

GEELONG TOUCH ASSOCIATION PARK COMPETITION RULES FOR 2025/2026



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 Competition

- 2.1.1.1 Teams must have, before round 4, a minimum of 9 players to be registered and paid before continuing with competition. **Penalty-exclusion from competition**
- 2.1.1.2 Teams must have a minimum of 4 (four) "female" players registered (note rule 2.1.4)
- 2.1.2 Teams may comprise up to 16 registered players with only 14 of the registered players taking the field of any given game.
- 2.1.3 A maximum of 3 (three) male players per team are allowed on the field during a game
- 2.1.4 Junior players must be 9 years of age to play on a Wednesday night in the family and social competition and once they are 12 years of age to play on a Monday night.
- 2.1.5 Boys aged 13 (thirteen) and under 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 aged 13 and under playing as a "female" are to wear arm bands to identify them. Arm bands to be provided by the GTA.
- 2.1.6 Men over 60 years of age may play as a "female". Men over 60 years of age are to wear arm bands to identify them

2.2 Open Competition

- 2.2.1 Refer 2.1.1.1 & 2.1.2
- 2.2.2 Minimum age for open competition is 13.

2.3 Representative Sides

- 2.3.1 The GTA Committee shall appoint a selection panel, coach and manager for GTA representative teams.
- 2.3.2 A nominal participation fee may be imposed for each competition e.g. Western Affiliates, State Cup.
- 2.3.3 Social teams entering affiliate competitions do so on their own behalf and expense, and not as GTA representative teams.
- 2.3.4 Wherever possible, GTA will seek to provide opportunity and development pathways for selectors, coaches, players and referees to higher standards of football.

3. GENERAL PARK RULES

3.1 Players

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3.1.1 Changes to team 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.

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 maximum of 1 male and 1 female player to fill in only. The opposition captain and referee must agree to that player/s 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) If a team already has enough male & female players to create a sub each, fill-ins are not permitted.

Fill in players must be paid and registered players.

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

PENALTY: If a fill-in is not agreed to at start of a game and subsequently identified, fill-in player is to leave the field immediately, offending team score reverts to zero and then play will continue.

3.1.4 Casual Players

There are to be no casual players apart from players filling in as per the fill in rule (3.1.3)

PENALTY: Offending team forfeits the match.

3.1.5 Wednesday night Qualification

Family Grade: To ensure fairness to the Wednesday night family competition, teams are only allowed to have 1 adult male Monday A grade player, playing in a Wednesday night Family grade per team. Family grade teams must have a minimum of 2 Junior players (9-13 years old)

Social Grade: Teams are only allowed to have a maximum of 4 adult Monday night A grade players. No more than 2 male adult Monday night A grade players to play in a Wednesday night social grade team.

For **All** teams, adult players are deemed as those 14 years and over at the start of a season. At the discretion of the committee, an all-female team may register into the competitions.

3.2 Player Identification

3.2.1 Players can only play and register with one team per competition night. (except for the fill in rule 3.1.3)

3.2.2 Players are to sign on before taking the field. Referees to check sign on sheets prior to commencement of match.

PENALTY

Any registered player not signed on will result in player being asked to leave play to sign on before continuing

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with play.
Any unregistered player discovered will result in team forfeit.

- 3.2.3 Players are forbidden to swap playing shirts during any match.
(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

- 3.2.4 When 2 teams with similar uniforms play each other, 1 team will be nominated by the referee to wear coloured singlets/alternative team uniform shirts, provided by the GTA.

3.3 Uniforms

- 3.3.1 All players on all teams are to have a uniform approved by the club president 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 club president.
- 3.3.4 Players must be appropriately attired in their approved team uniform by commencement of round 5.
PENALTY
Any player out of uniform after round 5 shall incur a 1 point penalty for each offending player of the team

3.4 Fees

- 3.4.1 All team members must be registered and financial in order to play. (Refer to 2.1.1.1)
PENALTY
Team forfeits the match on each occasion
- 3.4.2 Registration fees are to be decided by the committee before the commencement of each season.
- 3.4.3 Players commencing later in the season may be eligible to a pro-rata of the GTA fee at the discretion of the executive.
- 3.4.4 Players withdrawing from the competition prematurely during the season may be eligible to a pro-rata refund of the GTA fee at the discretion of the executive.

3.5 Competition Structure

- 3.5.1 **Scoring**
All players score 1 point per 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 (5-0) 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.

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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 Forfeits

When a team may find themselves in a position to forfeit, a minimum of 6 hours' notice needs to be given to the GTA to allow time to be able to find fill in players for the game to proceed (in line with rule 3.1.3), or GTA to make the decision to forfeit the match.

PENALTY

Team will lose 1 competition point if there has been less than 6hrs notice provided

3.5.5 Match points

- 3 for a win, 3 for a bye,
- 2 for a draw,
- 1 for a loss,
- 3 for a forfeit (with a 5-0 score allocated against the forfeiting team).

3.5.6 Player qualification for finals

Players must have signed-on and played 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: Geelong Touch Association

Via email: geelongtouchassociation@hotmail.com