



Redlands Touch Association

CONDITIONS OF ENTRY - Women's SEASON 2 - 2021

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Women's | Season 2 – 2021

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Postal Address: PO BOX 1165, Cleveland QLD 4163

- 1. NEW Online Team Nomination** – All team nominations must be done online through www.redlandstouch.com.au (Open June 21st, 2021).
- 2. \$110 Online player Registration** – All new players must pay & register online before playing in any games (**FORFIETS WILL APPLY**) Register Here: <https://profile.mysideline.com.au/register/clubsearch>

1.0 Nominations

THE BOARD OF MANAGEMENT HAS THE RIGHT TO REFUSE ANY NOMINATION RECEIVED. ANY SUCH ACTION WILL BE CONSIDERED IN THE BEST INTEREST OF REDLANDS TOUCH ASSOCIATION

1.1 Nomination Deadlines

All Team Nominations to participate in Season 2 – 2021 close at 5:00pm on Monday 5th July, or when the competition has reached its maximum number of teams; whichever occurs first. We strongly suggest that your team nomination be submitted as soon as possible to minimise the risk of your team missing out.

1.3 Important Competition Dates

The following dates are related to Season 2-2021 and therefore must be noted by Team Delegates and Players: (These dates are subject to change due to COVID and other factors) All teams will be notified as soon as any changes are made!

Date	Competition Event
June 21 st 2021	Team nominations open
July 5 th 2021	Team Nominations Close
July 13 th 2021	Round 1 games of competition commence
Before 1 st game played	All Players to be Registered (online using team name & Division)
Aug 3 rd	Uniform Policy Enforced
NO GAMES between August 30 th & September 22 nd	REDFEST & CARAVAN AND CAMPING SHOW
November 2 nd	Round 13 (Last Round)
November 9 th	Semi Finals
November 16 th	Preliminary Finals
GRAND FINALS	Tuesday Nov 23 rd

NOTE: The season may be extended to make up for any washed out rounds!

1.4 Right to Appeal

All teams reserve the right to appeal to the Board of Management in regard to any matter concerning their team. Likewise, the Board of Management reserves the right to make any decision regarding the competition, or its participants, which they believe to be in the best interest of the Association.

2.0 Player Registrations

All players must be registered **BEFORE** they play in any games for the team. Registration can be performed online, or in person at the office during office hours or competition hours. Any team found playing an unregistered player will lose all points for the match. Repeated infringements will incur more severe penalties and possible removal from the competition. The unregistered player may also be subject to suspension.

Each team may have no more than eighteen (18) registered members, with a minimum of four (4) players to begin a match and a maximum of fourteen (14) players during a match.

2.1 Final Eligibility

Additional to being ineligible for insurances, any player who isn't registered to the team will not be eligible to participate in any matches or finals for the team. Player eligibility begins **AFTER** the player has been registered with Redlands Touch Association to the team. Finals Eligibility is outlined in full under Competition Rules section 3.5.

2.2 Association Membership

As per the Constitution of Redlands Touch Association, any players paid and registered to a team and have completed the required amount of games for the team will be considered for membership as per the Constitution. Membership is outlined in full in the Constitution.

2.3 Insurance Information

Insurance is provided by Sportscover (Policy Number POL-1076PL). This policy covers a percentage of all non-Medicare covered medical expenses with a maximum limit and applicable excess. It does not cover loss of income. All information regarding Sportscover is available on www.sportscover.com.au or by phone on 1300 736 390.

The Board of Management does encourage all members to have their own Private Health Cover or Accident insurance.

2.4 Uniforms (Note: Playing bibs can be provided for teams without uniform)

All players must be in individually numbered (no more than two [2] digits), identical shirts with matching shorts by the week uniform policy is enforced. Shirts must not be white or light grey as to contrast against the referee uniform. Shorts must be either black (or very close to black), or an identical colour between all members of the team. An individual number must be on the back of the shirt at least 16cm tall and contrasting against the shirt colour.

Any player wearing incorrect uniform, or wearing the same number as another team member, will not be permitted to take the field.

4.0 Venue & Facilities (Please also refer to COVID Safe regulations on Websites and Signage)
Redlands Touch Association operates in partnership with Redlands City Council, and wish to advise all members of the following information. **(Please also COVID Safe regulations on signage around the venue. Refer to www.redlandstouch.com.au)**

4.1 Council Regulations & Parking

There is a strict 10/KPH speed limit within the showgrounds that must be adhered to. Please observe all parking signs both within the showgrounds and on the roads adjacent to the fields. Please be aware of yellow lines that prohibit parking parallel to the clubhouse.

Any cars parked in the emergency entrance found between field 1 & the clubhouse will be required to move immediately or be towed.

4.2 Alcohol Consumption

Redlands Touch Association is licensed to serve alcohol within the designated area. This is defined by the bollards surrounding the clubhouse. All alcohol service is performed in accordance with the Queensland Liquor Act. Any player or official found to have consumed excessive alcohol prior to playing or officiating a match will be removed from the match due to the risk of harm to both self and other participants.

4.3 Footwear

Appropriate footwear must be worn at all times. This includes in the clubhouse and enclosed shoes when playing. Further footwear requirements are outlined in Competition Rules section 2.3.

4.4 Weather

The operations manager and groundskeeper constantly monitor weather conditions to ensure the grounds are suitable for play. If the grounds or weather conditions are deemed unsafe before the fixtures begin, contact will be made to each Team Delegate through a text message to the nominated number. There will also be updates on our website and Facebook page, along with a wet weather number: 0431 374 272. Where any games are postponed, double header matches will occur the week following. These are outlined in the competition rules section 1.2.

Where the weather develops during the course of the nightly fixtures and becomes unsafe or playing conditions unsuitable, the Night Coordinator will make a decision to either delay or postpone the round of games. The Night Coordinator may delay games up to 30 minutes if it is clear that conditions will be safe to resume in such time. If games are postponed, the Team Delegate will be contacted immediately to inform them of the postponement, along with an update to the Website & Facebook.

4.5 Loss of Fields

If during the course of the season the amount of playing fields is reduced due to conditions or council requirements, the addition of an 8:30pm timeslot may be required.

4.5 Photographs

All participants are advised that RTA may take photos at any time and use for promotional purposes from time to time. The winning team in each Grand Final, along with the officials will have a photo taken, which will be placed on the wall for the following season.

Redlands Touch Association

Seniors Competition Rules

Season 2 – 2021

Phone 3286 5841 | Mobile 0413 003 350 |

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The following document contains information regarding the competitions being offered, as approved by the Board of Management. The following rules will be applied indiscriminately by Staff & Officials during the course of the season.

1.0 Competition Format

The competition will consist of regular fixtures and a finals series.

1.1 Points

Points are awarded as: Win 3 points; Draw 2 points; Loss 1 Point; Forfeit 0 Points; Bye 3 Points.

1.2 Fixtures

Each match will be made of 2 x 20 minute halves with a 2-minute half time break. The matches will be officiated by qualified referees as appointed by Redlands Touch Association and will be officiated in accordance with the TFA Rules (8th Edition).

In the event that a match is not played due to conditions or an event, the following week will be a double-header match. A double-header consists of two (2) rounds of fixtures following each other directly. Each match will be 25 minutes straight with no halftime break. The timeslots for these matches will be 6:15, 6:45, 7:15, 7:45, 8:15 & 8:45pm.

1.3 Player Eligibility

All players must be registered in order to participate in matches. All players must be at least 12 years old in order to be eligible to play.

1.5 Women's Competition

Only Females are permitted to play in the Women's competition, provided they meet the player eligibility rules.

1.6 Competition Division

In each competition, the fixtures will be split between different divisions. These divisions will be determined based on the skill level of the teams as judged by the grading committee. The grading committee will attempt to grade each team into divisions in which the team is competitive, and reserves the right to re-grade teams at any point during the season if it is clear they are uncompetitive in the current division.

If the grading committee chooses to regrade a team, the team will carry the points and for/against to the new division. The grading committee will attempt to keep divisions to 8 teams and acknowledge all requests made by teams.

1.7 Forfeits

Any team who needs to forfeit due to a lack of players or another reason must do so with reasonable time to the administration. Any team who fails to inform of their forfeiture at least two (2) hours before the match may be required to pay a \$50.00 penalty at the discretion of administration, payable before the team's next match.

A match requires a minimum of 4 players to begin, The match official will wait for up to five (5) minutes after the start of the match for the required number of players to show up. If there is insufficient players available to commence the match within 5 minutes, the match will be forfeited and the score will be recorded as five (5) – nil (0) against the forfeiting team. Referees will only be

permitted to referee a scratch match provided the teams are registered and there is at least two (2) referees on each of the other matches being played.

Any team that forfeits three (3) times in a season will be required to show cause to the Board of Management as to why they should not be removed from the competition.

1.8 Incomplete Matches.

In the case where a match doesn't last to the scheduled completion, the following applies:

Where the match hasn't reached half-time, the match will be replayed with the score beginning at 0 – 0. The match will be scheduled as a double-header fixture the following week.

Where the match has reached half time, the score at the time of the match abandonment will stand as the final score.

In the case of a double-header match, provided the match has passed at least 10 minutes, the score at the time of abandonment will stand. If the match has not reached this time, administration will make a decision to either declare a draw and award 2 points to each team, or attempt to reschedule the matches for another time.

In all cases, if the match is abandoned due to reasons other than playing conditions, the Board of Management will make a decision on the outcome based on the situation.

1.9 Player Disciplinary Actions

Any player who is removed from a match by an official is required to provide his/her name to the official when requested. Should the player refuse to give the required information, or provides false details, the matter becomes the team delegates responsibility. If the team delegate also chooses to not co-operate, he/she also faces suspension and the team may be removed from the competition.

A player or official who has been suspended may not participate in any role within Redlands Touch Association or with any other Touch Football Australia affiliated association. Redlands Touch Association uses Touch Football Australia's disciplinary guidelines along with the 8th Edition rule book.

2.0 Competition Administration

2.1 Sign-On

All players are required to sign-on using the player sign-on sheets provided using their signature (no nicknames, initials or other marks will be accepted). During wet weather, the sign-on sheets will be kept in the clubhouse. Only players who are registered will be printed on the sign-on sheet. Players whose name is not printed on the Sign-On Sheet are not registered and are not eligible to participate in any match until they complete the online registration! (See the Competition/Night Manager in the clubhouse to register online).

A player may sign-on even if she is not playing provided they are in attendance during the match and at half time for the head count. Players must not sign-on as another person, and signatures are checked week to week by administration to ensure the correct player is signing on. Any team signing on a player who is absent will have their game forfeited and the delegate may be suspended for 2 weeks.

If a team forfeits, no signatures from the forfeiting team will be counted as a match played.

2.2 Competition Exclusivity for Players

A player may only play and be registered for 1 team in the Tuesday Women's competition. Team transfers may only be made by written request to the Board of Management. Players may not play in a different division in the same competition, even if that team is in the same club or is short of players. Any player found playing for more than one team in the same competition will be given a two (2) match suspension & the team may be forfeited for the match.

2.3 Playing Attire

Players not wearing the correct playing attire will not be permitted to take the field. Correct uniform includes the following:

- A Playing Shirt that is identical (or very close) to all other members of the team
- Black (or very close) shorts, or shorts that match those of the other team members
- A number on the back of the playing shirt that contrasts the colour of the shirt, and is at least 16cm tall and has no more than two (2) digits.
- Enclosed shoes that have moulded plastic studs no more than 13mm in length. No screw in, metal or long studs will be accepted.

Jewellery is to be removed or covered before a player takes the field. Any player wearing jewellery, or with jewellery exposed will be removed from the match until the jewellery is removed or covered.

Fingernails must be short, or covered before a player takes the field. The referee will perform a fingernail check before the match begins, and any player who has unacceptably long fingernails will not be allowed to take the field until the fingernails are either shortened, or covered appropriately.

2.4 Blood Bin

Any player found to be bleeding must immediately leave the field of play to attend to the wound. The wound must be totally cleaned and covered before the player may return to the field. If any articles of clothing have been tainted by the blood it must be thoroughly rinsed or replaced before the player may return to the field.

2.5 Injuries

Any injury sustained during a match must be recorded on the scorecard by the match official. If the injury is not recorded, insurance will not be able to cover the injury. An injury can also be noted at the office with administration.

Ice and a first aid kit is available in the clubhouse. Staff and referees will not perform any first aid as they are not trained medical staff.

If the injury is serious, administration will call for an ambulance and ensure appropriate management of the situation to ensure safety for the other members participating at the time. Any person who calls an ambulance without administration approval will be required to pay any call out fee and will be asked to present to the Board of Management a reason why membership shouldn't be suspended on account of endangering other members.

3.0 Finals Series

A finals series will follow the regular rounds.

3.1 Finals Qualification

Following the completion of the regular fixture, the top standing sides will progress to the finals series. The number of teams progressing to the finals series will not include more than the top four (4) teams, however in split competitions three (3) teams may progress to the finals in a division. The decision to split a competition will be made by the administration using the evidence presented through scores and the competition ladder. Divisions will be split at this discretion.

3.2 Finals Format

Finals will be played over 2 weeks, with the grand final taking place on a Saturday afternoon, dated in the conditions of entry. The format for finals are outlined as follows:

3.2.1 Four Team Final Series

A final series consisting of four (4) teams will begin with Semi-Finals in week 1 of the finals series. The team placing first will play the team placing second, with the winner advancing directly to the Grand Final. That same week, the team placing third will play the team placing fourth. The winning team will play against the loser of the 1 v 2 match, whilst the loser will be eliminated from the finals series. This match will take place during week 2 of the finals series. The winner of the match in week 2 will advance to the Grand Final.

3.2.2 Three Team Final Series

A final series consisting of three (3) teams will begin with a Semi-Final in week 1 of the finals series. The team placing first will play the team placing second, with the winner advancing directly to the Grand Final. The loser of this match will then play the team placed third the following week (week 2 of the finals series). The winner of the week 2 match will advance to the Grand Final.

3.2.3 Two Team Final Series

In the rare occasion of a two (2) team final series, both teams will automatically advance to the Grand Final. However, a match will be organized in week 1 of the finals series between the two teams as a hit out before the grand final.

3.3 Washed out Finals

If a week of the finals series is washed out, the games will be moved to a spare week before the Grand Final. If this is not possible, or no spare weeks are available, the following will apply.

3.3.1 Week 1 of Finals Washed Out

If week 1 of Finals are washed out, week 2 will become elimination semi-finals. In a four team finals series, the following matches will be played: 1 v 4; 2 v 3; the winners of each match will advance to the Grand Final. In a three-team final, team 1 will advance directly to the Grand Final whilst team 2 will play team 3, with the winner advancing to face team 1 in the Grand Final.

3.3.2 Week 2 of Finals Washed Out

If week 1 of finals are played, however week 2 is washed out, the highest-ranking teams on the competition ladder at the end of the normal fixtures will advance to the Grand Final.

3.3.3 Both Weeks of Finals Washed Out

If both weeks of finals are washed out, the teams finishing 1 and 2 in the competitions will advance directly to the Grand Final.

3.3.4 Grand Finals Washed Out

Where the Grand Finals are washed out, administration will attempt to reschedule games to the respective nights during the week at the earliest possible time. If this is not possible due to continual poor weather or time restraints, the highest-ranking teams remaining in the finals series, or if no finals have been played the teams finishing first and second, will be awarded champions and runners up.

3.4 Forfeiting

Any team that forfeits during the finals series will be removed from the finals series. If the forfeit occurs before the first week of finals, the next team ranked in the ladder will be promoted to the finals series. If the finals series has already commenced, the next ranked team will be promoted for the following week's matches.

3.5 Player Eligibility

In order to qualify for finals, a player must sign-on to the player sign-on sheet five (5) or more times during the normal fixtures. All players must sign-on before every match in which they participate. Players who have not completed sign-on for five (5) games will not be permitted to participate in the finals series (Subject to byes & forfeits as below). Any team who plays an unregistered player, or a player who has not qualified, will be removed from the finals series immediately. No exemptions will be given to any player regarding this.

If the team has a bye, or has been forfeited against, each player will be given an additional game to their season count provided they were registered and have participated in a match before the bye or forfeited match. A maximum of 2 byes or forfeits may be used to qualify for finals.

3.6 Drop Offs

If a finals match is level at full time, the match will be decided by a drop-off. The rules for a drop off can be found in the 7th edition TFA rule book or explained by an official of Redlands Touch Association. Match officials will instruct teams of what to do in the case of a drop off.

In variation to the 7th edition, Redlands Touch Association play that a loss of possession does not include a situation where a ball is batted down by the opposition (such that six to go is ruled by the referee). The team will retain possession until a changeover occurs and the opposition gains possession of the ball.

3.7 Incomplete Match

If a final is abandoned before the scheduled completion of the match, administration will attempt to resume the match the same night beginning at the time at which the match was abandoned with the scores also unchanged. If this is not possible, the Board of Management will make a decision to either reschedule the match, declare the match complete or otherwise dependant on the situation.

5.0 Amendments & Clarifications

Throughout the course of the season, the Competition Management reserves the right to make amendments and clarifications to the Competition Rules as necessary. These events may be triggered by an enquiry or dispute raised by a member, official or staff. If an amendment or clarification is made, the delegate of each team will be notified and the updated competition rules released on the website.