



# **BUNDABERG TOUCH ASSOCIATION** **RULES**

All competition Rules will be in accordance with current Touch Football Association (TFA) rules governing the game of touch, this includes Judiciary proceedings. However, Bundaberg Touch Association (BTA) rules implemented by the BTA Management have overriding authority over TFA rules where a conflict arises.

## **1. TEAM CONCEPT and UNIFORMS:**

- a) The BTA competition will be based on a team concept. All teams will be recognised by their team colours.
  
- b) Teams are to be in uniform by week four (4) of the competition. Uniform is to consist of playing shirt with number of no less than 16cm in height clearly displayed on the rear of the playing shirt/top. Identification numbers must feature no more than two (2) digits.

# Team/Player shirt colours are not to be similar to the Approved Referee Uniform colour. Shorts are to be sports type shorts. *No denim, buckles, chains etc are permitted.*

## **2. FOOTWEAR:**

All players must wear regulation shoes. Shoes must be light leather or synthetic boots with flexible, soft moulded, rubber soles.

**Football boots and Soccer boots with screw in tags are not permitted!!  
if in doubt please check.**

## **3. WEARING OF JEWELLERY**

Players are not permitted to participate in any game while wearing any item of jewellery, which might prove dangerous. Long or Sharp fingernails are to be trimmed or taped.

## **4. GLASSES, SUNGLASSES & MEDICAL SUPPORTS:**

- a) All players and/or referees may wear spectacles or sunglasses provided they are safe and securely attached.
  
- b) Any fibreglass, plaster-of-paris, or solid fixtures of a mechanical nature worn cannot be worn while playing or refereeing (*Approval may be granted by the BTA Management*).

## **5. TEAM/PLAYER REGISTRATION, FEES and ENTRY into the DRAW:**

Teams/players are to register on-line and pay the team/player fee (in full) before the team being placed into a draw and permitted to take the field. All players are required to register on-line to their team/s. Players who do not register on-line and participate will not be considered a member of the team and forfeit any game points.



## 6. TEAM NOMINATIONS/TIMINGS:

Teams may nominate for a preferred division with the final divisions/pools being decided by the Bundaberg Touch Management. Timings for Divisions will also be determined by the Bundaberg Touch Management.

## 7. COMPETITION ROUNDS:

The number of competition rounds shall be determined by the number of weeks of the competition. Catch-up games may be considered by the Bundaberg Touch Management.

## 8. MAXIMUM and MINIMUM NUMBER OF PLAYERS:

- a) A team consists of a maximum of 14 players, no more than six (6) of whom are allowed on the field at any time.
- b) The minimum number of players required by a team to start a game is four (4), and in the case of mixed gender competitions, the maximum number of males is three (3), the minimum male requirement is one (1) and the minimum female requirement is one (1).

## 9. SCORING and POINTS:

- a) Each touchdown scored shall be deemed to be worth one (1) point.
- b) Points for all divisions will be as follows:

Win/Bye	3 points
Draw	2 points
Loss	1 point
Forfeit (Notified)	0 points
Forfeit (no notification)	-3 points

## 10. MINIMUM AGE REQUIREMENT:

### SENIOR DIVISIONS (*Maximum of 14 players*)

- a) **Premier** - All players must attain the age of 12 years or over by the 31<sup>st</sup> December.
- b) **Masters**
  - I. **Division 1** – Players must attain the age of 30 years or over by the 31<sup>st</sup> December in the year of competition.
  - II. **Division 2**– Players must attain the age of 40 years or over by the 31<sup>st</sup> December in the year of competition
- c) **Women** - All players must attain the age of 12 years or over by the 31<sup>st</sup> December.
- d) **Mixed** - All players must attain the age of 12 years or over by the 31<sup>st</sup> December.

**JUNIOR DIVISIONS** - Junior players are nominated based on the year born for the respective division *e.g U12 - Born in 2008-2009, Ages 10/11.*

## 11. FIXTURE GAMES PLAYERS ARE ABLE TO PLAY:

- Open Representative players (CQ and above) must play in the highest division available and are not permitted to play down.
- **Players are only permitted to fill in for one team per division for the purpose of preventing a forfeit.**
- Players are not permitted to fill in for teams in the same division that they are registered in.
- Fill in players from other divisions can only fill in for a maximum of two (2) games.



## 12. COMPLETION OF SCORE CARDS:

- a) All players who play are required to sign against their name on the Score Card. Players who fail to sign the scorecard are not eligible to be awarded touchdown and will not be supported by the BTA Committee for an insurance claim.
- b) Failure to comply with this may leave the team ineligible to take the field or possibly result in an Insurance Claim being denied in the event of injury.

## 13. REFEREES:

The Bundaberg Touch Association where possible will provide accredited Referees to officiate games.

**Where there are insufficient referees or the appointed referee is unavailable, then each team will be required to supply one of their numbers to referee their game.**

## 14. QUALIFYING FOR FINALS:

For a player to qualify for a semi or a final for a given team, that player must have played at least **five (5)** round games for that given team and be financial. Where there are divisions with byes, a player must have played at least **four (4)** round games for that given team. For the purpose of this rule byes do not count.

**Note: Teams that forfeit in the Finals Series will be eliminated from the Finals Series.**

## 15. QUALIFYING CONCESSION:

- a) If a player who is properly registered with a team should become sick, injured, pregnant or for any other reason is unable to play sufficient games with their team to qualify for the final series then that player should attend their game and have signed the score card and **verified by the BTA Management**. Where this is done it will be taken as a player's honest intention to qualify for the final series. Proof of inability to play will need to be submitted to the BTA Management.
- b) Out-of-Bundaberg Touch/Region players will not be eligible for this concession.

## 16. INTERRUPTED & CANCELLED GAMES:

Should a game be interrupted due to injury or any other extenuating circumstances, the following is to be the policy:

- \* Prior to half-time - BTA Management will determine the result of the match.
- \* After half-time - Game to stand as it was when play stopped.

In the case of **Cancelled Games** the replaying of the game shall be at the discretion of the BTA Management.

## 17. PLAYER TRANSFER/CLEARANCE:

Players wishing to transfer from one team to another within the same division must apply in writing to the BTA Management. This request must also include a clearance from the previous team.



## **18. REQUESTS FOR EXTENUATING CIRCUMSTANCES:**

- a) Any requests for extenuating circumstances must be received in writing by the BTA Management together with a \$20.00 fee, to be refundable if upheld. All extenuating circumstances should be included in the letter to enable the BTA Secretary to consider the request effectively.
- b) Any letters applying for extenuating circumstances for players in the final series, must be submitted to the BTA Secretary by end-of-play two (2) weeks before the start of the final series.
- c) The decision of the BTA Management will be final.

## **19. WEARING OF LONG SLEEVE SHIRTS:**

- a) Players and/or officials may wear long sleeve shirts as long as they are in their team or association's official colours.
- b) Alternatively a long sleeve shirt may be worn beneath the official uniform as long as the sleeves are in the correct team/association colours.

## **20. SUBSTITUTION BOXES:**

- a) All players, coaches and managers must use the designated substitution boxes. Coaches have the option of coaching from the end of the field, though if this option is utilised they cannot move from that position until halftime. The substitution boxes are marked ten (10) metres both sides of the halfway line.
- b) Substitution players must remain in their substitution box for the duration of the game. All interchanges are to occur within the team's substitution box and only after the substituted player has crossed the boundaries and entered the substitution box. All interchanges must be made on the side of the field without delay.
- c) Physical contact **does not** have to be made between interchanging players, and players leaving the field or entering the field shall not hinder or obstruct play and must enter from an onside position. Following the scoring of a touchdown, players may interchange at anytime from any position on the field.