



## QLD PRIMARY ALL SCHOOLS CHAMPIONSHIPS

Queensland Primary Schools Touch welcomes all participants to the Queensland Primary All Schools Championships. This tournament continues the development of the sport of Touch Football in the Primary School system throughout Queensland.

We would like to thank the Redlands Touch Association, for allowing us the use of their wonderful facility. We would also like to thank all referees including many teacher referees, who give up their time over this weekend, including the Queensland Touch Referees and Referees Panel, that have made themselves available and support our championships.

### IMPORTANT INFORMATION

- **Nomination Fees** (per school):
  - **One Team = \$200**
  - Second team nominated (from the same school) = \$170
  - Third (or more from the same school) team nominated = \$150
  - For Example
    - **2 teams** nominated = \$200 + \$170 = **\$370**
    - **3 teams** nominated = \$200 + \$170 + \$150 = **\$520**
    - **4 teams** nominated = \$200 + \$170 + \$150 + \$130 = **\$670**
  - **All Abilities – nomination fee to be determined, pending number of teams entered into competition and minimum games played**
- Each nominated team must be **accompanied by an adult** (see Conditions of Play 7.0)
- **Tents** are to be organised by each school
- **Transport and Accommodation** is the responsibility of each school
- Forms **MUST** be signed by School Principals
- Schools must attempt to **provide a Referee**
- Each team is to supply their own Junior sized Touch ball



## CONDITIONS OF PLAY



1. The **Touch Football Australia (TFA 8<sup>TH</sup> EDITION)** rules shall apply unless otherwise stated below.
2. Teams shall be limited to **12 players only**. (max. six (6) on the field)
3. The age and division requirements are:
  - 3.1 12 Years and Under 'OPEN' DIVISIONS – born 2012 or after. Minimum age for this division shall be 10 years, that is, born 2014.
  - 3.2 10 Years and Under 'JUNIOR' DIVISIONS – born 2014 or after. Minimum age for this division shall be 9 years, that is, born 2015.
  - 3.3 Teams may nominate players providing they are enrolled at the Primary school nominated, in Year 4, 5 or 6, and are clearly identified on the registration sheet. If you wish to nominate any 9-year-olds completing Year 3, approval must first be requested and submitted to the Tournament Committee prior to nominating - respective school principal must also approve and sign off on their participation.
  - 3.4 MIXED DIVISIONS – The maximum number of males allowed on the field of play is three (3). The minimum male requirement on the field of play is one (1).
  - 3.5.1 ALL ABILITIES – two types of players/participants:
    - \* a Certified Athlete (CA) – a Primary School student who is a NDIS recipient (ages 10-12 years-old)
    - \* a Non-Certified Athlete (NCA) – a Primary School student and/or Adult coach who is not a NDIS recipient (minimum 10-years-old)Teams are limited to a maximum of two (2) Non-Certified Athletes on the field and a maximum of six (6) NCAs within each team
  - 3.5.2 ALL ABILITIES – all games will be played with a focus on 'participation' and 'social development'. This division will be classed as 'Social Mixed'. Condition 3.4 will not be enforced, if schools are only able to field same gender team/s, the competition committee will assess team combinations when creating the draw
  - 3.5.3 ALL ABILITIES - Game length and field size may be altered, pending number of teams nominated and student needs/mobility considered. See Appendix 1 on p11, for Touch Football Australia's (TFA) modified rules that will be used in this event.
  - 3.5.4 A Primary School student playing as an NCA, is also able to play for their respective school in one other team in the 'OPEN' or 'JUNIOR' divisions. Draw consideration will be made to avoid clashes; however, cannot be guaranteed.
4. All players shall be bona fide students of the school they represent.
  - 4.1 *Each team should obtain signed **Parental Consent** and **Medical Details** forms (standard school forms for excursions and sport), noting that parents will accept any medical costs associated with their child's participation in this event.*
  - 4.2 **Combination of school teams or players**, schools of less than 300 students may seek to combine with another school of similar size if they cannot fill a team. Approval must be obtained (in writing/email) from the Tournament Committee prior to nominating.
5. Where schools have more than one team entered, **players may play for one team only**, and schools must place their best team at the No.1 position, second best team at the No.2 position etc.
6. All teams are required to complete the **Team Registration** sheet prior to their first scheduled game. Should this sheet not be received in time, no points will be allocated for games played until the sheet 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.
7. **All nominated teams / schools must be accompanied by a teacher**, or a parent approved by the Principal of the school nominating. *The approved Parent or Supervisor will be required to supply as proof to the Principal a copy of their 'Blue Card' and will also be required to show proof to the Tournament Convenor at the commencement of the event.*
8. All teams must wear a numbered uniform, which corresponds to the registration sheet. No team shall be allowed to compete if they do not satisfy this requirement. ***Also note – Shoes are to worn at all times. Shoes with screw-in studs are not to be worn by any player. Light leather or synthetic boots with soft moulded soles are permitted.***
9. **Coaches are not permitted to coach or call instructions from behind the scoreline and must remain in the sub box. If they choose to view the game from the end of the field, they must remain quiet. This applies to all members of the team, including staff and parents.**

10. The Seedings shall be assessed by QPST (byes are usually given to seeded teams)
- 10.1 Progress to the Final series is dependent on the number of playing pools (see Finals Series Progression.)
- 10.2 Where extra places are required to fill Final Series spaces, that is, the best seconds or thirds shall be determined by percentages. (See Final Series Progression)
- 10.3 Where Teams are tied for places, the following shall apply:
- (a) Percentages (i.e., for divided by against, multiplied by 100)
  - (b) Best differential (i.e., for minus against)
  - (c) Match Result if applicable – i.e., two teams tied
  - (d) Drop off
- 10.4 **All games shall be two (2) 15 minutes halves with 2 minutes halftime break in duration**, including all Finals (times may change depending on number of nominations). All games will have no breaks, or time off for injury.
- 10.5 In the event of ties in round games the result shall stand. In the FINALS SERIES (i.e., Final 16, Quarters, Semis etc.), all ties shall require the '**drop - off**' to be played.
11. Players sent from the field (not a period of time) in a match shall be required to serve a two-game penalty, with no appeal.
12. Protests / Appeals should be written and in the hands of the Administration within twenty minutes of the game in question. (Please note – protests regarding referee decisions, or perceived errors shall **not** be accepted.)
13. **All Protests shall be adjudicated on by the Championship committee consisting of the Convenor, QPST Executive member and one other invited person if required.**
14. Schools / Teams / or individuals who breach any of the above conditions / rules, or the Qld School Sport Codes of Conduct, shall be disqualified and banned from further "ALL SCHOOLS" Championships.
- (Note – all penalties carry over to affiliated community Touch competitions throughout Australia.)**
15. **QPST reserves the right to interpret & amend the above rules as required in the interests of the Tournament and participants.**

# FINALS SERIES PROGRESSION

## 5 POOL DRAW –

Progression – Top team in each Pool progresses to Quarter Final, together with the best three seconds.

### Quarter Finals.

### SEMI FINALS

- |   |                                  |
|---|----------------------------------|
| Game 1. Winner Pool A vs. Second No.3   | Winner game 1 vs. Winner Game 2  |
| Game 2. Winner Pool B vs. Winner Pool E |                                  |
| Game 3. Winner Pool C vs. Second No. 2  | Winner Game 3 vs. Winner Game 4. |
| Game 4. Winner Pool D vs Second No.1    |                                  |

### Grand Final – Winners of Semi Finals.

## 7 POOL DRAW –

Progression – Top two teams from each Pool progress to Final 16, together with the best two thirds. \*

### Final 16

### Quarter Finals

- |   |                                  |
|---|----------------------------------|
| Game 1. Winner Pool A vs. Third No.2    | Winner Game 1 vs. Winner Game 2  |
| Game 2. Winner Pool B vs. Pool G Second |                                  |
| Game 3. Winner Pool C vs. Pool F Second | Winner Game 3 vs. Winner Game 4. |
| Game 4. Winner Pool D vs. Pool E Second |                                  |

### Winners of above Games Progress to Semi Final No.1

- |   |                                  |
|---|----------------------------------|
| Game 5. Winner Pool E vs. Third No.1    | Winner Game 5 vs. Winner Game 6. |
| Game 6. Winner Pool F vs. Pool C Second |                                  |
| Game 7. Winner Pool G vs. Pool B Second | Winner Game 7 vs. Winner Game 8. |
| Game 8. Pool A Second vs. Pool D Second |                                  |

### Winners of above games Progress to Semi Final No.2

### Grand Final – Winners of Semi Finals.

## 8 POOL DRAW –

Progression – Top two teams from each Pool progress to Final 16.

### Final 16

### Quarter Finals

- |   |                                  |
|---|----------------------------------|
| Game 1. Winner Pool A vs. Pool H second | Winner Game 1 vs. Winner Game 2  |
| Game 2. Winner Pool B vs. Pool G Second |                                  |
| Game 3. Winner Pool C vs. Pool F Second | Winner Game 3 vs. Winner Game 4. |
| Game 4. Winner Pool D vs. Pool E Second |                                  |

### Winners of above Games Progress to Semi Final No.1

- |   |                                  |
|---|----------------------------------|
| Game 5. Winner Pool E vs. Pool D second | Winner Game 5 vs. Winner Game 6. |
| Game 6. Winner Pool F vs. Pool C Second |                                  |
| Game 7. Winner Pool G vs. Pool B Second | Winner Game 7 vs. Winner Game 8. |
| Game 8. Winner Pool H vs Pool A Second  |                                  |

### Winners of above games Progress to Semi Final No.2

### Grand Final – Winners of Semi Finals.

## DETERMINATION OF BEST SECONDS & OR THIRDS

Teams shall progress based on their percentage (for divided by against, multiplied by 100), and if tied, that their differential (for minus against). If teams cannot be separated, game result or a drop off system shall apply.



## QLD PRIMARY ALL SCHOOLS CHAMPIONSHIPS 2024

### TEAM REGISTRATION SHEET - Opens

School		Division (circle one )  <i>Open Boys    Open Girls    Open Mixed</i> <i>Age criteria refer to Conditions of Entry 3.1-3.4</i>
Playing Shirt No.	Player's Name (please print)	Player's Date of Birth
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

**INSTRUCTIONS :**

This sheet is to be completed and signed by the team official and endorsed by the Principal. All players must satisfy the age criteria as set out in the rules and must be enrolled full time at the school.

It is understood that once signed all teams agree to the conditions of the Tournament including rulings made by the organising committee. It is also agreed that players who appear on this sheet may not play for any other team during this Tournament.

**PLEASE SUBMIT PRIOR TO YOUR FIRST GAME TO AVOID LOSS OF POINTS.**

\_\_\_\_\_  
Teacher / Coach / Team Official

\_\_\_\_\_  
Principal

\_\_\_\_\_  
Nominated Referee



## QLD PRIMARY ALL SCHOOLS CHAMPIONSHIPS 2024

### TEAM REGISTRATION SHEET - Juniors

School		Division (circle one )  9/10yrs Boys 9/10yrs Girls 9/10yrs Mixed <i>Age criteria refer to Conditions of Entry 3.1-3.4</i>
Playing Shirt No.	Player's Name (please print)	Player's Date of Birth
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

**INSTRUCTIONS :**

This sheet is to be completed and signed by the team official and endorsed by the Principal. All players must satisfy the age criteria as set out in the rules and must be enrolled full time at the school.

It is understood that once signed all teams agree to the conditions of the Tournament including rulings made by the organising committee. It is also agreed that players who appear on this sheet may not play for any other team during this Tournament.

**PLEASE SUBMIT PRIOR TO YOUR FIRST GAME TO AVOID LOSS OF POINTS.**

\_\_\_\_\_  
Teacher / Coach / Team Official

\_\_\_\_\_  
Principal

\_\_\_\_\_  
Nominated Referee



## QLD PRIMARY ALL SCHOOLS CHAMPIONSHIPS 2024

### TEAM REGISTRATION SHEET - All Abilities

School		Division <b>Social Mixed</b> <i>Age criteria refer to Conditions of Entry 3.5</i>
Playing Shirt No.	Player's Name (please print)	Player's Date of Birth
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

**INSTRUCTIONS :**

This sheet is to be completed and signed by the team official and endorsed by the Principal. All players must satisfy the age criteria as set out in the rules and must be enrolled full time at the school.

It is understood that once signed all teams agree to the conditions of the Tournament including rulings made by the organising committee. It is also agreed that players who appear on this sheet may not play for any other team during this Tournament.

**PLEASE SUBMIT PRIOR TO YOUR FIRST GAME TO AVOID LOSS OF POINTS.**

\_\_\_\_\_  
Teacher / Coach / Team Official

\_\_\_\_\_  
Principal

\_\_\_\_\_  
Nominated Referee



# QLD PRIMARY SCHOOL SPORT CODES OF BEHAVIOUR

## **Players' Code of Behaviour**

- Be a good sport.
- Play for enjoyment.
- Strive for personal excellence
- Work hard for your team as well as yourself.
- Treat all team mates and opponents as you enjoy being treated yourself.
- Play by the rules.
- Cooperate with team and game officials.
- Control your behaviour on and off the field.
- Learn to value honest effort, skilled performance and improvement.

## **Parents' Code of Behaviour**

- Cooperate with the school to achieve the best outcomes for your child
- Support team and event officials in maintaining a safe and respectful learning environment for all students
- Maintain positive relationships with team officials regarding your child's learning, wellbeing and behaviour
- Encourage participation by your children.
- Provide a model of good sportsmanship for your child to copy.
- Be courteous and constructive in your communication with players, team officials, game officials and sport administrators.
- Encourage honest effort, skilled performance and team loyalty.
- Make any new parents feel welcome on all occasions.
- Do not interfere with the conduct of any events.
- Support School Sport Australia's policy of a smoke and alcohol free environment.

## **Spectators' Code of Behaviour**

- Demonstrate appropriate social behaviour.
- Remember children play for enjoyment. Don't let your behaviour detract from their enjoyment.
- Let game officials conduct events without interference.
- Support skilled performances and team play with generous applause.
- Demonstrate respect for opposing players and their supporters.
- Support School Sport Australia's policy of a smoke and alcohol free environment



## **Team Members' Code of Behaviour**

### As a team member

- Take responsibility for your own behaviour and performance
- Compete by the competition conditions and rules.
- Never argue with the Judge's, Referee's or Umpire's decision.
- Control your temper – no criticism by word or gesture.
- Work equally hard for yourself and your team – your team's performance will benefit and so will your own.
- Be a good sport. Encourage and support your own team members.
- Show respect for yourself, your team mates, officials, your opponents and their skills.
- Behave in a manner that respects the rights of others
- Smoking, drinking of alcoholic beverages, use of any illegal substances and substance abuse is strictly forbidden.
- Entering or remaining upon restricted licensed premises unless under the supervision of team officials or billeting parents is strictly forbidden.
- Going to bed at a reasonable hour will assist your own and your team's performance.
- Wear the official team uniform at all times, as directed by team management/officials.
- Check-in and check-out with team management/officials each day.
- Stay in the designated team area and support other team members during times when you are not competing.
- Follow all directions of team management/officials.
- Ensure that you have telephone numbers of team managers with you at all times that you are not with the team.

### As a Billet

- Be courteous.
- Social activities other than those organised or approved by host centres are not permitted.
- Advise your billets when and where you will be.
- Pay for phone calls – don't borrow money.
- If delayed unexpectedly, contact your hosts immediately.
- Respect the wishes and routine of your billeting family.
- Be responsible – you are representing your family, your school, your Region or your State.
- Bring a small gift for your billeting family or write a letter of thanks.
- Say THANK YOU – often!
- Do not consume alcohol, smoke, use any illegal substances or partake in substance abuse.

### As a Guest in Motels, Colleges, Caravan Parks and Surf Clubs etc.






- Check for any damage to premises on arrival and notify your team official.
- Keep your room tidy – make your own bed, help with chores.
- Do not leave the accommodation area without permission from the team manager.
- Be aware of which teacher is on supervision duty.
- Know where your team officials are staying.
- Where toilets/shower/laundry facilities are away from sleeping areas, it is advisable to attend in pairs.
- Mixed sharing of rooms is not permitted.

### Breach of the Code



A breach of this code of behaviour, in the opinion of team officials, may result in the player being banned from the remainder of the Championships and may also result in the player being sent home by the first available transport. Parents and the student's school will be notified. Any additional expense incurred will be the responsibility of the parents. Further disciplinary action may be considered depending on the seriousness of the breach.

## **Team Officials' Code of Behaviour**

- You are bound by the Department of Education Code of Conduct
- Provide a safe and supportive sporting and learning environment
- Initiate and maintain constructive communication and relationships with students and parents/carers
- Promote the skills of responsible self-management
- Communicate high expectations for individual achievement and behaviour
- Ensure consistency and fairness in implementing the school sport behaviour codes.
- Ensure that your behaviour at all times, whether at or away from the playing venue, does not bring the name of "School Sport" into disrespect
- Avoid over-playing the talented players. All players need and deserve appropriate time
- Develop team respect for the ability of opponents as well as for the judgement of officials and opposing coaches
- Compliment participants on their efforts
- Condemn unsporting behaviour
- Ensure that your behaviour is consistent with the principles of good sporting behaviour
- Refrain from criticism of or reaction to the umpire's/referee's judgement and decision
- Maintain a standard of dress appropriate to the presentation of the team
- Refrain from over-zealous coaching from the side-line.
- Refrain from smoking and consuming alcohol at any time while in the direct supervision of students.

	<b>RULE:</b> CA tries are worth one (1) point	<b>RULE:</b> CA can run from half	
	<b>SIGNAL:</b> Award try. Raise one arm above head	<b>SIGNAL:</b> Play on	
	<b>RESULT:</b> Mark one (1) try on the score card	<b>RESULT:</b> Play continues. If touched it is deemed as half being caught in possession.	
			
<b>RULE:</b> NCA cannot score	<b>RULE:</b> NCA cannot move more than 1m from the roll ball		
<b>SIGNAL:</b> Ball down signal.	<b>SIGNAL:</b> If they move outside of 1m it is deemed as half being caught in possession.		
<b>RESULT:</b> Do not mark a try on the scorecard	<b>RESULT:</b> Change of possession		
			

### WHOLE TEAM




<b>RULE:</b> More than two (2) NCA on the field.	<b>RULE:</b> Defenders cannot move until the half has either passed the ball or moved outside of 1m from the roll ball	
<b>SIGNAL:</b> Raise two (2) fingers on each hand	<b>SIGNAL:</b> Two arms out with a verbal 'HOLD' call.	
<b>RESULT:</b> Change of possession at half-way	<b>RESULT:</b> Players who have advanced must return to an onside position.	
		

**THE CHAMPIONSHIPS 2024**  
TOUCH FOOTBALL AUSTRALIA  
ALL ABILITIES DIVISION



**T2 RULE**  
**ADJUSTMENTS**

**INTERPRETATION**  
**ADJUSTMENTS**

<p><b>OVER THE MARK</b></p> <p>Allow player to return to the mark and re-roll the ball</p> 	<p><b>INTERCHANGE</b></p> <p>Allow for a 1m grace distance during the interchanges</p> 	<p><b>FAIR PLAY RULE</b></p> <p>When a try results in a team having a lead of <b>ten tries</b> or above the score will be assigned as the final result.</p> <p><b>10+</b></p> 
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## ZERO TOLERANCE

**VERBAL** Verbal abuse at a referee or player whether in the same team or opposition

- Targeted** (directed towards someone) – player will be forced sub for the remainder of the game (complete process as a send-off)
- General** (frustration/medical condition) - player will be forced sub but can return if permitted by their coach

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**PHYSICAL**

- NO WARNINGS:** Every penalty given for a hard touch will result in a forced substitution.