

GEELONG TOUCH ASSOCIATION PARK COMPETITION RULES FOR 2022/2023



In accordance with the Laws of Touch for Touch Football Australia (TFA), the Geelong Touch Association, as an affiliate of TFA, set varying features in the rules in order to suit local conditions and playing needs of the participants. The following rules govern Touch played under the Geelong Touch Association.

1. CONDUCT

- 1.1 Players and supporters are to abide by the TFA Code of Conduct and proscribed behaviour. (these GTA Park Competition Rules do not constitute the Code of Conduct)

2. TEAM COMPOSITION AND MEMBERSHIP

2.1 Mixed Competitions

- 2.1.1. Teams must have at least 9 (nine) paid and registered players before the team will be accepted into the competition
- 2.1.2. The team must have a minimum of 4 (four) "female" players (note rule 2.1.6)
- 2.1.3. Teams may comprise up to 14 (fourteen) players in total
- 2.1.4. A maximum of 3 (three) male players per team are allowed on the field during a game
- 2.1.5. Junior players may play once they are 9 (nine) years of age in the Family-grade competition, and once they are 12 (twelve) years of age in the B and A-grade competitions.
- 2.1.6. Boys aged under 14 (fourteen) years on the commencement date of the competition are regarded as a "female" player. This player classification applies for the entire season i.e. if they turn 14 during the season, they are still regarded as "female". **Boys under 14 playing as a "female" are to wear arm bands to identify them.**
- 2.1.7. Men over 60 years of age play as a "female".

2.2 Representative Sides

- 2.2.1 The GTA Committee shall appoint a selection panel, coach and manager for GTA representative teams.
- 2.2.2 Team selection will be based on recognised criteria and contingent of individual's desire and intent to represent GTA.
- 2.2.3 A nominal participation fee will be imposed for each competition e.g. Western Affiliates, State Cup:
 - 2.1.3.1 Adults \$20
 - 2.1.3.2 Juniors \$10
- 2.2.4 Social teams entering affiliate competitions do so on their own behalf and expense, and not as GTA representative teams.
- 2.2.5 Wherever possible, GTA will seek to provide opportunity and development pathways for selectors, coaches and players to higher standards of football.

2. GENERAL PARK RULES

3.1 Players

- 3.1.1 Changes to playing list
Teams may make up to 3 player changes to their team list during the season. Please email these changes to geelongtouchassociation@hotmail.com and they will be reviewed.
Once a player is removed from the team list he/she cannot be reinstated for the remainder of the season.
No new player shall be accepted once 75% of the season has been played.

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PENALTY

Team forfeits the match on each occasion

3.1.2 New Players

If the season has already started, new players joining a team must complete an online registration form. They must be financial before their 2nd game.

PENALTY

Offending team forfeits the match

3.1.3 Fill in Rule

Teams may request a player to fill in to the opposition captain before the start of the match where they don't have any subs. The opposition captain and referee must agree to that player filling in before the start of the match. If a fill in is found after the start of the match, they can only play once the captain and referee agrees which may be at the next stop in play (after a try). An example is where the women don't have subs and they find a female to fill in to create one sub. If the men don't have any subs, they may also find one male to fill in to create a sub. Once the team has two subs for men or women (including the fill in), the fill ins cannot play.

In order to ensure teams have a full list come finals, fill in players are not allowed to play in the last 4 rounds before finals.

3.1.4 Casual Players

There are to be no casual players apart from players filling in as per the fill in rules.

PENALTY

Offending team forfeits the match and game will not be played or refereed.

3.1.5 Wednesday night Qualification

To ensure fairness to the Wednesday night family competition, teams are only allowed to have one male adult A grade Monday night player playing in a Wednesday night team per team.

3.2 Player Identification

3.2.1 Players can only play for the team they are registered with (except for the fill in rule)

3.2.2 Players are to sign on before taking the field. This year we are using QR codes to sign on.

PENALTY

1 point penalty per player not signed on

Any unregistered player discovered will result in team forfeit (ref rule 3.1.2) and the Team Captain will need to provide the Committee with a written explanation.

3.2.3 Players are forbidden to swap playing shirts

(this is to limit confusion and ensure compliance around incidents and reporting and also has insurance implications)

PENALTY

Offending team will receive a 2 point penalty for each offence, as well as a formal warning from the match referee.

Repeated offences i.e. on other competition nights may see team ejected from the competition

3.3 Uniforms

3.3.1 All players on all teams are to have a uniform approved by the nominated committee member (Rohan Greaves) before the uniform can be worn in competition.

3.3.2 Uniforms are to be numbered on the back with a number at least 20cm high

3.3.3 In the event of lead-time to receive newly ordered uniforms, teams should seek appropriate exemption from the nominated committee member (Rohan Greaves).

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3.3.4 Players must be appropriately attired in their approved team uniform.

PENALTY

Any player out of uniform after round 4 shall incur a 2 point penalty for each offending player of the team

3.4 Fees

3.4.1 The team registration fee needs to be paid before round 4. All team members must be registered and financial in order to play. To do this, go to www.touchfootball.com.au and look for the register into a team section and search for your team name.

PENALTY

Team forfeits the match on each occasion

3.4.2 Full registration fee is \$1350 per team.

3.4.3 Primary and Secondary school students receive a \$40 discount off the team fee.

3.5 Competition Structure

3.5.1 Scoring

All players score 1 point per touchdown (try).

3.5.2 Duration

Games shall nominally be 2 x 20 minute halves, with a short half time break not exceeding 5 minutes.

3.5.3 Delays

Teams not ready to play when the starting signal is given may, at the discretion of the referee, have a 1 point penalty imposed for each 2 minutes they are late taking the field.

After 10 minutes the referee may call time and award a forfeit (7-0) to the team ready to play i.e. having taken the field.

In the event of neither team being ready to play, time lost shall not be added on.

If neither team is ready to play after 10 minutes the referee shall call time and a forfeit shall be awarded against each team i.e. no match points shall be awarded.

3.5.4 Match points

3 for a win,

2 for a draw,

1 for a loss,

0 for a forfeit (with a 7-0 score allocated against the forfeiting team).

3.5.5 Player qualification for finals

Players must have signed-on for a minimum of 25% of the rostered games for the season.

3.6 Duty Referees

3.6.1 Referee schedules will be determined 1 day in advance of the next round. All referees will at minimum have attended the TFA Level 1 Referee training programme, or have demonstrable experience in refereeing touch football in accordance with TFA and GTA Local Park Rules.

3.7 Miscellaneous

3.7.1 Any player wishing to challenge the above rulings must do so in writing to the Committee who shall consider all facts relating to the matter concerned in an appropriate manner. Any decision subsequently made by the Committee shall be final.

3.7.2 All other rules regarding the playing of touch shall be followed in accordance to the rules laid down by Touch Football Australia (*Playing Rules 8th Edition*).

Questions

Please direct any questions to:

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Referee Coordinator: Peter Cramp (0404 800 374)

Via email: geelongtouchassociation@hotmail.com

Facebook: @Geelongtouch

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