



Westmead

Touch Football Association



Summer 2017 – Season 1

Rules, Regulations & Code of Conduct

Website

www.westmeadtouchfootball.com.au

Email

info@westmeadtouchfootball.com.au

Facebook

[Facebook.com/WestmeadTA](https://www.facebook.com/WestmeadTA)

Twitter

[@WestmeadTA](https://twitter.com/WestmeadTA)

Wet Weather Information

(Ground closure is determined by Parramatta Council's wet weather policy and updated at 3:30pm)

Team organisers to check Website, Twitter & Facebook page or Ph: **0426 404 016**

TO: TEAM ORGANISERS
FROM: COMMITTEE
DATE: 20th December 2016
RE: **DRAW & PLAYING REGULATIONS**



We would like to take this opportunity to welcome all teams for season 1 of this year's Touch Football Competition.

The Touch Football competition will commence on Monday 05 February 2017 for Mens Open and 06 February 2017 for Mixed Opens and will consist of 14 rounds plus Semi Final and a Grand Final rounds and will conclude on 30th May 2017.

We would like to advise the following:

1. The Team Insurance Sheet must be completed with all players' signatures by the 3rd round of the competition. Any players registering after this round must sign the Team Insurance Sheet before taking the field. This sheet will be available at the Canteen area and must be signed on the same day or points will be lost.
2. All players must have paid their registration fees prior to their games, **NOT AFTER, NO EXCEPTIONS.** Any team who field unregistered players will forfeit points for that game & be fined \$40 and will not be able to participate further in the competition until they have paid the fine.
3. One player from each team will be delegated as the **DUTY REFEREE**. It will be the responsibility of the team organisers to ensure these players, if notified the week prior, must attend the grounds 1 hour prior to the commencement of their game.
4. All players must have signed on before the second half of their game. **NO EXCEPTIONS. Failure to comply will cost the team a fine of \$10.00 per player.**
5. All new identification cards must be handed in prior to the commencement of games. All late registrations must be paid **before** the player takes the field or loss of points will occur (if these players do not have an ID photo they will **not be permitted** to play. **Payment for late registration is \$10.00 per player.**
6. **No alcohol** is to be brought to the playing fields. (This is a Council Regulation). Any teams found with alcohol will incur the loss of their bond. Any parents found with alcohol will be banned from the grounds. No glass bottles are permitted on or near the playing fields.

If you have any inquiries please contact **Nicole Alevras** on **0426 404 016**.

RULES AND REGULATIONS & GENERAL NOTES

We hope you all enjoy the season ahead. Firstly, please read these notes carefully as they are for your benefit. Most problems that seem to occur during the season arise from players & organisers not having read these notes. If you have any concerns that need clarification or addressing with this document, or any suggestions, then please feel free to approach a committee person. The committee is here to help you & seek to improve the competition, so please approach them in a cordial manner. The committee consists of volunteer members who donate their time to facilitate the sport of Touch Football to the local community..

LOCATION

JONES PARK – Cnr Banks & Pitt Street, Parramatta

TEAM INSURANCE FORMS

The Team Insurance Sheet must be completed correctly with all players' signatures by **THE 3RD WEEK OF THE COMPETITION.**

(If you have a bye, please bring this sheet and ID cards to the ground on the night of the bye)

Teams who have not done so will not be allowed to play & their games will be classed as forfeits until the form is handed in. It is crucial that this form is completed otherwise players claims for injuries may be refused.

WTFA accepts no responsibility for injury to any players or spectators.

UNIFORM RULES

The Association rules regarding players' uniforms are listed below for your benefit. It is your responsibility as the Team Organiser to ensure your team abides by the rules. The Rules state that all players must be correctly attired in the team's uniform i.e.as listed on your Registration Sheet. Specifically, this means: -

1. **Do not use plain white shirts. (Exclusive to Referees).**
2. All shorts shall be as close as possible to the colour as nominated. This is not mandatory but recommended.
3. Socks **MUST** be worn.
4. **PLAYING BAREFOOT IS NOT PERMISSIBLE.**
5. All participating players are to be correctly attired in team uniforms approved by the Association. Uniforms consist of upper apparel, shorts (briefs or leggings for females) & socks with footwear.
6. **FOOTWEAR** - Shoes **without screw-in studs** are to be worn by all players. Light leather or synthetic boots with soft moulded soles are permitted, provided individual studs are no longer than one (1) cm in length (including blades), the measurement being taken from the sole of the boot.
7. **IDENTIFICATION NUMBERS** - All players are to wear an identifying number, not less than sixteen (16) cm in height, clearly displayed on the rear of the upper garment. Numbers may also be positioned on both sleeves as an additional means

of numbering, providing the numbers are not less than eights (8) cm in height. No two players in the same team may wear the same number. Taped on numbers will **NOT** be permitted after Round 3.

- JEWELLERY & FINGERNAILS** - Players are not to participate in any match while wearing any item of jewellery (including facial & body piercing) which might prove dangerous. Long or sharp fingernails are to be trimmed or taped.

UNIFORM RULES - REFEREE NOTES

Referees will not permit any player to participate in any match unless the above dress requirements are met. Referees are to inspect both teams clothing & footwear prior to matches. Fingernails & jewellery in girls & mixed competitions are to receive specific inspection.

These rules must be observed. Teams will have twenty one(21) days from the start of the competition to be in correct uniform. If after this time any player in a team is found on the field incorrectly attired - that team will be penalised.

THIS WILL APPLY WITHOUT EXCEPTION.

GAME START

Games consist of two twenty (20) minutes halves with a 5 minute break at halftime. A warning hooter will be given prior to the start of the game along with an announcement & then the following hooter will commence the game. **If a team does not have five (5) players on the field ready to play after the commencement of the game they will be given a further five (5) minutes and penalised one(1) touchdown per minute before they forfeit the game. There is no further allowance for players to arrive. If there are field changes involved, then teams will be given an additional three (3) minutes plus the (5) minutes after the second hooter before the game is declared a forfeit.**

Note: 'On the field ready to play' means that at least 5 players **MUST** be out in the centre of the field, with their playing gear on ready to commence the game. You **MUST NOT** stand on the sideline or near the sideline with tracksuits or other gear on & expect the referee to judge you ready to play.

ABANDONED GAMES

If a team falls below five (5) players due to sin binning, the game will continue. If the team chooses not to continue, then they will lose the game as a forfeit & receive nil (0) points. If a team falls below five (5) players because a player has been dismissed for the remainder of the game, then the non-offending team shall be declared the winner. The offending team will be given nil (0) points (zero for any touchdowns) & the non offending team will be given three (3) points & either a 6-0 win or the score at the cessation of the game, whichever is the greatest advantage to them.

FORFEITS

Teams who forfeit a game without at least 48 hours notice will be fined \$40, and 2nd & 3rd forfeits consecutively will be fined \$50 per game. Early notice may result in the fine being reduced at the discretion of the Committee. If a team has caused three (3) forfeits for 'no show' then that team will be dismissed from the competition. If a team is experiencing problems with player numbers the organiser needs contact the committee who may be

able to assist you. **A fine accrued from a forfeit MUST be paid prior to the commencement of the next game to be played.**

1. The team forfeited against will receive a **5-0 win score & 3 competition points.**
2. The team forfeiting receives a **0-5 loss score & receives no competition points.**
3. If, when positions for the finals are calculated, two or more teams finish on the same number of competition points, the following criteria will apply in deciding their finals position:-
 - a. If any team **has forfeited a game or more** during the season it will be **automatically relegated to the next lower position in the finals group.**
 - b. If the teams have the forfeited the same number of times, then the team with the least number of touchdowns will be relegated to the next lower position in the finals group.

SEND OFFS & PERIODS OF TIME

1. A referee may send a player for a Period Of Time (also known as a sinbin), **the duration of which is at the referee's discretion.** The offending player must take up a position behind their opponent's dead-ball line.
2. A second Period Of Time in the same game will incur an AUTOMATIC TWO (2) GAME SUSPENSION. THIS IS NOT APPEALABLE. (N.S.W.T.A. REGULATION)
3. Three (3) Periods Of Time during the competition will incur an AUTOMATIC THREE (3) GAME SUSPENSION.
4. Any player sent off for the duration of the game will incur one of the following:-
 - a. An **AUTOMATIC THREE (3) game suspension.** (THIS IS NOT APPEALABLE)
 - b. An **indefinite game suspension.** (NON-APPEALABLE) plus judiciary (i.e. the player remains suspended until their appearance before the judiciary)

When a player is sent from the field of play for the duration of the game, they must leave the playing field and remain no closer than 10 metres from any sideline.
5. If a player has been sent from the field of play for the remainder of the game more than once during the season, then the following will apply.
 - a. 2nd offence – **four (4) week suspension** (NON APPEALABLE)
 - b. 3rd offence – **Judiciary**
6. Any automatic three (3) game suspension is non-appealable. The referee must clearly inform the Captain and Organiser at the time, exactly which of these offences the player is being charged with.
7. Byes do not count towards a player's suspension time.
8. If a player is suspended at the end of any competition, their suspension will carry over to the next competition they register in.
9. If there is any doubt after speaking with the referee after the match, this can be further clarified with the referee's director or with the Secretary in the committee room.
10. Rain affected weeks do not constitute games played, as all suspensions are for actual games.

For further information please see Code of Conduct for all disciplinary procedures.

JUDICIARY NOTES

Players and their managers will be informed by the committee President that they must appear before the judiciary held at the Toongabbie Sports & Bowling Club, 12 Station Road, Toongabbie at 7pm on the night specified. A \$50.00 appeal charge will need to be lodged with the Committee. If the appeal is upheld, the money will be refunded.

IF IN DOUBT ABOUT A SEND OFF CIRCUMSTANCE, PLEASE CHECK WITH A COMMITTEE MEMBER BEFORE LEAVING THE FIELDS.

POINT SYSTEM

WIN	3 points	LOSS	1 point
BYE	3 points	FORFEIT	0 points plus loss of bond
DRAW	2 points		

DEDUCTING POINTS

WTFA has the ability to deduct competition points from teams for any on-field indiscretions that it deems "brings the game of sport into disrepute". This may include fighting and other similar issues, as well as those mentioned within the rules and regulations including actions against unregistered players & failing to appear for referee's duty.

FINALS SERIES

The semi finals for all divisions will comprise of a **final four (4)**. During Finals & Grand Final each player must show their I.D. card before they sign on.

Semi Finals: 1 Vs 4 & 2 Vs 3

Grand Final: Winner from (1 vs 4) Vs winner from (2 vs 3)

NO I.D. CARD --NO PLAY --NO EXCEPTIONS

1. All players must sign on before taking the field. Sheets will be taken away five minutes (5) after commencement of the games.
2. To be **eligible for the Finals** series a player must have signed on & played in a **minimum of seven (7) games**.

DRAWN GAMES AT FULL TIME DURING THE FINALS SERIES

In the event of a draw at full time in the Finals & Grand Finals the "Drop Off" system will be used. The extra time will commence with five (5) players on the field. After both teams have had possession of the ball for least one set of six, the first to score will be declared the winner & the game will end immediately. If there is no score after 2 minutes, the hooter will sound & one (1) player from each side will leave the field. This will occur every 2 minutes until there are only three (3) players from each side left on the field. The game will then continue until a touchdown is scored. Players may substitute during the extra time as normal.

GENERAL NOTES

1. Teams are allowed a maximum of ten (10) players registered at any one time consisting of no more than 4 representative players per team, regardless of Affiliate represented and grade played. Players who withdraw may be de-registered. Once a player has played **one or more games, NO refunds will be given.** Players may only play in one team in each Competition.
2. Any player who replaces a de-registered player must pay an affiliation fee of \$50.00, if the player being replaced has participated in any matches.
3. Registrations will only be accepted up to Round 3. Any late registrations will be charged **\$50.00 per person.**
4. No substitutes are permitted. Only players registered in that team may play.
5. Players out of uniform who do not leave the field at the referee's request will be reported by the referee to the committee and will receive a one (1) game suspension.
6. **Captain** - The captain is the person who represents their team at the start of the game when the coin is tossed to decide on the tap/kick-off and direction of play. The captain will not be changed for the duration of the game and is responsible for discussing any issues during the game with the referee at the referee's discretion without delaying the game. At the completion of the game it is the captain's responsibility to sign the scorecard if they agree with the score. Any disputes about the score that cannot be resolved between the referee and the captains will be resolved by the Director of Referees. Discussions about the game can only commence with the agreement of the referee after the game. If the captain wishes to discuss the matter further please see "After game process".
7. **After Game Process** - Should there be a need to further discuss issues that occurred during the game, this will only be done after the **5 minute cooling off** period after the end of the game. This option is only available for the captain or the team manager. The captain or manager (**only one (1) person to represent the team**) can only discuss concerns raised within the game with the Director of Referees or members of the Westmead Touch committee. **No parent or other team member will be permitted to discuss game issues. If they persist, then they may be banned from attending future games.**
8. Players who receive suspended games or games where their team forfeits, do not count for games played. These may affect a player's Finals eligibility. Byes do count.
9. All divisions will play Mexican standoff rule and six (6) a side.
10. Each team must supply a Touch Ball for their game and the referee shall decide which ball to use. **NO BALL -- NO GAME.** Balls are available from the committee room for \$25. Additional Rule books are also available for \$10.

INTERCHANGE AREA

1. All teams are required to substitute players between the 10 metre lines located on each side of the halfway line.
2. Substitute players must remain in their Interchange Area for the duration of the match. All interchanges must occur at or within the team's Interchange Area, and only after the substituted player has crossed the boundaries and entered the Interchange Area. All interchanges must be made on the one side of the field and without delay

3. Players may substitute at any time in accordance with the interchange procedure. There is no limit to the number of times a player may interchange
4. **If there is an altercation on the field and players leave the sub box to join the melee – then those players leaving the sub box will receive an automatic two (2) week suspension without appeal.**

PLAYERS INJURIES

Players must report all injuries to the Referee during the game & to a committee member after the game in order to file a report of the injury. This **MUST** be done on the night of the injury otherwise insurance claims will **NOT** be recognised. **NO EXCEPTIONS WILL APPLY.**

Any player who is injured during the season & is unable to take the field **MUST** sign the injury book to ensure eligibility for Finals. ***Injured players must not sign the sign on sheet, if they do, they must physically take the field and participate in the game.*** (This only applies to players who have been injured within the competition & have completed an injury form). **No exceptions will be given to players who do not complete the forms.**

REPRESENTATIVE RULES

Players who wish to participate at a Representative Tournament level (if this opportunity becomes available) must be registered and playing in a team in the Westmead Touch Competition before the Tournament.

ORGANISERS DUTIES

1. Attend all nominated meetings.
2. Check notices on social media and emails when WTFa announcements are made.
3. Ensure correct uniforms are worn.
4. To be familiar with the rules and ensure their team abides by them.
5. Check with the committee over player send offs and/or Periods of Time queries.
6. To ensure all team members observe the Code of Conduct.
7. If not sure on any of the above, seek committee advice **to minimise possible problems arising.**

SPITTING

Any player found spitting will be sent to the sin bin or sent off for the remainder of the match.

COMPLAINTS

If Organisers have any enquiries or complaints, please see a committee person.. All problems can be resolved if they are approached in a rational and calm manner. **VERBAL RAGE - ABUSIVE OR FOUL LANGUAGE TOWARDS THE COMMITTEE WILL NOT BE TOLERATED and will result in an automatic one game suspension for their team.**

Players or organisers are not to enter the referee's room. Any complaints are to be directed to the committee.

SIGNING ON

Players must sign on and write their correct shirt number on the sign on sheets located near the canteen no later than the second half of their game. Failure to do so will result in a one (1) game suspension and a \$10 fine. If their name is not on the sign-on sheet please see a committee person immediately. Sign-on sheets will be removed after the start of the second half of the game. Check for field changes when signing on.

UNREGISTERED PLAYERS

Any teams found to be playing unregistered players will incur the following penalties;

1. **During a Round Game** – teams will be fined \$50.00 per unregistered player & will lose the points gained for that round. Teams who continue to play unregistered players will be dismissed from the competition.
2. **During Final Series** – teams will be disqualified immediately and the game will be awarded to the non-offending team.

NO EXCEPTIONS WILL BE GIVEN

DUTY REFEREES

Each team must nominate and supply a duty referee when requested. Any teams failing to meet this requirement will be fined \$10. All duty referees MUST report to the referee's coordinator or Director of Referees one (1) hour prior to their team's allocated game.

Duty referees will be paid \$10.00 per game refereed at the end of their game. They will be coached by a senior National level referee during the competition.

If requested, Nominated Duty Referees can be enrolled in an abbreviated two (2) hour Referees Course conducted by an accredited Touch Football Australia (TFA & NRL) referee coach and presenter.

REFEREES

Referees are a vital part of your association. Without them, as you know, games would be chaos. Whilst referees will have differing levels of capabilities, just the same as players, the referee at all times should be treated with the respect this position entails. W.T.F.A. is committed to providing the most competent referees available. Any persons interested in becoming a referee should see the Director of Referees in the referee's room on any game night.

Also, bear in mind that with nominated player referees officiating at matches, they will not be of the high level you expect. Until our referee's ranks grow, we MUST use these persons to referee games. A Referee's coach will be present at the games trying to assist

these young referees. If any parent, player or organiser intimidates these referees, it makes it even more difficult to recruit referees.

Remember, players make mistakes as will referees, so please demonstrate a little tolerance. With new referees, we want to build their confidence and not destroy it. As their confidence grows, so will their ability to referee.

WASHED-OUT ROUNDS

For all washed-out games or rounds, an attempt will be made to have the games replayed in one of the following manners as deemed fit by the Westmead Touch Football Association committee.

1. Replay the washed-out game at the completion of the round games,
2. Doubleheaders included during round games for washed out rounds,
3. Replay the washed-out game on a different night/day (with as much notice given to teams as possible), or
4. Games to be deemed as drawn games with both teams receiving points for a draw in the event that games cannot be rescheduled.

Team organisers to check Website, Facebook page or call the WET WEATHER LINE on:
OR Nicole on **0426 404 016** AFTER 4.00PM

(Ground closure determined by Parramatta Council wet weather policy)

CODE OF CONDUCT

It is imperative that all participants, officials, spectators, volunteers and referees uphold a high standard of professionalism in order to promote Touch in the best possible way.

The Code of Conduct applies to all competitors, officials and spectators.

The team organiser or team captain is ultimately responsible for all player and spectator behaviour.

Bad behaviour and misconduct will not be tolerated and will be dealt with by the Westmead Touch Association Disciplinary Committee.

Misconduct is deemed as: continual breaches of the rules; swearing; back chatting referees or other game officials; bad sportsmanship; fighting; using physical force in making a touch; attacking the head of an opponent; tripping; spitting; or any other action which is not in the spirit of the game.

ON FIELD CONDUCT

1. The sport specific rules for Touch (Touch Football Australia Playing Rules 7th Edition) must be observed.

2. Incidents resulting in players being dismissed for a period of time and/or remainder of game may lead to the referral to the Westmead Touch Association Disciplinary Committee and/or the Westmead Touch Association Judiciary Committee.
3. All players must conduct themselves in a decent and professional manner i.e. the use of appropriate language to both officials and the opposing team.
4. Sledging of referees, officials, spectators and/or opposing players will not be tolerated – control your temper.
5. Official decisions are to be taken as final and instructions followed accordingly.
6. No player will be permitted to participate if under the influence of alcohol. All decisions are final
7. Intoxication – no player will be permitted to participate where there is an indication of intoxication. This decision is not negotiable.
8. Display modesty in victory and graciousness in defeat.
9. Thank the opposition and officials at the end of the game.

OFF FIELD CONDUCT

1. Full payment of registration fees by Due Date.
2. Players must appear on the registration sheet of their nominated team and be fully financial at Due Date.
3. Spectators at any event will not interfere with or take part in the play at any time.
4. All spectators must conduct themselves in a decent and professional manner i.e. the use of appropriate language to both officials and the opposing team (players and managers are responsible for spectators conduct).
5. Council regulations do not permit alcohol to be taken into the venue.

DISCIPLINARY PROCEDURE FOR WESTMEAD TOUCH FOOTBALL ASSOCIATION

A disciplinary procedure has been introduced for the benefit of the: players, spectators, officials, referees and the sport of Touch Football.

If there is any evidence of:

- a. serious infringements of the playing rules;
- b. bad language and/or bad behaviour;
- c. sledging of a referee or between players/teams

then following procedure will apply.

1. The referee will deal with the matter initially. They have the authority to facilitate the rules and to discipline the offender/s in the following manner:
 - a. the use of a penalty in the field of play against the offending team;
 - b. issuing a verbal warning;
 - c. a dismissal from the game for a period of the time;

- d. expulsion from the game;
 - e. reporting to the Westmead Touch Association Disciplinary Board.
2. The Westmead Touch Association Disciplinary Committee consists of members of the Executive Committee, Director of Referee's and/or independent persons.
 3. Upon completion of a fixture, the referee has the option to write a report and lodge a complaint to the Westmead Touch Association Disciplinary Committee in reference to players and/or spectators conduct.
 4. Players have the right to write a letter of complaint to the Disciplinary Committee and must be submitted no longer than 24 hours after the incident.
 5. If a player/team is reported for misconduct, the player and the organiser must appear before the Westmead Touch Association Disciplinary Committee. The following disciplinary actions can be taken.
 - a. a formal warning for misconduct;
 - b. minor suspensions;
 - c. referral to the Westmead Touch Association Judiciary Board.
 6. The decision of the Westmead Touch Association Disciplinary Committee is final.

Westmead Touch Association

Summer 2016 Competition

Score Sheet

ROUND	OPPOSITION	RESULT	POINTS	TOTAL POINTS
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
SF				
GF				

Scoring System

Win	3 Points
Loss	1 Point
Draw	2 Points
Bye	3 Points
Forfeit for	3 Points
Forfeit against	0 Points

Semi Finals

Final 4

Fields

Forfeit 5 touchdowns awarded

SF – TBA
GF – TBA

Wet Weather Line

Check Facebook and/or Twitter
Team Organiser **ONLY** to phone – **after 3pm**
all players to call their team organiser

(Ground closure determined by Parramatta Council wet weather policy)

Nicole – **0426 404 016**

Westmead Touch Association Contacts

Email: secretary@westmeadtouch.com.au
 President: Paul Khoudair
 Vice President: John McDonough
 Secretary: Tony Alevras
 Treasurer: Tony Alevras
 Director of Referees: Joseph Aboud
 Competition Facilitator: Nicole Alevras

Ladder, draw & results available online :

www.westmeadtouchfootball.com.au

Jones Park

LANSDOWNE STREET



