



CONDITIONS OF PLAY 2020

(current as at 02 August 2020)

1. The **Touch Football Australia (TFA- 8TH EDITION)** rules shall apply unless otherwise stated below.
2. Teams shall be limited to maximum **14 players only**. (six (6) on the field)
3. The age requirements & divisions are :
 - 3.1 18 BOYS, GIRLS & MIXED - Under 19 as at 31 December in the year of competition (cannot turn 19 in 2020)
 - 3.2 15 BOYS & GIRLS - Under 16 as at 31 December in the year of competition (cannot turn 16 in 2020)
 - 3.3 13 BOYS & GIRLS – Under 14 as at 31 December in the year of competition (cannot turn 14 in 2020)
4. All players shall be bona fide students of the school they represent, and there shall be **no combination of school teams or players**, without prior approval (in writing) from the **TOURNAMENT DIRECTOR**.
5. All Teacher/Managers need to have completed the **"TEAM REGISTRATION FORM"** and ensure all information is typed on the official form. Teachers need to obtain Principal approval and check the **"Media Release"** section on the form. This form must be submitted prior to their first scheduled game at the event. Should this form not be received on time, no points will be allocated for games played until the form is received. **Players who are registered must play at least one game** in the rounds to qualify for the Finals. Players cannot be added to the sheet once it is submitted at the QAS.
6. Where schools have more than one team entered across multiple divisions at the QAS in 2020, **players may play for one team only**. (e.g. You cannot play in 15s early in the week and then double up for the 18s when the 15s have concluded, and vice versa)
7. **All nominated schools/teams must be accompanied by and supervised by a Registered teacher, preferably from the school nominated.** (Note – where this is not possible an accredited coach/parent may undertake supervision of the team provided Principal approvals are in order.)
8. All teams must adhere to the uniform policy including an appropriately numbered uniform which corresponds to the registration sheet. The team apparel must be identical and no mismatch of items is allowable. No team shall be allowed to compete if they do not satisfy this requirement.
9. During games teams may have up to 14 players in the sub box in playing attire. **No other similarly attired individuals may be in the box area at any time during the game.** This applies

to all spectators, team supporters and personnel other than coaching and managing staff. Failure to comply will see forfeiture of that game's points.

10. Coaches are not permitted to coach or call instructions from behind the score line and must remain in the sub box. They may choose to stand at an end of the field, but they accordingly must remain silent. This rule applies to all members of a team, including parents, staff, and other team members. It will be strictly enforced.
12. The Championship format shall be :
 - 12.1 Teams shall play in seeded pools where a round robin will exist.
 - 12.2 Seeding shall be assessed by a Panel consisting of the **TOURNAMENT DIRECTOR.& QSS** committee.
 - 12.3 Progress to the Final series is dependent on the number of playing pools (see Finals Series Progression 2020.)
 - 12.4 Where extra places are required to fill Final Series spaces, that is, the best seconds or thirds shall be determined by a ranking system allowing for varied sized Pools (see Final Series Progression 2020)
 - 12.5 Where a team who has begun the round robin series but fails to complete round games (ie. Because of forfeit, disqualification etc.) all results to this point shall stand while all remaining games shall be awarded as a win (3 match points, 0 for the losing team) to their opponents. The differential required for progression to **Finals** shall be calculated as follows –
 - (a) the average differential from lost games (only) shall be awarded to their opponent
 - (b) should there be no losses recorded the differential will be nil (as per a draw)
 - 12.6 Where Teams are tied for places the following shall apply :
 - (a) **Head to head Result** if applicable – i.e. two teams tied.
 - (b) best differences (i.e. for minus against)
 - (c) percentages (i.e. for divided by against, multiplied by 100)
 - (d) Drop off
 - 12.7 **All games** (including the Finals Series) **shall be 25 minutes in duration – no halftime break, with both teams afforded the tap off opportunity.** (see below)
 - 12.7.1 Teams shall not be required to reverse direction on the scoring of a Touchdown during round games.
 - 12.7.2 Both teams shall have a chance to tap off to commence the game. The team that wins the toss shall have the choice whether they tap first or second.

Once the team that taps first has lost possession, the teams come back to half way to commence the tap for the second team. Play shall continue as usual from this point.
 - 12.8 In the event of ties in round games the result shall stand. In the **FINALS SERIES** (i.e. Quarters, Semis etc.), all ties shall require the **'drop - off'** to be played.

12.8.1 Drop Off Procedure shall be – the team that tapped off at the start of the game (first) shall have the tap in the drop off. Both sides commence the drop off with 4 players. (see TFA 8th ed. Rules)

12.8.2 In the Mixed division the team may have no more than 2 males on the field during the drop off.

13. Players sent from the field (not a period of time) in a match shall be required to serve a two-game penalty. Note – two periods of time offences in games will constitute a two-game penalty also.
14. **GAME CARD** – At the conclusion of games the referees will seek the agreement of both teams (captain or coach) and mark the card accordingly. Non agreement will require both team representatives to report to administration immediately at the conclusion of the game in question. Failure to report shall mean the referee score will stand.
15. Protests / Appeals should be written and in the hands of the Administration within thirty minutes of the game in question.
(Please note – protests regarding referee decisions will **not** be accepted.)
16. All Protests shall be adjudicated on by the Championship committee consisting of - the **TOURNAMENT DIRECTOR**, a QSST Executive member and a QTF staff representative.
17. Any school / team who forfeits a game without the permission of the **TOURNAMENT DIRECTOR**, shall be fined **\$100** for each game.
18. Schools / Teams / or individuals who breach any of the above conditions / rules, or the School Sport Code of Conduct, may be disqualified and banned from further "ALL SCHOOLS" Championships.
(Note – all penalties carry over to affiliated community Touch competitions throughout Australia.)
19. All referees must wear the Official QAS Referee (pink/black) uniform unless permission to the contrary has been obtained from Tournament Director.
20. Any situations requiring clarification and not necessarily covered in the above conditions will be determined as per TFA Tournament conditions although **the TOURNAMENT DIRECTOR (in consultation), reserves the right to make all final decisions as required in the interests of the Tournament and all participants.**
21. All Players, Coaches, Referees, Managers MUST adhere to all COVID Safe Requirements that are put in place at the QAS. Any person found to be in breach of these requirements can be asked to leave the venue and no refund will be offered. If QTF/QAS event staff ask any person to adhere to social distancing (i.e. 1.5m between persons) or other COVID Requirements (i.e. sanitation, maximum numbers under tents or no spectators) and they are met with a poor response or are ignored, a representative from that school will be required to attend Tournament Control and will be issued a warning. If the school received two warnings, they

will be asked to leave the venue and will be removed from the draw. Everyone has a part to play in ensuring we run a COVID Safe Event and keep playing Touch Football.