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## Redlands Touch Association

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# CONDITIONS OF ENTRY SENIORS SEASON 1, 2024

## Invitation

The Board of Management would like to invite teams to nominate for the upcoming season of touch football at Redlands Touch Association. **Please carefully read through the following Conditions of Entry (COE), Code of Conduct & Competition Rules for the upcoming season.** It is the responsibility of the team manager to relay all information within the COE to the members of the team. Ignorance of the Conditions of Entry, Code of Conduct and Competition Rules is not considered an excuse for non-compliance.

## Competition Information

Season 1 – 2024 will have the following competitions:

Monday Night	Tuesday Night	Wednesday Night
Mixed (Born in or before 2011)	Mixed (Born in or before 2011)	Men's (Born in or before 2011)
Over 35's (Born in or before 1989)	Women's (Born in or before 2011)	

All games will be played at Redlands Show Grounds, (Norm Price Park), Long Street, Cleveland. Fixtures are played on these nights, with games rotating weekly between a 6:15pm, 7:05pm & 7:55pm timeslots where practical. Games are 2 x 20-minute halves with a 2-minute half time break between. If you would like to Nominate a team for season 1 2024, you must complete the ONLINE nomination on this link and pay the non-refundable \$200 deposit through MySideline: [Team Nominations](#)

**Team Nominations open Tuesday 2<sup>nd</sup> January at 9am.**

## 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 nominations to participate in Season 1 – 2024 close at 9am on Monday 22<sup>nd</sup> January 2024, 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.



## 1.2 Payment Deadlines

It is a strict requirement of our Affiliation & Public Liability Insurance agreement that premiums be paid BEFORE the third week of the season. No team will be allowed to take the field if payment in full has not been received. The following payment deadlines are applicable for Season 1 - 2024

Date	Payment Deadline	Amount Due
Monday 22 <sup>nd</sup> January at 9am	Team Nominations Close	\$200 Deposit
R3 – 12 <sup>th</sup> , 13 <sup>th</sup> 14 <sup>th</sup> February	Team Nomination Levy Due	\$1550 Balance of Fees Due

Team invoices can only be paid in full via the online invoice payment button (credit card, BPay, etc). Any partial payments of team fees must be paid via bank transfer at least 3 business days before the due date. As such, please inform all players who are making individual payments to provide a copy of the receipt of payment. This can be done in person or to [finance@redlandstouch.com.au](mailto:finance@redlandstouch.com.au).

Account Name: Redlands Touch Association (**NOTE: NEW ACCOUNT DETAILS**)

BSB: 633 000

Account Number: 167 360 221

Reference: *Please use Initial, Surname and team name as per registration*

**The Team Nomination Levy for Season 1 – 2024 is \$1,750.** The levy includes a \$150 Duty Referee Levy that will be refunded (less the amount paid to the duty referee) to the team delegate upon completion of the round games, if the Duty Referee nominated for your team has completed 3 duty referee matches. *Information regarding Duty Refereeing is found under Section 3 of the COE.*

## 2.0 Player Registrations

All players must be registered online **BEFORE** they play in any games for the team. (**Forfeits will apply**)

Link Here: [Player Registration Link](#)

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.

**Due to the new TFA Membership Model, all players are required to pay a once-off annual TFA insurance fee of \$22 during the MySideline registration process, and all teams must have 8 players registered to the team before they can be included in the draw on MySideline.**



## 3.0 Duty Referee Scheme

### 3.1 Duty Referee Eligibility

In order to be eligible to perform duty referee games on behalf of the team, the duty referee must:

- Be a registered member of the team
- Play a minimum of Five (5) games during the course of the season
- Have completed the Level 1 TFA accredited referee course (*A course will be provided during the season. Expressions of interest can be given at the office*)
- Meet the refereeing minimum age criteria (*be turning 13 during 2023 Unless approved by management*)

### 3.2 Duty Referee Games

The \$150 duty referee levy will be returned to the team delegate (less the amount paid to the duty referee) if the team's duty referee completes the following criteria:

- Referee three (3) nights during the season for a minimum of three (3) games in total.
- Only 1 game per month during the season will count toward the duty referee requirements, regardless of how many games the referee performs that month. If multiple referees are nominated by the team, only 1 game from each month will count regardless of how many referees perform games in that specific month from each team. Duty referees are invited to referee more than the 1 required game per month for which they will be paid!
- Completed all 3 games before the completion of the regular season. No games will count toward duty refereeing during the final's series.
- The referee completes the allocations given by the referee coordinator.

### 3.3 Repayment of Duty Referee Levy

If a team completes its duty referee criteria above, the duty referee levy (less the amount paid to the duty referee) will be reimbursed to the team delegate at the completion of the final round of games. Redlands Touch Association will contact the delegate of each team that completes the above criteria once the regular season is completed to determine reimbursement of the Duty Referee Levy.

### 3.4 Allocation of Duty Referee Games

The referee coordinator will allocate all Duty Referee Games. The referee coordinator can be contacted with availability to referee via text or call to the following mobile: 0401 575 544.

### 3.5 Referee Uniforms

All referees are required to referee in the approved uniform outlined in the Competition Rules. Duty referees are permitted to use the referee shirt given to newly accredited referees upon completion of the Level 1 referee course. Referee uniforms are available for purchase.



#### 4.0 Important Competition Dates

The following dates are related to Season 1 - 2024 and therefore must be noted by Team Delegates and Players. Please note, these dates are subject to change, all teams will be notified as soon as any changes are made.

Competition Event	Monday	Tuesday	Wednesday
Nominations Close	Monday 22 <sup>nd</sup> January at 9am		
New Team Meeting	Thursday 25 <sup>th</sup> January at 6pm		
Round 1 (All Players must be registered BEFORE 1 <sup>st</sup> game)	29 <sup>th</sup> January	30 <sup>th</sup> January	31 <sup>st</sup> January
Balance of Team Nomination Levy (R3)	12 <sup>th</sup> February	13 <sup>th</sup> February	14 <sup>th</sup> February
Uniform Policy Enforced (R4)	19 <sup>th</sup> February	20 <sup>th</sup> February	21 <sup>st</sup> February
No Games	1 <sup>st</sup> April		
Round 15 (Final Round Game)	6 <sup>th</sup> May	7 <sup>th</sup> May	8 <sup>th</sup> May
Semi Finals	13 <sup>th</sup> May	14 <sup>th</sup> May	15 <sup>th</sup> May
Prelim Finals	20 <sup>th</sup> May	21 <sup>st</sup> May	22 <sup>nd</sup> May
Grand Finals	Saturday 25 <sup>th</sup> May		

#### 5.0 Playing

It is the responsibility of the Team Delegates to relay all relevant information to their players. All information, including the Conditions of Entry and Fixtures can be found on the website:

[www.redlandstouch.com.au](http://www.redlandstouch.com.au)

#### 5.1 Right to Appeal

All teams reserve the right to appeal to the Board of Management regarding 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.

#### 6.0 Player Registrations

All players must be registered **BEFORE** they play in any games for the team. Registration can be performed online. Any team found playing an unregistered player may 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.



## 6.1 Player Eligibility

All players must be registered to participate in matches. All players must be turning 13 years of age during the calendar year to be eligible to play. In the Over 35's competition, players must be turning 35 during the calendar year in which the season is being played.

## 6.2 Uniform Policy

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

- No white or light grey shirts will be accepted as this clashes with the referee uniform.
- PLAYERS CAN NOT SWAP SHIRTS DURING THE GAME.
- All players must be in unique numbered identical shirts. Identifying numbers must be a minimum of 16cm in height with no more than two digits and must be permanent numbers, NOT taped, on the back of the shirt. Numbers must be in a distinctive colour, different from the colour of the shirt. Pullover/Jumpers can be worn under the playing shirt.
- The Competition Manager may hand out bibs at their discretion if playing shirts do not comply.
- The preference is for players to wear team shorts or black shorts (no penalties apply if this is not followed). However, strictly no cargo type shorts or shorts that are deemed dangerous by referees or club officials may be worn.
- All Uniforms must be approved by competition management to help avoid clashes with other teams.
- 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.

## 7.0 Competition Format

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

### 7.1 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 current TFA Rules.

In the event that a match is not played due to conditions or an event, where practical the following week will be a double-header match. A double-header consists of two (2) rounds of fixtures following



each other directly where possible. 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.

### 7.1 Points

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

### 7.2 Mixed Competition

In mixed competitions, a minimum of 1 male and 1 female must take the field, with a maximum of 3 male players on the field at any one time. If for any reason a player is dismissed for a period of time or a send-off occurs, this player makes up the compliment of players on the field. For example, if a male player is dismissed for a period of time, then only two male players are permitted to be on the field during this period. Please note in this instance a female player cannot be replaced by another male player, as this will exceed maximum number of male players on the field at any one time. If a player is sent off for the remainder of the game when teams are down to 3 players, this would be the end of the match.

### 7.3 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.

### 7.4 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, and in mixed competitions both genders must be present. 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 are 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 are 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.

### 7.5 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 possibly 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.

### 7.6 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 8<sup>th</sup> Edition rule book.

### 7.7 Sign-On

Subject to COVID Safe regulations, the Team Delegate may tick off players.

All players are required to sign-on using the player sign-on sheets provided using their signature. 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 who are not printed on the sign-on sheet, are not registered and 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 he/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.



### 7.8 Playing in Multiple Teams

Players may register in multiple teams on different nights or competitions. But a player may only play and be registered for one team in each competition (Mon/Tues Mixed, Over 35's, Men's or Women's). For example, you can register for Monday & Tuesday Mixed, or Tuesday Mixed and Women's, etc. 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-match suspension & the team may be forfeited for the match.

### 7.9 Sub Box

Only players, coaches and team officials should be in the Sub-Box area and must remain in the Sub-Box area whilst matches are in progress.

### 7.10 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.

### 7.11 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.

### 7.12 Insurance Information

Insurance is provided by Sportscover. 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](http://www.sportscover.com.au) or by phone on 1300 134956.

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



### 7.13 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.

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 final's 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 final's 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.

### 7.14 Association Membership

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

## 8.0 Venue & Facilities

Redlands Touch Association operates in partnership with Redlands City Council and wish to advise all members of the following information.

### 8.1 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.

### 8.2 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.



### 8.3 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. Where any games are postponed, double header matches will occur the week following if practical. These are outlined in the competition rules section 1.2.

Where rounds are cancelled and unable to be replayed, RTA is not obligated to refund any team or individual.

Where the weather develops during the course of the nightly fixtures and playing conditions become unsafe or unsuitable, the Competitions Manager will make a decision to either delay or postpone the round of games. The result of cancelled games due to weather are made at RTA's discretion. The Competitions Manager 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.

### 8.4 Loss of Fields

If during the season the amount of playing fields is reduced due to conditions or council requirements, the addition of an 8:45pm timeslot may be required.

### 8.5 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.

## 9.0 Finals Series

A finals series will follow the regular rounds.

### 9.1 Finals Qualification

Following the completion of the regular fixture, the top standing sides will progress to the final's series. The number of teams progressing to the final's 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.

### 9.2 Finals Format

Finals will be played over 3 weeks, with the grand final as scheduled in the conditions of entry. The format for finals is outlined as follows:

#### *Four Team Final Series*

A final series consisting of four (4) teams will begin with Semi-Finals in week 1 of the final's series.

Semi-Final 1: 1<sup>st</sup> vs 2<sup>nd</sup>; Semi-Final 2: 3<sup>rd</sup> vs 4<sup>th</sup>

Week 2 is Prelim Finals: Loser of SF1 vs Winner SF2; and Winner of SF1 vs Loser SF2

Week 3 is Grand Final: Winner PF1 vs Winner PF2.



### *Three Team Final Series*

A final series consisting of three (3) teams will begin with a Semi-Final in week 1 of the final's series.

Semi Final 1: 1<sup>st</sup> vs 2<sup>nd</sup>; 3<sup>rd</sup> team has a bye

Week 2 is Prelim Finals: Loser of SF vs 3<sup>rd</sup>

Week 3 is Grand Final: Winner of PF vs Winner of SF.

### *Two Team Final Series*

In the rare occasion of a two (2) team final series, both teams will automatically advance to the Grand Final.

### **9.3 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.

#### *Week 1 of Finals Washed Out*

If week 1 of Finals are washed out, teams placed 1<sup>st</sup> will play 4<sup>th</sup>, and 2<sup>nd</sup> will play 3<sup>rd</sup>, with the winners advancing to the Grand Final.

#### *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.

### **9.4 Forfeiting**

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

### **9.5 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 final's 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 final's 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.

### **9.6 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 8<sup>th</sup> 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.



### 9.7 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 decide to either reschedule the match, declare the match complete or otherwise dependant on the situation.

### 9.8 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.