

TOUCH RULES AND REGULATIONS

PLAYER ELIGIBILITY

- Teams may register up to 14 players.
- Six players on the field at any one time, with a maximum of three males on at any one time for mixed teams.
- For a game to commence, a minimum of four players is required (including one male for mixed teams).
- All players must be registered and have submitted a signed *Player Declaration, Release and Waiver* form before they play.
- No player can transfer to another team once the championship rounds have started.
- Teams playing unregistered players will forfeit the game and their points for the day.
- Players must play a minimum of three games for their team, to be eligible to participate in semi-finals and finals.

TEAM RESPONSIBILITY

- All Team Managers are responsible for having their *Player Declaration, Release and Waiver* forms completed and handed to QLS staff on or before the Managers' meeting.
- Teams must be on their allocated field and ready to play on the starting hooter at the time set out in the draw.
- Teams will forfeit points for not adhering to any of the Rules and Regulations outlined.
- Registration fees for 2018 are noted on the event website.
- Teams are responsible for signing the referee score card at the end of each game.

UNIFORM

- All players must wear identically coloured shirts, preferably numbered.
- Suitable footwear must be worn. No bare feet, spikes, or rugby boots (with removable sprigs) allowed.

COMPETITION FORMAT

- Please adhere to the *Touch Football Australian Playing Rules, 7th Edition* rulebook available [here](#).
- The Competition will consist of three Competition rounds, followed by Quarters, Semis and Finals.
- Games comprise 2 x 12-minute halves. There is a one-minute half-time break and then a five-minute break between games.
- There will be no drop offs during the round games. During finals all games require a win / lose result, so if there is a tie at full time we will go straight to a 3-on-3 drop off.

DRAWS & RESULTS

- Once completed the draw will be sent out via email to all team contacts no later than three days prior to the Tournament. The draw will be posted at the Event Organiser Tent on the day.
- Results from the day will be available, on request, from the Event Organiser.

REFEREEING

- The Referee Coordinator will endeavour to allocate referees to grades that best match the referee's capability.
- Teams must accept the referees' decisions without dispute, and the games should be played in the spirit of good sportsmanship.
- The referee MUST collect the score card from the Event Coordination Desk, keep the score, get each team captain to sign the card to confirm the final game score or any anomalies, and return it to the Event Organiser tent after each game. Referees are to underline the team name of the first try scorer.
- The referee MUST, without favour, report any player sent off. Conditions are addressed in the Disputes/Discipline section of these Rules and Regulations.
- If you are interested in becoming a Referee, please contact the Referee Coordinator for more information.

POINTS SYSTEM

- Three points for a win, two points for a draw, one point for a loss, and zero points for a default. In the event of a win by default, the winning team will be awarded five touchdowns.
- If at the end of the competition round, two or more teams have equal points:
 1. The team who beat the other team will be placed ahead.
 2. If the teams draw when they played each other, the team that scores the first try (as underlined by the Referee) will be placed ahead.
 3. If still undecided, the difference between the points scored for and those scored against will be collated, and the team with the highest points differential will be placed ahead.
 4. If still undecided, whoever scored the most tries per round game (1,2,3) will be placed ahead.
- In all situations if the result is still a draw after each step has been applied, a toss of the coin will decide.

DEFAULTS

- Defaults are taken seriously as this is not fair on the opposition, Referee and overall Tournament organisation.
- If your team intends to default a game, you must give the Event Coordinator and the opposition as much notice as possible.
- Please note: A team will be considered to have defaulted should they not field a team within the first 10-minute period of the game. For every two minutes that a team is late, one touchdown will be awarded against that team to a maximum of five touchdowns.

DISPUTES / DISCIPLINE

- Due to the social and fun nature of the competition, protests and appeals are a rarity.
- Most matters can usually be dealt with equitably although there is a formal complaints procedure.
- An automatic two-game suspension will be placed on any player who is ordered off the field by a Referee.
- Three 'sin bins' on any one player will result in an automatic two-game suspension.
- Brisbane Sports Management reserves the right to suspend any player whose conduct is in breach of the spirit of the game.

- Protests and appeals must be lodged to the Event Organiser tent directly after the game in question.
- Important Note: Do not sign the scorecard if you have any disputes. Once the scorecard is signed, decisions are final. Ask the referee to note your concerns on the score card.
- Any issues with the management of the competition, grounds or other issues outside of general competition queries can be addressed to the Brisbane Sport Management Director Inia Cooper on 0475 085 907 or at the Event Organiser tent on the day.
- Any abusive or threatening situations that may cause damage or assault to property or persons at the premises during the duration of the Tournament will result in the Police being called immediately. This is a family environment and Brisbane Sports Management WILL NOT tolerate any fighting at the competition. The accused person(s), either a player or non-player will be banned from the premises if found guilty of not adhering to these conditions.
- The Appeals Committee will meet to consider any protest/appeal, and the outcome made by the Committee will be final.

CANCELLATIONS

- The tournament will only be cancelled should the venue management close the grounds. The tournament WILL NOT be cancelled because of cold weather and/or rain.
- Cancellation can be checked by calling Brisbane Sport Management Director Inia Cooper on 0475 085 907 after 2pm on the day prior to the tournament. Please do not call before this time as it will be highly unlikely that we can give you a definite answer.
- If you are the team contact person on our database you will receive a text message if games are cancelled.
- If we are forced to cancel the tournament on the proposed date an alternative date will be proposed. We will contact all Team Managers to arrange a transfer of registration to the replacement date.

PRIZEGIVING

- Prize-giving will be held after the Finals of each competition in front of Event Organiser tent.

FIRST AID

- St John's Ambulance Australia will be onsite throughout the tournament for any First Aid requirements.
- It is the responsibility of the teams to provide their own strapping tape, ice packs etc.
- In the event of a major incident, an ambulance will be called.
- A report of the number of incidents and or/treatments provided by St John's Ambulance Australia is provided to the Event Organiser at the conclusion of the day.

Inia Cooper



Director

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