



**JUNIOR STATE CUP  
NORTH**

**2023  
Conditions of Entry**

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DATE	ITEM	NOTES
<b>31 January 2023</b>	Team Nominations Open	All information available on Webpage
<b>17 March 2023</b>	Team Nominations Close	
<b>20 March 2023</b>	Online Player, Referee and Coaching Staff registrations open	
<b>5 April 2023</b>	Indication of Ice form due	
<b>5 April 2023</b>	Indication of Tent requirement form due	
<b>5 April 2023</b>	Online Player registrations close	
<b>5 April 2023</b>	Online Referee registrations close	
<b>5 April 2023</b>	Online Coaching Staff registrations close	
<b>5 April 2023</b>	Team Fee \$50 payable if team withdrawn past this date	
<b>13 April 2023</b>	Managers Meeting	5:30pm to 6:30pm at the Sports House Townsville
<b>13 April 2023</b>	Coaching Forum	6:30pm to 8:30pm at the Sports House Townsville
<b>14 to 16 April 2023</b>	Junior State Cup – North	



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## EVENT OBJECTIVE

**Junior State Cup North** is a regional touch football initiative held at Townsville Touch Football fields at Queens Park and the Townsville Sports Reserve. The three-day championship provides the opportunity for junior touch players from across Queensland to participate and compete against like teams in an inclusive, fun, and safe environment.

The focus of the event is to connect players, coaches and referees and promote participation in touch football which can be enjoyed with family and friends.

## SECTION 1: ADMINISTRATION

### Item 1.1 – VENUE & DATES

<b>1.1.1</b>	The venue for the 2023 Junior State Cup North will be: <b>Queens Park and Townsville Sports Reserve North Ward, Townsville Qld.</b>
<b>1.1.2</b>	2023 Junior State Cup North will be over 3 days: <b>Friday 14 April to Sunday 16 April 2023</b>

### Item 1.2 - DIVISIONS

<b>1.2.1</b>	The divisions for the 2023 Junior State Cup – North (JSCN) will be: <ul style="list-style-type: none"> <li>a- <b>BOYS:</b> Under 10 Div A &amp; B, Under 12 Div A &amp; B (Affiliates/Clubs)</li> <li>b- <b>BOYS:</b> Under 14, Under 16 and Under 18 (Affiliates only)</li> <li>c- <b>GIRLS:</b> Under 10 Div A &amp; B, Under 12 Div A &amp; B (Affiliates/Clubs)</li> <li>d- <b>GIRLS:</b> Under 14, Under 16 and Under 18 (Affiliates only)</li> </ul>
<b>1.2.2</b>	Minimum number of teams for a division is four (4).
<b>1.2.3</b>	At the close of nominations, entries for divisions in which there may be insufficient teams for a competition will be notified of the options available to those teams.
<b>1.2.4</b>	Affiliate team managers/coaches are to nominate their team in the correct division on the online registration system
<b>1.2.5</b>	Teams nominated for Division B will be reviewed and confirmed once entries have closed. NQ will have full discretion to accept a team into either Division A or B.
<b>1.2.6</b>	Division B will not go through to a final series and will only finish with ladder placings as this division has been created to focus on development and enjoying the sport of touch.

### Item 1.3 - NOMINATION OF TEAMS AND PARTICIPANTS

<b>1.3.1</b>	<p>Team &amp; Match Officials Nominations will be available through the link provided on the NQ Touch website.</p> <table border="0"> <tr> <td><b>Team nominations</b></td><td><b>Open 31 January 2023</b></td></tr> <tr> <td></td><td><b>Close 17 March 2023</b></td></tr> <tr> <td><b>Online Player/Referee/Coach Registration</b></td><td><b>Open 20 March 2023</b></td></tr> <tr> <td></td><td><b>Close 5 April 2023</b></td></tr> </table> <p>There are several important details that are necessary for this process to be completed.</p> <ul style="list-style-type: none"> <li>› Number of Teams the Affiliate/Club is entering into the event (Schedule A only)</li> <li>› Qualified Match Officials for each team and details (Schedule B &amp; Online)</li> <li>› Affiliate/Club delegate acceptance form returned (Schedule C only)</li> <li>› Team Management details (Schedule D &amp; Online)</li> <li>› Player Pool requirements/nominations (Schedule E only)</li> </ul>	<b>Team nominations</b>	<b>Open 31 January 2023</b>		<b>Close 17 March 2023</b>	<b>Online Player/Referee/Coach Registration</b>	<b>Open 20 March 2023</b>		<b>Close 5 April 2023</b>
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#### **Item 1.5 – COACHING QUALIFICATIONS**

<b>1.5.1</b>	<p>Nominated teams need to have a current accredited coach in place. All coaches must have obtained a minimum of the TFA Foundation Coaching Course or had previous coaching accreditations reaccredited within the last 4 years as of 17 March 2023.</p> <ul style="list-style-type: none"> <li>- Nominations of teams will not be accepted unless an accredited coach has been appointed.</li> <li>- All coaches/ accreditations are to be lodged through the online team registration process</li> <li>- Individuals may register as a coach for one team only</li> </ul>
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### **SECTION 2: ENTRY REQUIREMENTS**

#### **Item 2.1 – CONDITIONS OF ENTRY**

<b>2.1.1</b>	<ul style="list-style-type: none"> <li>a- The Affiliate/Club Coordinator is required to sign off on the Acceptance of Conditions of Entry (Schedule C) and return to the NQTA Office with the Affiliate/Club Team Nomination Form (Schedule A).</li> <li>b- An Affiliate/Club Coordinator is to ensure that they, all team coaches and managers are aware of these conditions of entry that your Affiliate/club have accepted prior to the commencement of the championships.</li> <li>c- For issues not covered within these Conditions of Entry, please forward a request or queries in writing to the NQTA Operations Manager by 4pm Thursday 6 April 2023.</li> </ul>
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#### **Item 2.2 – TEAM ELIGIBILITY**

<b>2.2.1</b>	<p>To be eligible to participate at the JSCN, a team must be either:</p> <ul style="list-style-type: none"> <li>a- A representative team from an Affiliate within Queensland</li> <li>b- A team from a club of an Affiliate within Queensland (U10 &amp; U12 only)</li> <li>c- Teams can be a combination of clubs from within an Affiliate (U10 &amp; U12 only) within Queensland</li> <li>d- An invited team as approved by the JSCN Committee.</li> </ul>
<b>2.2.2</b>	<p>All participating entities must be fully financial with Touch Football Australia and all affiliated local Affiliates/clubs must abide by the laws and by-laws of the NQTA and Touch Football Australia.</p>

#### **Item 2.3 – TEAM COMPOSITION AND PLAYER ELIGIBILITY - nominating teams and players must meet the following criteria:**

<b>2.3.1</b>	<p>A maximum of fourteen (14) players may be registered to a team.</p>
<b>2.3.2</b>	<p>All players must be fully financial of the Affiliate/club they are representing, during either the current 2023 season (Season 1) or 2022 season (Season 1 or 2).</p> <ul style="list-style-type: none"> <li>a- As a registered participant in 2022/23 competition players are eligible to play for a team from your affiliate</li> <li>b- Affiliate Clubs – players will require a release from their 2022/23 club to play with another club team from within their Affiliate (U10/12 only)</li> </ul>
<b>2.3.3</b>	<p>Registration status may be checked for <u>all</u> players and any unregistered players will be unable to participate.</p> <ul style="list-style-type: none"> <li>- The use of unregistered players will result in Championships points' being forfeited and possible disqualification for that team.</li> <li>- A player may only compete in one division at the JSCN. If a player is found to be playing in two teams, the second team that the player in question has taken the field with will lose all points for any matches that player has participated in.</li> </ul>
<b>2.3.4</b>	<p>No dispensation will be granted to players who participate with Affiliates other than their own, without prior clearance from their registered Affiliate and approved by NQTA.</p>





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<b>2.3.5</b>	Any team taking the field with a player from another Affiliate/Club, who does not have a clearance from the Affiliate/Club that he/she is affiliated with, will forfeit all points for any game that player has participated in for that team prior to receiving a clearance.
<b>2.3.6</b>	Any combination of clubs and players may nominate, provided that players and teams satisfy these conditions.
<b>Item 2.4 - PLAYERS' ATTIRE</b>	
<b>2.4.1</b>	<p><b>TEAM UNIFORMS</b></p> <ul style="list-style-type: none"> <li>• All players must be correctly attired in the uniform of their Affiliate/Club approved colours, consisting of numbered shirts/singlets and shorts/bike-pants.</li> <li>• All playing shirts/tops must have a permanent number on the back. Sports tape or any other quick fix material will not be accepted.</li> <li>• All team members are to be in the same style of playing uniform. i.e. all shirts or singlets, all shorts or bike pants</li> <li>• Three-quarter length tights/leggings are not permitted to be worn at all</li> <li>• Any fibreglass, plaster-of-Paris, or solid fixtures of a medical nature cannot be worn while playing or refereeing.</li> </ul> <p><b>MALE UNIFORM</b></p> <ul style="list-style-type: none"> <li>• No combination of playing top style is permitted with teams wearing either polo style playing shirt or playing singlet top.</li> <li>• All players' shorts are to be of the same length and predominate colour.</li> </ul> <p><b>FEMALE UNIFORM</b></p> <ul style="list-style-type: none"> <li>• No combination of playing top style is permitted with teams wearing either polo style playing shirt or playing singlet top.</li> <li>• Two-piece uniform with bike-pants or shorts (one or the other cannot be both)</li> </ul> <p><b>SKINS/COMPRESSION CLOTHING</b></p> <ul style="list-style-type: none"> <li>• The use of compression apparel such as <u>short</u>, thigh-length or calf-length items of clothing will be permissible to be worn by a player.</li> <li>• The use of full-length compression and long sleeve apparel will require medical permission prior to commencement of any game.</li> <li>• Team management is responsible for supplying this information to the referees for each match.</li> <li>• Prior to each match, all players from both teams will be required to line up and the officiating referees will inspect each player to ensure they are in the correct uniform of their Affiliate/club, and no jewellery is being worn. Any player not in compliance with these conditions will not be allowed to take the field.</li> <li>• Any Affiliate/club who permits a player that's representing their Affiliate/club to take the field not attired in the correct uniform may incur a \$100 dollar fine per game that player is incorrectly attired.</li> </ul>
<b>Item 2.5 – WORKING WITH CHILDREN CHECK (BLUE CARD)</b>	
<b>2.5.1</b>	<p>If involved in any sporting activity pertaining to teams with players under 18 years of age, Coaches, Managers, Representatives and/or Parents, are <u>required by QLD Government legislation</u> to have undergone the 'Working with Children Check' and hold a current Blue Card.</p> <p>The 'Working with Children' check is FREE for all volunteers. To download the application form or for further information please visit the Blue Card Services website – <a href="http://www.bluecard.qld.gov.au">www.bluecard.qld.gov.au</a> –</p>



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	<p>or free call 1800 113 611. Please refer to <a href="http://www.bluecard.qld.gov.au">www.bluecard.qld.gov.au</a> for information regarding persons who are exempt from 'Working with Children Check'.</p> <p><b>Please Note:</b> The process of applying for a 'Working with Children Check' to have a Blue Card issued takes approximately 28 business days.</p>
<b>2.5.2</b>	Registered Teachers are required to hold a current Exemption Card issued by the QLD Commission for Children and Young People.
<b>Item 2.6 - REFEREES</b>	
<b>2.6.1</b>	<p>All teams nominated must provide minimum one <b><u>(1) non-playing referee per team</u></b>. All referees must be a minimum accredited Level 1 badge.</p> <p><b>Please be aware that if a referee does play, they are then classed as an ineligible player as per section 3.4</b></p> <p><b>I.E. Once a referee officiates a game they can NO longer play in a team for the championships and once a player plays a game for a team, they cannot then referee for the championships regardless of replacements.</b></p> <ul style="list-style-type: none"> <li>a. If the nominated referee can only referee for one day of the tournament, a second referee must be nominated as a replacement and register online.</li> <li>b. Each Affiliate/Club is to nominate a referee co-ordinator, including mobile phone number, who can be contacted over the championships if their official is found to be missing. This coordinator will be responsible for their Affiliate/Club referees, ensuring they are all present at the event.</li> </ul> <p>If a referee fails to sign off their name, the team they are refereeing will receive zero (0) competition points for each game until a replacement referee is found</p>
<b>2.6.2</b>	Where the nominated referee fails to turn up to his/her designated game and the Affiliate/Club referee co-ordinator/coach/team manager does not find a replacement in a reasonable time frame in respect to which field the game is being played, that team will receive zero (0) competition points for that game. The score will still stand, and teams will receive for and against.
<b>2.6.3</b>	The appointed referee or referees must be available to referee his/her team each day of the tournament; that is for, at a minimum, all the round games. The NQ Director of Referees will appoint referees for the finals, and all nominated referees are required to be available.
<b>2.6.4</b>	Where a referee is not available for each day of the tournament and a replacement is not supplied for those days, the team the referee is appointed to will receive zero (0) points irrespective the result of the game they play until another referee is found.
<b>2.6.5</b>	All Referees and referee co-ordinators will be required to attend a Referees Meeting on each morning of the Championships as part of their duty. Times will be advised.





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<b>2.6.6</b>	<p><b>Communication with Referees</b></p> <ul style="list-style-type: none"> <li>a- During a match, only the team captain, or, if injured (or otherwise – i.e. sent for a period of time), a captain’s representative, can communicate with a referee.</li> <li>b- After the conclusion of a match, the team manager or coach can approach the referees to sign the score sheet but are advised not to engage in animated or ‘heated’ discussion. Similarly, no heated exchanges are to occur with Referee, Coaches etc. in the vicinity.</li> <li>c- A meeting may be established to discuss any issues arising during the game via a request through Tournament Management after a 30 minute ‘cooling off’ period has passed. Those permitted to attend the meeting include: <ul style="list-style-type: none"> <li>i. Coach</li> <li>ii. Affiliate/Club Coordinator</li> <li>iii. JSCN Tournament Committee member</li> <li>iv. Match referee(s)</li> <li>v. Referee Panel Member(s).</li> </ul> </li> </ul>
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### **SECTION 3: TOURNAMENT BRIEFING & FINAL REQUIREMENTS**

<b>3.1.1</b>	<p><b>TEAM MANAGERS COLLECTION</b></p> <ul style="list-style-type: none"> <li>a- Team Managers (or a representative) are to visit the TSV Sports House to collect team information (3 Redpath St, North Ward) between 5:30pm – 6:30pm <b>Thursday 13<sup>th</sup> April 2023</b>.</li> <li>b- If due to late arrival due to long distance to travel, managers (or representative) can collect team information between 7:30am – 8am <b>Friday 14<sup>th</sup> April 2023</b> at Queens Park. Please advise NQ Office if this is the case.</li> <li>c- The Tournament Committee takes no responsibility for Team Managers not being informed of draw changes or other information if the Team Manager does not attend to collect relevant information prior to the tournament commencing.</li> <li>d- Team Managers will be also given a touch ball for their team when collecting their team information (point a or b). Teams not represented <u>will not</u> receive a ball.</li> </ul>
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#### **Item 3.2 – MATCH BALLS**

<b>3.2.1</b>	Teams will be supplied with one official game ball to be distributed at the team managers meeting. All games are to be played using one of these balls.
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#### **Item 3.3 – TOURNAMENT CONTROL**

<b>3.3.1</b>	<ul style="list-style-type: none"> <li>a- The JSCN Tournament Director, in conjunction with the JSCN Tournament Committee will oversee all matters relating to this tournament.</li> <li>b- The JSCN Tournament Committee will determine matters not covered by these conditions and their decisions will be final.</li> </ul>
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#### **Item 3.4 – DRAW AND PROGRAMMES**

<b>3.4.1</b>	Estimated completion of the draw for the JSCN Championships is approximately one week following close of nominations. A full draw will be forwarded to each team contact immediately upon completion.
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## SECTION 4: EVENT SPECIFIC INFORMATION

### Item 4.1 – COMPEITION FORMAT

#### 4.1.1 GAME DURATION

- a- All matches will be 15-minute halves with a five (5) minute half time break.
- b- The duration of matches may be altered at the discretion of the JSCN Tournament Committee.
- c- A siren will sound to signal the start, commencement of half time, commencement of second half and completion of game.
- d- All drawn matches in the final's series will be decided by a "Drop Off", as per TFA 8<sup>th</sup> Edition Playing Rules.

### Item 4.2 – INTERRUPTED GAMES

- 4.2.1** In the event of a game being stopped due to a player being so seriously injured during a game that they cannot be moved from the field of play, the following is to apply: -

#### FIRST HALF

- a- If a spare field is available, the match shall move to that field and recommence as soon as practical.
- b- If there is no spare field available, the match will be replayed entirely.

#### FIRST TEN MINUTES OF THE SECOND HALF

- a- If a spare field is available, the match shall move to that field and recommence as soon as practical.
- b- If there is no spare field available, the score will stand as they were at the completion of the first half and the second half only will be replayed.

#### LAST FIVE MINUTES OF THE SECOND HALF

- a- The scores will stand as they were when the stoppage occurred.

#### 4.2.2 SIGNING OF SCORECARDS

The Coach or Team Manager are the only persons to sign off on the scorecard.

#### 4.2.3 ALLOCATION OF COMPETITION POINT

WIN	3 Points
BYE	0 Points
DRAW	2 Points
LOSS	1 Point
FORFEIT	Minus one (-1) points for the offending team
FAILURE TO SUPPLY REFEREE	0 Points

1. Teams that fail to provide a referee as per Conditions of Entry 2.6.2 will be awarded zero (0) competition points. The score will still stand, and teams will still receive for and against points for that game.
2. Forfeited games will accrue five (5) points for and zero (0) points against for the non-forfeiting team.

#### 4.2.4 Round Games & Pool Systems

- a- A round robin format will be utilised for the preliminary round games.



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	<p>b- <b>For UP TO 9 teams a Single Pool draw system will be utilised.</b> The top eight (8) teams will progress through to the final's series.</p> <p>c- <b>For 10 teams or more a Two Pool system will be utilised.</b> The top four (4) teams from each pool will progress through to the final's series.</p> <p>d- Where a Two Pool system has been put in place for a division and a team withdraws from one of the pools and time does not allow for a change to the draw, any matches against the withdrawing team will become byes.</p>
<b>4.2.5</b>	<p><b>Finals Series</b></p> <p>To be eligible for finals, players must play at least 50% of the round games in their division. Where a team has only three (3) round games, to be eligible for the finals series the player must have played two (2) games. A bye counts towards games played.</p> <p>a- Finals series for competitions containing <b>one</b> pool: Highest ranked teams after round games completed</p> <p><b>Quarter Final 1</b> 1<sup>st</sup> Placed vs 8<sup>th</sup> Placed  <b>Quarter Final 2</b> 2<sup>nd</sup> Placed vs 7<sup>th</sup> Placed  <b>Quarter Final 3</b> 3<sup>rd</sup> Placed vs 6<sup>th</sup> Placed  <b>Quarter Final 4</b> 4<sup>th</sup> Placed vs 5<sup>th</sup> Placed</p> <p><b>Semi Final 1</b> Winner QF1 vs Winner QF4  <b>Semi Final 2</b> Winner QF2 vs Winner QF3</p> <p><b>Grand Final</b> Winner SF1 vs Winner SF2</p> <p>b- Finals series for competitions containing <b>two</b> pools: Highest ranked teams after round games completed</p> <p><b>Quarter Final 1</b> Pool A 1<sup>st</sup> Placed vs Pool B 4<sup>th</sup> Placed  <b>Quarter Final 2</b> Pool B 1<sup>st</sup> Placed vs Pool A 4<sup>th</sup> Placed  <b>Quarter Final 3</b> Pool A 2<sup>nd</sup> Placed vs Pool B 3<sup>rd</sup> Placed  <b>Quarter Final 4</b> Pool B 2<sup>nd</sup> Placed vs Pool A 3<sup>rd</sup> Placed</p> <p><b>Semi Final 1</b> Winner QF1 vs Winner QF4  <b>Semi Final 2</b> Winner QF2 vs Winner QF3</p> <p><b>Grand Final</b> Winner SF1 vs Winner SF2</p>
<b>4.2.6</b>	<p><b>Final Positions in Division or Pool</b></p> <p>At the end of round games, positions in the Finals Series will be determined as follows:</p> <p>a- High Competition Points: then, if equal (For teams in pools of 3 or more this will be the only determination)</p> <p>b- Highest Differential (For minus Against), if equal</p> <p>c- Highest Percentage <math>\frac{\text{For}}{\text{Against}} \times \frac{100}{1}</math>; then, if equal.</p> <p>d- Result of round game, then, if drawn</p> <p>e- Least tries scored against, then if equal</p> <p>f- Most tries scored, then if equal</p> <p>g- Drop Off.</p>

<b>4.2.7</b>	<p><b>DIFFERENCES</b></p> <p>The difference is determined by subtracting the total of Touchdowns scored ‘against’ from the number of Touchdowns scored ‘for’. The team with the best difference will obtain the higher position.</p> <p>Example:</p> <p style="padding-left: 40px;"><i>Team A scores 50 for and 10 against</i> <i>Team B scores 40 for and 10 against</i></p> <p>By subtracting the ‘against’ from the ‘for’, Team A would be plus 40, whilst Team B would be plus 30. Team A would therefore obtain the higher position. If teams have the same difference the percentage system would then apply.</p> <p>The percentage system is calculated by placing Touchdown ‘for’ over Touchdowns ‘against’ and multiplying by 100 over 1.</p> <p>Using an example: Team A=50/10×100/1=500% Team B=40/10×100/1=400%</p> <p style="padding-left: 40px;">Team A would obtain the higher position.</p> <p><b>GAME RESULT</b></p> <p>If the above systems are unable to decide the outcome, the ROUND GAME RESULT will be used.</p>
<b>4.2.8</b>	<p><b>DRAWN MATCHES IN THE FINALS SERIES</b></p> <ul style="list-style-type: none"> <li>a- In the case of a drawn match in the finals series, the Drop-Off system will be used to decide the game.</li> <li>b- All following matches will be held until the conclusion of the drop off. (Appendix 1)</li> </ul>
<b>Item 4.3 - INTERCHANGE</b>	
<b>4.3.1</b>	<ul style="list-style-type: none"> <li>a- All players, coaches, and managers must use the designated interchange areas. Due to the request of the Townsville City Council, there will be one interchange area per field.</li> <li>b- All interchanges are to occur as per the TFA Playing Rules 8<sup>th</sup> edition.</li> </ul> <p><b>Coaches in the interchange area</b></p> <ul style="list-style-type: none"> <li>a- Team Coaches are permitted to coach from the interchange area only. If a coach chooses to position themselves outside the interchange area, including behind the touchdown zone, they must remain silent and not communicate with their players until they return to the interchange area.</li> <li>b- In the instance of a common boundary line between fields, coaches are not permitted to be there, however they can take up a position between the five-metre line and the score line on their side of the field.</li> <li>c- Coaches are reminded that they are under the jurisdiction of the referee regardless of their chosen position.</li> </ul>
<b>Item 4.5 – PLAYER SUSPENSION</b>	
<b>4.5.1</b>	<p>Any player dismissed by the referee from the field for the remainder of the game will receive an automatic TWO MATCH suspension in the tournament in which the offence occurred. Any player</p>



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	who is dismissed by the referee from the field for a PERIOD OF TIME twice in one game will receive the same penalty.
<b>4.5.2</b>	JSCN committee reserves the right to suspend any player or official for the remainder of the tournament for misconduct that occurs either on or off the field.
<b>4.5.3</b>	A player/official who is suspended will receive notification in writing from the NQTA
<b>Item 4.6 - RULES</b>	
<b>4.6.1</b>	<p>Unless otherwise stated in these conditions, all games will be played under the Touch Football Australia Playing Rules (8<sup>th</sup> Edition)</p> <p>Under 10 divisions:</p> <ul style="list-style-type: none"> <li>• A maximum of five (5) players will be permitted on the field, at any one time. All other divisions will remain as per TFA Playing Rules.</li> <li>• Field size of approx. 50m x 35m.</li> </ul> <p>U10 &amp; U12 divisions will use the junior size ball.</p>
<b>Item 4.7 – RIGHT TO AMEND</b>	
<b>4.7.1</b>	The NQTA reserves the right to amend any of the above conditions or rulings as the NQTA believe is warranted or required for the better of the tournament.
<b>SECTION 5: OTHER ITEMS</b>	
<b>Item 5.1 - WITHDRAWALS</b>	
<b>5.1.1</b>	<p>Team withdrawals will be subject to the following:</p> <p>a- Any Affiliate/Club that withdraws a team from their nomination as at 5 April 2023 onwards will be invoiced a team withdrawal fee of \$50.00.</p>
<b>5.1.2</b>	<p><b>FORCE MAJEURE</b></p> <p>If NQTA is unable to perform, in whole or part in any obligation under these regulations due to a Force Majeure Event, NQTA is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.</p> <p>In addition to NQTA has no obligation to refund to any individual or team any fees paid if it is unable to perform by reason of a Force Majeure Event.</p> <p>FORCE MAJEURE EVENT: for the purposes of these regulations a force majeure event includes but is not limited to any or all of the following:</p> <ul style="list-style-type: none"> <li>• Acts of God including flood, drought, earthquake, storm, cyclone, fire explosion, epidemic; or</li> <li>• War or Act of Terrorism; or</li> <li>• Riot or civil disturbances; or</li> <li>• Permanent injunction of any duly constituted court of competent jurisdiction; or</li> <li>• Any fact, circumstance, matter or thin beyond the reasonable control of NQTA</li> </ul>
<b>Item 5.2 – DISCIPLINARY PROCEDURES</b>	
<b>5.2.1</b>	<p>a- In addition to any decisions/actions referred to any of the clauses in these Conditions of Entry, the Tournament Committee may refer the matter to the JSCN Disciplinary Tribunal for consideration following the tournament.</p> <p>b- All disciplinary matters will be heard in accordance with the Touch Football Australia Disciplinary Regulations and any associated NQTA policies and procedures.</p>



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<b>Item 5.3 – PROTESTS &amp; DISPUTES</b>	
<b>5.3.1</b>	<p>a- Any protest is to be submitted in writing on an official Protest Form (available from Tournament Administration) to the Tournament Director within twenty (20) minutes following the completion of the match.</p> <p>b- The dispute form is to be signed by either the team coach or manager lodging the protest. Only the person signing and lodging the form is to approach the Tournament Administration area.</p> <p>c- The Tournament Committee will consider the merits of the protest and provide a written response to the complainant or relevant Team Manager within a reasonable timeframe, following receipt of the correctly completed dispute form.</p> <p>d- Where there are sufficient grounds of appeal, the decision of the Tournament Committee may be challenged further and passed on to be heard by the Appeals Committee, which is independent of the Tournament Committee. The complainant must put this in writing on the official Appeal Form (available from Tournament Administration) stating the reasons for the appeal to be considered and forward this to the Tournament Director <u>prior to</u> the completion of the JSCN.</p> <p>e- Protests/disputes regarding decisions of referees will not be accepted or considered at any point.</p> <p>f- The decision of the Appeals Committee will be provided in writing to the complainant, and the decision is final.</p> <p><b>SCORE DISPUTES</b></p> <p>a- If a team disputes the final score as recorded, then the opposing team coach/manager will be called to verify the score.</p> <p>b- If they do not agree or there is inconclusive evidence that been currently no video evidence the score will be recorded as the score the referees have recorded.</p> <p>c- As per 5.3 Protest/Disputes – a protest or dispute cannot be lodged on a referee’s decision.</p>
<b>Item 5.4 – MEDICAL AND INJURIES</b>	
<b>5.4.1</b>	<p>Sports medicine personnel will be in attendance at the fields. Team Managers will be instructed on the procedure for the occurrence of injuries. Strapping is not a first-aid item and will be the responsibility of the team to supply their own.</p> <p>In the event of a serious injury, Team Management will be responsible for the calling of an Ambulance. Team Management is then to notify Tournament Administration.</p>
<b>Item 5.5 – BLOOD BIN POLICY</b>	
<b>5.5.1</b>	The NQTA Blood Bin Policy (Appendix 3) applies.
<b>Item 5.6 – CONCUSSION POLICY</b>	
<b>5.6.1</b>	The NQTA Concussion Policy (Appendix 4) applies.
<b>Item 5.7 – IMAGES AND VIDEO FOOTAGE</b>	



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<b>5.7.1</b>	<p>a- All persons accept that, by participating in this event, they may be photographed/filmed and that these images may be used by the NQTA for promotion of the sport. The NQTA will not pass any image/s onto a third party unless prior approval is sought. Please be aware we are using a venue of the Townsville City Council and they may take and use photos. If you do not wish the NQTA to be able to use your image/s or be filmed, you must notify the NQTA in writing.</p> <p>b- With the use of social media, it is now important the NQTA has regulations around the filming of players and games at events. To protect the privacy and images, anyone filming games or players will be required to be registered with Tournament Management and have permission to film. In allowing filming they must comply with relevant clauses around the use of the footage, these will be provided on the registration sheet.</p>
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## SECTION 6: APPENDICES

### APPENDIX 1: THE DROP OFF PROCEDURE

#### RULES:

Should a Winner be required in drawn matches; the following Drop-Off procedure is used to determine a Winner as per the 2020 8<sup>th</sup> Edition Touch Football Australia rules.

24.1.1 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.

24.1.2 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.

24.1.3 The Drop-Off will commence with a two (2) minute period of extra time.

24.1.4 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.

24.1.5 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.

24.1.6 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.

24.1.7 There is no time off during the Drop-Off and the clock does not stop at the two (2) minute interval.

24.1.8 Substitution during the Drop-Off is permitted in accordance with normal Interchange Rules.

24.2 Mixed gender Teams may have no more than (2) males on the field during the Drop-Off.

24.2.1 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.

24.2.2 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.

24.3 At the commencement of the Drop-Off, if there is a player serving time in the Sin Touch Football Australia Playing Rules - 8th Edition 17 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.

24.4 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.

24.5 For the avoidance of doubt for clauses 24.3 and 24.4 the non-offending Team will retain a numerical advantage on the Field of Play during the Drop-Off.

#### Abandoned Matches

If a match is abandoned due to any circumstances, the JSCN Tournament Committee shall decide the result.

## APPENDIX 2: CODE OF BEHAVIOUR FOR ALL PARTICIPANTS

*All participants at NQTA tournaments are expected to adhere to the following values and code of ethics.*

### All Participants are to

- Encourage honest and open competition
- Respect individual differences of people within the NQTA
- Support innovation and creativity
- Share failures and celebrate success
- Share the responsibility and work loads
- Participate as members of a team to achieve the Organisation's goals and objectives
- To respect the rights and dignity of other participants
- To not engage in discriminatory or abusive behaviour (especially when children are involved)
- Not to bring the game of Touch into disrepute

### Players

- Play by the rules at all times
- Play equally intensively for yourself and your team
- Be equally loyal to yourself and your team
- Exhibit exemplary sportsmanship at all times
- Enjoy the game by giving your best at all times
- Co-operate with your coach, manager, team-mates, and officials
- Respect your opponents no matter how good or bad they are

### Referees

- Display fairness and uniformity in applying the rules
- Be honest in your assessment of situations
- Be consistent, courteous in calling all infractions
- Condemn the deliberate foul as being unsporting, and promote fair play and appropriate sports behaviour
- Use common sense to ensure the 'spirit of the game' for players is not lost by being too pedantic when applying the rules
- Be conscious that you are seen as a 'Role Model'
- Ensure you remain up to date with any rule changes and / or interpretation of rules as laid down by the Queensland Touch Affiliate
- Make a personal commitment to keep yourself informed of sound officiating principals

### Coaches

- Teach your players that the rules of the game are a mutual agreement which no one should try to evade or deliberately break
- Be reasonable with your demands on players, their time, their energy, and their enthusiasm
- Avoid over playing and / or training your players
- Ensure that equipment and facilities meet safety standards of the age, sex, and ability of your team
- Demonstrate respect for all your players no matter what level of ability they possess. Do not swear or abuse them
- Develop respect for the ability of your opponents, referees, and all officials
- Make a personal commitment to keep informed on sound coaching principals and abreast of current trends
- To encourage good sportsmanship and respect amongst players and opponents
- Distribute a code of behaviour to all participants

### Administrators/Officials

- Ensure that equal opportunity for participation in Touch is available to all regardless of ability, size, shape, set, age, ethnic origin, or disability
- Ensure equipment and facilities are safe and appropriate to the ability level of the participants
- Establish that adequate supervision is provided by qualified and competent coaches and officials capable of developing appropriate sports behaviour and specific skill technique



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- Avoid allowing sports programs becoming primarily spectator entertainment. Focus on the needs of the participant rather than the enjoyment of the spectator
- Provide opportunity aimed at improving the standards of coaching and officiating, with an emphasis on appropriate sports behaviour and skill technique
- Ensure all parents, coaches, sponsors administrators, officials, physicians understand their responsibilities regarding fair play in sport
- Ensure on and off the field behaviour is consistent with the principles of good sportsmanship
- Modify rules and regulations to match the skill levels and needs of the players
- Publicly encourage rule changes, which will reinforce the principles of participation and safety
- Distribute a code of behaviour to all participants
- To carry out working with children checks for those who have contact with children

#### **Parents & Spectators**

- Remember that children participate in sport for their enjoyment, not yours
- Encourage children to participate, do not force them
- Focus on your child's efforts and performance rather than whether they win or lose.
- Encourage children to play according to the rules and to settle disagreements without resorting to hostility or violence
- Never ridicule or yell at a child for making a mistake or losing a competition
- Remember that children learn best by example. Appreciate good performance and skilful plays by all participants
- Support all efforts to remove verbal and physical abuse from sporting activities
- Respect officials' decisions and teach children to do likewise
- Show appreciation for volunteer coaches, officials, and administrators. Without them, your child could not participate
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background, or religion

#### **PARTICIPANT CODE OF BEHAVIOUR**

- a- Each team is responsible for players, officials and parents conduct on and off the field throughout the duration of the tournament, travelling to and from the tournament and at team functions and accommodation houses.
- b- Affiliates/clubs are to ensure that all team officials, players, and parents are made aware of the full Code of Behaviour expected from players, officials and parents attending the Championships. Copies of the Code of Behaviour will be forwarded to all Affiliates/clubs participating in the Championships.
- c- Consistent breaches of the Code of Behaviour by any individual may result, in the case of a player or players, being suspend for the duration of the championships and, in the case of an official or parent, being asked to leave the Queens Park area.
- d- Due to safety reasons for both spectators and players No spectators will be allowed to stand or sit along the side lines between Fields 1 & 2, Fields 3 & 5, Fields 4 & 6, Fields 5 & 7 and Fields 6 & 8. (See program for diagram)
  - ii -- No spectators are permitted in the sub-box area. Players, coaches, and team managers ONLY.

#### APPENDIX 3: NQTA BLOOD BIN POLICY

- 1) Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned or covered. At this time any blood-stained clothing must be either cleaned or replaced.
- 2) If the player does not leave the field immediately, the Referee **must** stop the game and ask the player to leave the field. (Normal substitution rules apply).
- 3) Once the flow of blood has been stemmed, the cut or abrasion cleaned and covered and any blood-stained clothing and equipment cleaned or **replaced**, the player may return to the field and continue play.
- 4) If bleeding cannot be controlled and the wound securely covered, the player **must not continue in the game**.
- 5) All open cuts and abrasions must be reported and treated immediately.

#### APPENDIX 4: CONCUSSION POLICY

A concussion is defined as a disturbance in brain function caused by direct or indirect force to the head, face, neck or elsewhere with force transmitted to the head. TFAs current concussion policy was developed based on the latest findings from the '2017 Concussion in Sport Group consensus statement and the Sports Medicine Australia Concussion in Sport Policy'.

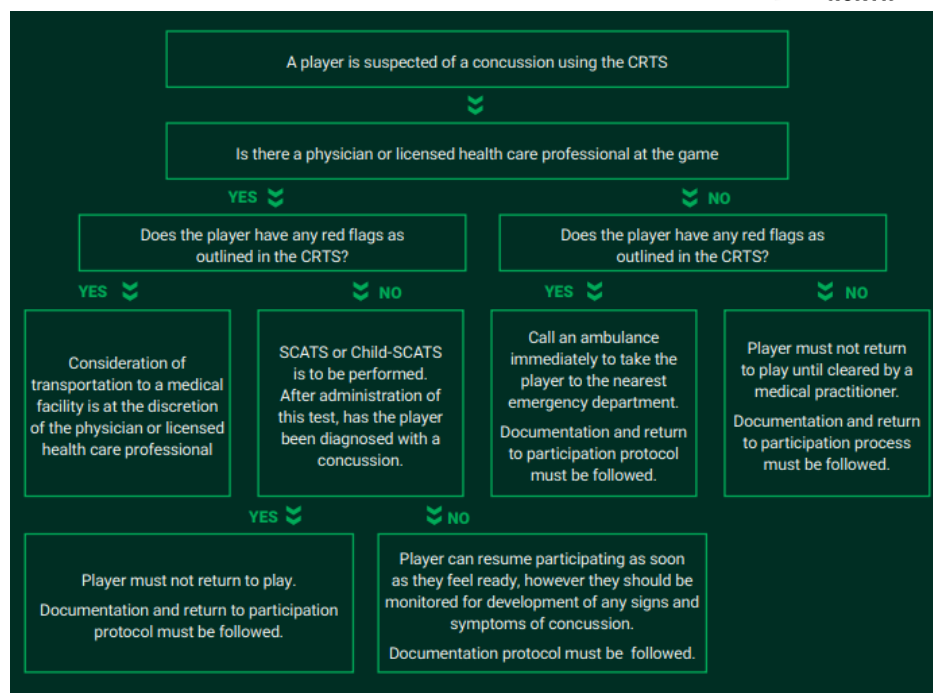
The aim of these guidelines is to ensure that all players with a suspected concussion receive timely and appropriate advice and care to safely return them to activities and sport. It will outline the process that must be followed to:

- Recognise an athlete with a suspected concussion or red flags
- Manage a suspected concussion or red flags
- Manage return to participation after concussion
- Document/report a concussion
- Communicate information effectively to the athlete regarding concussion, monitoring and return to sport process

**You can find the full policy in the link below:**

[tfa concussion-policy-july-2021 2.pdf \(touchfootball.com.au\)](https://touchfootball.com.au/tfa-concussion-policy-july-2021-2.pdf)

*Note: As concussions are difficult to diagnose, they should be formally diagnosed by a medical professional.*



#### APPENDIX 5: ALCOHOL AND SMOKING NOTICE

## ALCOHOL & SMOKE FREE EVENT

The North Queensland Junior Touch Football Championships is an alcohol and smoke-free event.  
Strictly no consumption of alcohol or smoking within the Queens Park area.



#### NQTA By-Law 7:45

That if any member of an affiliated body is responsible for the bringing of alcohol from outside onto the grounds at any NQTA championships, that affiliated body be fined \$200, to be paid to the host centre within 30 days, if the fine is not paid within that time the offending Affiliate be disaffiliated from the NQTA.