

NARRABRI TOUCH INC

NARRABRI TOUCH INCORPORATED RULES OF ENTRY

2024 – S1 Men’s and Women’s Competition

ALL PLAYERS MUST ABIDE BY THE RULES OF ENTRY. ALL PLAYERS PLAY AT THEIR OWN RISK, NARRABRI TOUCH INCORPORATED BEARS NO RESPONSIBILITY.

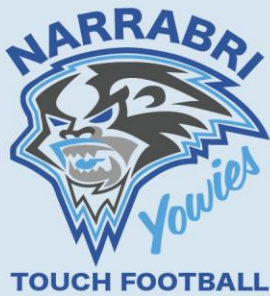
NARRABRI TOUCH INCORPORATED ABIDES BY TOUCH FOOTBALL AUSTRALIA’S PLAYING RULES: EDITION 8

GENERAL COMPETITION:

- Team nominations and player registrations will be completed online via MySideline.
- Team nominations will open Monday 8th January 2024 and close on Monday 5th February 2024 at 5pm.
- 2024 S1 Competition (Mixed) is proposed to commence on Monday 12th February 2024.
- Grand Final date and venue will be set by the Committee.
- Teams are required to provide three (3) qualified Referees (Non-playing qualified referees are acceptable). Teams that do not have three (3) qualified referees will need to nominate up to three (3) players to complete the Level 1 Referees Course hosted by Narrabri Touch Inc date TBC. Failure to attend the course will disqualify the team from playing finals.
- All referees must be 15 years & over.
- Minimum age of players is that they **MUST** be attending High School.
- Maximum teams in the 2024 Competition will be 24 teams.
- A maximum of 16 registered players per team. Only 14 players can play on any given night of competition.
- Games will be 30 minutes in duration, with teams changing ends after each touchdown.
- There will be no time off during games.
- A minimum of four (4) and a maximum of six (6) players per team will take the field at any one time.
- Narrabri Touch will follow all Touch Football Association disciplinary regulations and the disciplinary by-laws as set out by NSW Touch Association.
- For all enquiries on games, ref duties or rules queries please contact the Narrabri Touch phone or visit the Committee desk on Monday nights.

 0457 402 528

 narrabritouch@yahoo.com.au



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FEES:

- \$40.00* for players 12-17 years
- \$80.00* for players 18 years and over
- Individual players are responsible to pay their own fees and players must pay before the first round
- No players will be able to take the field unless their name appears on the automated scoresheet

*not including the \$22 fee set by TFA

PLAYING RULES:

Narrabri Touch Incorporated abides by the Touch Football Australia's Playing Rules: **Edition 8.**

All team contacts must familiarise themselves with these playing conditions.

For more information on the rules please visit the Rules section on Touch Football Australia's website (<https://touchfootball.com.au/about-touch-football/rules/>)

TEAM CONTACTS:

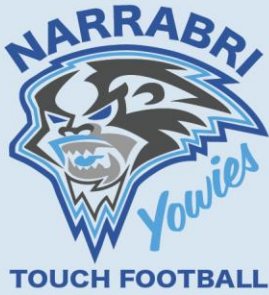
- All Team Contacts who have children under the age of 18 playing in their team must follow & complete the Working with Children Check & provide the registration number & expiry to Narrabri Touch. You can apply for a check on the Service NSW website. If you already possess a Working with Children Registration Number please provide this to Narrabri Touch.
- Team Contacts are responsible for distributing all updates and information provided by the Committee to their team.

PLAYERS:

- Players need to have completed the Online Registration process with MySideline (including payment) before being permitted to take the field. Acceptance of any late registrations will be at the discretion of the Committee. If an additional player joins a team, they must be registered by 4pm the first Monday they play to be eligible that round.
- A player may only register with one (1) team in the competition. Captains are the only players permitted to ask the referees questions.
- A team who plays an unregistered player will lose any points gained for that particular game/s.
- Substitute players in the box (as marked) or between the markers 10 metres either side of the halfway. Players must take the field from an onside position.

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REFEREES:

- Each team must supply three (3) qualified referees from their team. (Non-playing qualified referees are also acceptable)
- A referee can only nominate to referee for the team they are registered with.
- If a player is known to be a qualified referee and is not included in the team's three (3) nominated referees, the Committee may use that player as a referee if required.
- Any player who is rostered for refereeing duty that is unable to do so must find a replacement themselves.
- Referees who fail to fulfil their duty will be suspended from playing for two (2) matches. Consideration will be given for extenuating circumstances.
- If a non-playing Referee fails to fulfil their duty, the penalty will be passed onto the Team Contact. If the Team Contact is also non-playing, the team will lose 3 points.
- Referees who continually offend may receive a harsher penalty, this will be given at the discretion of the Committee.

DRAW:

- The Draw will be published in The Courier each Thursday & on the Narrabri Touch Inc. Facebook page.
- The Team Contacts are responsible for ensuring their team members are informed of playing dates, times and refereeing duties. Failure to check will not be accepted as a ground of appeal where games or refereeing has been missed.

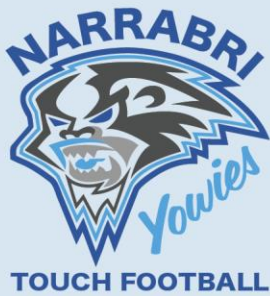
FORFEITS, WASHOUTS AND CANCELLATIONS:

If a team has less than four (4) registered players on the field after 5 minutes of play has passed, then the opposing team will claim a forfeit. All players still must sign their name on the scoresheet. If a team forfeits three (3) times during the competition without prior notification then that team may be subject to elimination from the competition upon the discretion of the Committee. It is the Team Contact's responsibility to notify the Committee that there will be a notified forfeit.

The Narrabri Touch Inc. Committee has the right to cancel any game of touch if the fields are not deemed to be played on due to inclement weather and poor/unsafe ground conditions or if the weather conditions are unfavourable. All Team Contacts will be notified if touch is called off, and it will be posted on our Facebook Page.

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POINTS:

Match points will be given as per below:

3 points - Win

2 points - Draw

1 point - Loss

0 point - Bye

If a round is washed out, all teams except the bye teams will receive 2 points.

UNIFORMS, CLOTHING AND PERSONAL ITEMS:

- Participating players are to be correctly attired in matching team shirts or singlets. If a team or any player is not wearing their nominated uniform after three (3) weeks of competition these players may not be eligible to take the field.
- Shirts/singlets CANNOT be white, predominantly white, pink or predominately pink.
- No two teams in the one competition may have the same or very similar coloured shirt.
- All players are to wear a unique identifying number, not less than 16cm in height, clearly displayed on the rear of the uniform. Identifying numbers must feature no more than two (2) digits. The numbers must be permanently secured to the team uniform. Tape is not permissible.
- Shoes and socks must be worn at all times.
- No football boots, running shoes or any other type of shoe with metal studs.
- Whilst playing tracksuits, tights, jumpers are permitted however; the playing shirt must be worn over the top
- No jewellery is to be worn. Wedding rings must be taped.
- Long or sharp fingernails must be taped.
- Hats or caps are permitted to be worn during a match provided they are safe and meet TFA regulations.
- Players and referees may wear prescription spectacles or sunglasses provided they are safe and securely attached.

INSURANCE:

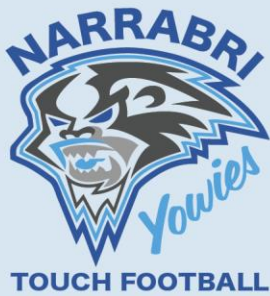
Registration fees cover insurance against injury for each registered player providing that all rules as set out by Touch Football Australia and Narrabri Touch Incorporated are abided by. An adult must accompany all under age children.

If an injury occurs:

- The Team Captain must ensure all injuries are reported to the referee, who in turn will note the injury on the scoresheet.
- The scoresheet must be signed by both Team Captains or full insurance cannot be guaranteed.

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- It is the responsibility of the injured player to make contact with the Insurance Provider to make a claim. Details of the Insurance Provider and procedure can be obtained from the Committee or the NSW Touch Football website.

All insurance will be void if any player is found to be under the influence of Drugs or Alcohol. Narrabri Touch Incorporated (along with Touch Football Australia and NSW Touch Football) has a zero tolerance to alcohol and drugs.

Narrabri Touch Incorporated recommends all individuals consider their personal circumstance and assess if additional external insurance coverage is required outside of what is offered as part of Membership to Narrabri Touch Incorporated. To view policy related information please visit the 'Insurance' section of the Touch Football Australia website.

INFECTIOUS DISEASE POLICY:

To reduce the spread of illness, infections and diseases transmitted through air, saliva and blood all players and referees should observe the following:

- Use your own whistle when refereeing.
- Do not share water bottles.
- Apply hand sanitiser before and after the game.
- Any player with a bleeding wound must leave the field of play immediately.
- Any bleeding wound must be cleaned and covered. All blood flow must have ceased, and blood contaminated clothing removed prior to the player returning to the field of play. Referees will enforce the blood bin rule at all times.
- Narrabri Touch Inc. supplies a first aid kit and portable AED at the grounds. The first aid kit will be at the Committee desk each week.

DISCIPLINARY DEMERIT POINT SYSTEM:

- Forced Sub- Professional Foul (FSPF)= 1 Demerit point
- Forced Sub- Decent (FSD)= 2 Demerit points
- Period of Time (POT)= 3 Demerit points
- The offending Player and Team Contact will be notified once a player has received any demerit point/s.
- Upon reaching six (6) demerit points the player will receive an automatic two (2) match suspension. Mediation, with Narrabri Touch Executive will occur prior to the player resuming play after suspension.
- If an offence occurs, incurring further demerit points after a player returns from suspension, he/she will be automatically referred to the Disciplinary Tribunal. Penalties will be applied based on recommendations of the TFA Disciplinary Regulations Manual 2014.
- Demerit points for team offences will not be registered against individual players.

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- Points will reset with each new competition, but suspensions will carry through. Forfeits (given), byes and washouts do not count as matches for suspended players.

SEND OFFS:

- Any player **SENT OFF** for the duration of a game will incur an automatic two (2) match suspension (non-appealable) and may be subject to further disciplinary action depending on the send-off offence as per the Touch Football Australia and NSW Touch Football recommendations. This player may also have to attend a judiciary hearing.
- The player in question and the Team Captain will be notified by the Committee. This penalty will be carried forward to the next season if the required matches are not available within the season that the send-off occurred.
- When a player is sent off for the duration of the game, he/she must move to a position outside the boundary of the field complex, if no boundaries ie: fence, bollards, line marking, then a distance of at least 50 metres is required & will take no further part in the game.
- Any player sent to the Sin Bin must return to the Interchange Area prior to re-entering the Field of Play.

CONFLICTS AND COMPLAINTS:

- Verbal and/or physical abuse of officials, referees, committee members, players or supporters will not be tolerated, and will be dealt with accordingly. Swearing is against Touch Football Australia and Narrabri Touch Incorporated rules and it will not be tolerated.
- In any circumstances of conflict, the Committee of Narrabri Touch Incorporated has the right to intervene and their decision is final. The Committee will not tolerate abusive or foul language.
- Any protest must be written on the game sheet and signed by the Team Captain no later than 15 minutes after the conclusion of the final game for that night of competition. A more detailed report must be given to the President within two (2) days of the incident.
- All complaints must be in writing, addressed to the President.
- Queries can be addressed with the Committee on the night of the incident.
- The committee may refuse to deal with a complaint if it considers the complaint to be trivial or vexatious in nature.

DISCIPLINING OF MEMBERS, OFFICIALS, SUPPORTERS:

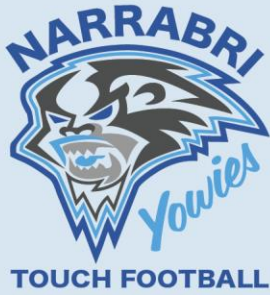
- All incidents must be reported to an Official within 24 hours of the incident taking place. The disciplinary process that follows an incident being reported will be determined by the Narrabri Touch Inc Constitution, TFA Disciplinary Regulations (2014) and the NSW Touch Association's Disciplinary By-laws.

- Disciplinary action may be taken against any person who has acted:
 - breached, failed, refused or neglected to comply with a provision of this Constitution, the Regulations or any resolution or determination of the Board or any duly authorised committee;
 - acted in a manner unbecoming of a Member, or prejudicial to the purposes and interests of the Club and/or the Sport; or
 - brought themselves, the Club, any other Member or the Sport into disrepute.

DROP-OFF:

Should a Winner be required in drawn matches, the following Drop-Off procedure is used to determine a Winner:

- Each Team will reduce their on-field Team to four (4) players and within 60 seconds take up a position to restart play from the Halfway Line, defending the same end of the field as at the End of Play.
- The Drop-Off commences with a Tap from the centre of the Halfway Line by the Team that did not commence the match with Possession.
- The Drop-Off will commence with a two (2) minute period of extra time.
- Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.
- Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.
- The Match will recommence immediately after the players have left the field at the same place where it paused (i.e. the Team retains Possession at the designated number of Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.
- There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.
- Substitution during the Drop-Off is permitted in accordance with normal Interchange Rules.
- Mixed gender Teams may have no more than (2) males on the field during the Drop-Off. In the case of a male player serving time in the Sin Bin at the commencement of the Drop-Off the offending Team will start with no more than one (1) male on the field. Where a male player has been dismissed for the remainder of the match, the offending Team will be permitted to have no more than one (1) male on the field for the duration of the Drop-Off.
- At the commencement of the Drop-Off, if there is a player serving time in the Sin Bin and is yet to complete the required time, their Team commences the Drop-Off with one (1) less player on the field than their opposition and continues to play with one (1) player less until the Sin Bin period has been completed.
- At the commencement of the Drop-Off, if a Team has had a player dismissed for the remainder of the match that Team continues to play with one (1) player less than the opposition Team for the duration of the Drop-Off.



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The Narrabri Touch Inc. Committee has the right to cancel any game of touch if the fields are not deemed to be played on due to inclement weather and poor/unsafe ground conditions or if the weather conditions are unfavourable. All Team Contacts will be notified if touch is called off, and it will be posted on our Facebook Page.

Narrabri Touch Inc will determine any matters not covered in the Rules of Entry and their decision will be final.

If you have any questions, need assistance or advice please speak with the President.

NARRABRI TOUCH INCORPORATED CONTACT DETAILS:

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