 2026 EOI >>
1.1.3	Teams are created by Touch Football ACT for the Super Series Competitions
1.1.4	Players may request to play in the same team as another participant but requests are not guaranteed
1.1.5	Expressions of interests after the closing date will only be accepted at the convenience of the competition.
1.1.6	Players who do not submit an EOI Form will not be considered for selection
1.1.7	Players will only be deemed eligible to nominate and participate in the <<Super Series 2026 Competitions>> if they are: - Not suspended by TFA, Touch Football ACT or another TFA affiliated competition. - Financial (i.e. not carrying a debt to TFA, Touch Football ACT or another TFA affiliated competition). - Be at least 14 years of age at the commencement of competition, unless otherwise granted dispensation by Touch Football ACT
2	TEAM STRUCTURE
2.1	Team Structure
2.1.1	The structure of each team must comply with Rule 5 of the TFA 8th 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 16.
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. For exemptions, please reach out to brad.malone@touchfootball.com.au
2.1.5	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.
3	REGISTRATION
3.1	Player Registration

3.1.1	Each team will consist of sixteen players, and all players are required to be registered before taking the field. This includes paying any State or National Membership fees for the current financial year, if outstanding. Teams found to have any unregistered player take the field, will have the match forfeited and/or may be removed from the competition.
3.1.2	Player registration must be completed by each individual before taking the field by using the Touch Football ACT online registration process (MySideline). A link will be provided by TFACT to register through.
3.1.3	Nominations that do not comply with Regulation 3.1.2 will not be accepted.
3.1.4	Touch Football ACT may refuse any nomination at its discretion and does not have to provide a reason rejecting a nomination.
3.1.5	Any decision made by Touch Football ACT rejecting a nomination is final
3.1.6	Any team which plays a player in breach of Regulation 3.1 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.
3.1.7	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.
3.1.8	Players in Super Series Competition must be at least 14 years of age on the first day of competition commencing. Teams will be deducted 2 points per game for every incident that offsets regulation 3.1.8. Dispensations can be requested by contacting Touch Football ACT.
4	FILL INS
4.1.1	Players who submitted an EOI but have NOT been selected for a team may join the 'Player Pool'
4.1.2	A team may only request a fill in player from the player pool if their team has <u>10 players or less</u> for the next upcoming match
4.1.3	Fill in players may only be selected from the player pool and not an outside source until it is exhausted
4.1.4	A fill in player must pay all <u>membership fees</u> before commencing play once being called upon

4.1.5	Fill in players may only play 2 matches as a 'fill in' before they are required to pay the full <u>competition fee</u>
4.1.6	Team coaches or captains are required to inform TFACT they require a fill as soon as possible to ensure the team list is completed by 2pm the day prior to matches (Monday) Unless there is a reasonable excuse such as: - Player injury on gameday - Player illness - Family emergencies
4.1.7	TFACT does not guarantee a fill in player will be available for teams in need
5	PAYMENT OF FEE
5.1.1	Individuals will pay for themselves into the designated link once selected in a team. An \$80 competition fee will be required upon registering.
5.1.2	Players will need to pay the fee before the first round of the competition.
5.1.3	Players who don't pay the fee by the first round game will be unable to play until payment is resolved.
5.1.4	Touch Football ACT has the right to not refund any of the competition fee paid by a player after the start of competition games.
5.1.5	Any current/previous player debt that is outstanding from current/previous seasons, the payment of that debt lies solely on the individual. TFACT holds the right to withhold that player from participating in any TFACT competition/tour until that debt is paid.
5.1.6	If a team wishes to have fill in players, they must register into the team concerned and appear on the team sheet. This includes paying any National or State membership fees to be covered by insurance. The team and player are subject to regulation 2 & 3
6	FINALS
6.1.1	After the conclusion of all competition round games, all teams in the competition will play a finals series.
6.1.2	Eligibility for finals will be determined with reference to the ranking of each team on the competition points table.
6.2	Finals Format
6.2.1	All teams will be allocated places in the final's series for each division.
6.2.2	

	All players playing in the final's series must qualify under Regulation 6.3
6.2.3	The format will be as follows: 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. Playoff – A playoff match may be introduced for both losing teams in the Semi Final Round.
6.2.4	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 if no more washout rounds are scheduled.
6.2.5	If Touch Football ACT cannot reschedule a finals match, the higher team on the ladder will progress to the next stage.
6.2.6	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.
6.3	Finals Qualification - Players
6.3.1	Players must play at least one (1) competition round game to qualify for any finals series.
6.3.2	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.
6.3.3	Competition games that are 'washed out' will be counted towards game tallies for all registered players.
6.3.4	It is the team coach's responsibility to make sure all players in that team are registered and qualified for finals
6.3.5	Only players who have paid the TFA and ACT State membership fees are eligible to play finals.
6.4	Exemptions for Finals Qualification - Players
6.4.1	Team coaches may apply to TFACT for exemptions for their members from meeting the finals qualification regulations. Exemptions may be considered under the following conditions: · Long term injury. · Family related issues. · Work related issues. · Personal hardship.
6.4.2	Team delegates must provide satisfactory evidence for any exception to be granted by TFACT.

6.4.3	Touch Football ACT reserves the right to grant or deny exemptions at its discretion.
7	PRIZES/AWARDS
7.1.1	TFACT will award prizes to the winner of each division in the Super Series Competition.
7.2	Awards
7.2.1	TFACT will award the Rising Star Award
7.2.2	TFACT will award the MVP Award for the competition - Gary Lawless MVP: Men's - Sandra Hughes MVP: Women's
7.2.3	TFACT will award the Top Try Scorer Award for the competition - Dean Taylor Top Tryscorer: Men's - Bec Beath To Tryscorer: Women's
7.2.4	TFACT will award the Trevor Richards Volunteer of the Year Award
7.2.5	TFACT will award the Les Croft Referee of the Tournament Award
7.2.6	TFACT will award the Player of the Final Award
8	UNIFORM REQUIREMENTS
8.1.1	Each team will be provided a playing jersey by Touch Football ACT before the commencement of the competition
8.1.2	Players may wear other apparel underneath their playing shirt so long as the number is clearly visible.
8.2	Playing Shirt Requirements
8.2.1	The number displayed on a player's playing shirt will be their team player number.
8.2.2	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.
8.2.3	TFACT will not accept numbers that have been taped or drawn on.
8.2.4	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.
8.2.5	

	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.
8.2.6	If the blood flow cannot be stemmed, the player is not permitted to return to play.
8.3	Playing Shoes, Socks and Shorts Requirements
8.3.1	A player must wear approved sports shoes at all times whilst on the field during a competition game.
8.3.2	Football boots with screw-in or metal studs are not permitted.
8.3.3	Any sharp edges of an approved sports shoe are required to be filed.
8.3.4	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.
8.3.5	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.
9	RESPONSIBILITIES & Eligibility
9.1	Coaches
9.1.1	- It is the responsibility of the team and its coach/manager to ensure: - Its players are eligible, in accordance with Regulation 1.1.6 & 3. - Its players, officials and associated spectators comply with the Touch Football Australia Code of Conduct at all times. - Its players comply with the uniform requirements at regulation 7. - Its competition fees are paid in full. Its players are aware of the Laws of the Game. - The sign on sheet is signed in full by the end of the game by all players.
9.1.2	It is the duty of the coach to provide the team list to TFACT by 2pm the day prior (Monday) to gameday
9.1.3	In accordance to regulation 9.1.2, if a team coach/manager does not submit the team list by the given time, the team will be unable to receive any competition points for the next match.
9.1.4	In accordance to Regulation 4, coaches are required to inform TFACT if they need a fill in player and who that fill in player will be from the 'player pool'
9.1.5	Coaches are required to have a minimum Community Coaching Accreditation or equivalent.
9.2	Players
9.2.1	

	- Each player is responsible for: Ensuring he/she is aware of and complies with the Laws of the Game. - Ensuring they sign their name and place their number on the sign on sheet for the game.
9.2.2	Players must inform their coach/manager if they are unable to play in the next match as soon as possible
9.2.3	Players are only eligible to play if they align with Regulations 1.1.6 & 3 or 4
9.3	Referees
9.3.1	Referees must be registered into MySideline to receive payment for their duties
9.3.2	Referees aged sixteen (16) or older must hold a valid Working With Vulnerable People (WWVP) card.
9.3.3	Referees must officiate at least 1 social competition match (Juniors or Seniors) each week to be eligible to officiate Super Series
9.3.4	Referees for Super Series matches will be determined by the senior referee coordinators
9.4	TFACT
9.4.1	TFACT will be responsible for updating team lists into MySideline & scoresheets
9.4.2	TFACT will keep results updated weekly
9.4.3	TFACT will be responsible for keeping track of try scorers & MVP points for the awards at the completion of the competition
10	PLAYER SAFETY
10.1.1	Player Safety Regulations are designed to provide maximum safety for all players and participants in the competition.
10.1.2	A player is not permitted to play with: - A watch. - Necklace. - A bracelet, including rubber or plastic bracelets and arm bands. - Un-taped powerbands or similar products. - Non-prescription glasses. - Sunglasses. - 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.
10.1.3	All body piercings must either be taped or removed.
10.1.4	

	Rings must be taped or removed.
10.1.5	Fingernails must be kept short or taped.
10.1.6	Players are permitted to wear gloves.
10.1.7	The referee may order a player wearing potentially damaging items from the field.
10.1.8	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. - Pins.
10.1.9	The decision of the referee is final.
10.1.10	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.
11	GAME TIME
11.1.1	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 minute half time break
11.1.2	The commencement and recommencement of play in competition games will be initiated by the ground controller.
11.1.3	The referee will start and finish the competition game by the sound of a whistle.
11.1.4	Despite Regulation 11.1.1, the referee/ground controller may alter the duration of a competition game if he/she considers it appropriate.
11.1.5	Any disruption to a competition game will be managed under the Touch Football ACT Disrupted Games Policy or at the discretion of the Administration.
11.2	Referees
11.2.1	Touch Football ACT pursues to have all games covered by a qualified referee(s).
12	SIGN ON PROCEDURE
12.1.1	Touch Football ACT will have received team lists prior to match and players won't need players to sign-on.

12.1.2	In correlation to regulation 12.1, players cannot play if not on the sign-on sheet
12.1.3	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.
12.1.4	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.
12.1.5	Players must have registered online to play.
13	GAME RESULTS
13.1.1	Competition game results will be recorded as noted on referee game cards.
13.2	Referee Game Cards
13.2.1	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.
13.2.2	If a team captain disagrees with the score, they must not sign the referee game card, and lodge a protest in accordance with Regulation 14.
13.3	Delays and Forfeits
13.3.1	<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> • One try is to be awarded for every two (2) minutes the team is unable to take the field (minimum of four (4) players) • 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.
13.3.2	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.
13.3.3	Teams who forfeit a competition game will receive no competition points (5-nil score line).
13.3.4	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.
13.3.5	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 3 competition points as well as the 10-nil loss.
14	PROTESTS

14.1.1	A team coach or captain may lodge a protest on behalf of his/her team via email to brad.malone@touchfootball.com.au following a competition game.
14.1.2	Protests concerning individual refereeing decisions will not be accepted.
14.1.3	Protests must be lodged within sixty (60) minutes of the conclusion of the competition game.
14.1.4	Protests may be lodged in relation to: • Specific incident/s in a competition game considered by the team delegate to have fundamentally affected the outcome of the competition game. • Player eligibility. • Player shirts. • Any other matter.
14.1.5	Incomplete protest forms, or a protest deemed frivolous by Touch Football ACT at its discretion, will not be investigated.
14.1.6	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.
14.1.7	This review may involve Touch Football ACT interviewing witnesses and persons of interest to the investigation.
14.1.8	The game result of a competition game in which a protest has been lodged may be upheld, varied or declared void.
14.1.9	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.
15	COMPETITION POINTS
15.1.1	The competition will be judged on a Competition Table (ladder) and Competition Points System.
15.2	Competition Points Table
15.2.1	The competition will have a competition points table.
15.2.2	The competition points table will be used to determine the order of ranking of teams in each division of the competition.
15.2.3	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.
15.2.4	

	<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.																
15.3	Competition Points																
15.3.1	<u>General Competition Points are awarded as follows:</u> <table> <tr> <td>Win</td><td>= 3 Points</td></tr> <tr> <td>Bye</td><td>= 3 Points</td></tr> <tr> <td>Loss</td><td>= 1 Point</td></tr> <tr> <td>Draw</td><td>= 2 Points</td></tr> <tr> <td>Win by forfeit</td><td>= 3 Points</td></tr> <tr> <td>Loss by forfeit</td><td>= 0 Points</td></tr> <tr> <td>Providing a duty referee</td><td>= 1 Bonus Point</td></tr> <tr> <td>Washout (including teams with bye)</td><td>= 3 Points</td></tr> </table> 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'	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	= 1 Bonus Point	Washout (including teams with bye)	= 3 Points
Win	= 3 Points																
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Loss by forfeit	= 0 Points																
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Washout (including teams with bye)	= 3 Points																
16	DISCIPLINE																
16.1.1	Touch Football ACT has adopted the TFA Disciplinary Regulations Manual. Please see this manual at Sport Policies - Touch Football Australia																
16.1.2	These disciplinary powers are to be read and operate in conjunction with TFA 8th Edition Playing Rules.																
16.2	Disciplinary Powers																
16.2.1	Despite Regulation 16.1.1, the regulations in this area are intended to provide the referee with further disciplinary powers than specified by the TFA Rules.																
16.2.2	An appointed referee is the sole person who has the power to discipline a player, official or spectator during a competition game.																
16.2.3	The referee coordinator will appoint a referee for each competition game.																
16.2.4	Despite Regulation 16.2.3, Touch Football ACT does not guarantee a referee will be provided for each competition game.																
16.2.5	<u>During a competition game, a player may be disciplined by the referee if the referee believes:</u> • 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.																
16.2.6																	

	<u>A referee may discipline a player by:</u> • A warning. • A direction to the player to substitute (force sub). • A direction to the player to leave the field for a sin bin • A direction to the player to leave the field for the remainder of the competition game (send off).
16.3	Disciplinary Categories and Sanctions
16.3.1	<u>Warning:</u> • 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. • If a player is given a warning, at the discretion of the referee, a penalty may also be awarded to the opposition team. • There is no limit to the number of times a player can receive a warning during a competition game. • Where the referee issues a player with a warning, they may complete a referee incident report on the matter as appropriate.
16.3.2	<u>Force Sub:</u> • At the discretion of the referee, a player may be directed to substitute for any infringement of the Laws of the Game. • If a player is directed to substitute, he/she must immediately leave the field and proceed to the interchange area. • A team may replace the player substituted with another player. • If a player is directed to substitute, at the discretion of the referee, a penalty may also be awarded to the opposition team. • A player does not have to be given a warning before being issued with a direction to substitute. • 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. • 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. • 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 16.3.3. • Where the referee substitutes a player, they may complete a referee Incident report on the matter as appropriate
16.3.3	<u>Period of Time:</u> • Regulation 16.3.3 operates in addition to TFA Playing Rules • At the discretion of the referee, a player may be sent for a sin bin for any infringement of the Laws of the Game. • 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. • The player must remain mute during this time. • 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. • 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. • A player does not have to be given a warning or directed to substitute before being sent for a sin bin.

	• 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. • The team captain can be sent for a sin bin for infringements made by officials and spectators of the game. • Where the referee sends a player for a sin bin, they may complete a referee Incident report on the matter as appropriate.
16.3.4	<u>Sent Off:</u> • Regulation 16.3.4 operates in addition to TFA Playing Rules • At the discretion of the referee, a player may be sent off for serious and/or continual breaches of the Laws of the Game. <u>If a player is sent off:</u> • The player must move to and remain not closer than ten (10) meters from the score line, as specified in TFA Rules. • The player's team cannot replace that player with another player. • The player will be automatically suspended in line with Regulation 14.4 Where the referee sends a player off, they must complete an incident report on the matter. • A player who is disciplined under Regulation 16.3.4 will have his/her name and the reason for the disciplinary action recorded on the Touch Football ACT Competition Disciplinary Register. • Supporters and officials who are removed from the field for the remainder of the game will be reported on incident report.
16.4	Automatic Suspension Period
16.4.1	If a person is sent off under Regulation 16.3.4: 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 During the suspension period, the person will be ineligible to participate in: • Any other Touch Football ACT competition. • Any TFA affiliated competition
16.4.2	When calculating the automatic suspension period, a bye does not count towards the required two (2) competition games
16.4.3	When calculating the automatic suspension period, a forfeit by an opposing team will be counted towards the required two (2) competition games.
16.4.4	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.
16.4.5	Until the automatic suspension period has been served, the person will remain ineligible to participate.
16.4.6	Appeal of the automatic suspension period: TFA Disciplinary Regulations Manual.
16.5	Incident Reports
16.5.1	The TFA Disciplinary Regulations Manual.

16.6	Breaches of Code of Conduct
16.6.1	<u>If a person is considered to have breached the Touch Football Australia Code of Conduct by Touch Football ACT, he/she may be:</u> • Given a formal warning in writing by Touch Football ACT • Reported to the Touch Football ACT Disciplinary Tribunal.
16.7	Disciplinary Tribunal Hearing
16.7.1	Please refer to the TFA Disciplinary Regulations Manual.
16.8	Power of the Disciplinary Tribunal
16.8.1	Please refer to the TFA Disciplinary Regulations Manual.
16.9	Rights to Appeal
16.9.1	Please refer to the TFA Disciplinary Regulations Manual.
17	COMPLAINTS PROCEDURE
17.1.1	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.
17.1.2	Complaints must be submitted no later than 48 hours after the alleged conduct occurs.
17.1.3	Complaints will be investigated by Touch Football ACT in accordance with The TFA Disciplinary Regulations Manual.

18	FORCE MAJEURE
18.1.1	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.
18.1.2	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.

DEFINITIONS	
	Appointed Referee: Referee appointed by referee coordinator, in consultation with Touch Football ACT.
	Approved Playing Shorts: Includes, but is not limited to shorts, skirts, pants or tights.
	Approved Sports Shoes: Includes but is not limited to football boots and running shoes.
	Automatic Suspension Period: Suspension period for being sent from the field for the remainder of the game.
	Club: Affiliated through the annual submission of the Touch Football ACT Associate Member Registration Regulations.
	Code of Conduct: Code by which all players / persons involved with touch football in the ACT must abide.
	Competition: Senior Domestic Competition – ACT Super Series
	Competition Fee: A fee paid to enter the competition
	Competition Games: Any games played for a purpose within the competition
	Competition Round Games: Any games played for a purpose within the competition not including finals of any kind
	Force Majeure: For the purposes of these regulations, a force majeure event includes but is not limited to any or all of the following: 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.
	Game Result: Result of a competition game as recorded by Touch Football ACT
	Game Tally: Cumulative total of competition games used for finals qualifications purpose.
	Individual: Any single player in a Touch Football ACT competition.
	Individual Competition Fee: Fee determined by Touch Football ACT for single players placed in a team by Touch Football ACT.
	Online Nomination Form: Online form required to be completed for entry to competition.
	Player: Individual involved in game of touch football. Definition also extends to include officials and spectators for judicial matters.

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