



South Queensland Youth Social Touch Football Fundraiser Conditions of Play July 2024

1. Tournament Rules

The Touch Football Australia (TFA- 8TH EDITION) rules shall apply *unless otherwise stated below*.

2. Team/Squad Size

All teams shall be limited to a maximum of 14 players only. (six (6) on the field). Mixed is a maximum of 4 males on the field per team. 2 Females must make the field in each mixed game.

3. Eligibility

3.1. Age Requirements

- a) Men's Opens – 16+
- b) Mixed Opens – 16+

Please Note: A 50% minimum of team players must be considered youth (16-25 years). This requirement is due to a growing trend in churches not including youth in their team. Please remember this is a youth social which encourages intergenerational ministry. Team managers can allow players as young as 14 if there is confidence in ability.

3.2. All players shall be approved by their local SDA Church pastor to represent their Church. For the sake of mission and outreach and with permission from the SDA Church pastor, youth groups can invite individuals not attending a SDA church.

3.3. It is not appropriate or "in the spirit," of this competition, to invite individual's interstate/international for the sake of building a competitive team.

3.4. Players can only represent one team. In the case of injury dispensation may be available via Tournament Control. To be eligible for Finals, players must play at least one round game.

4. Registration

4.1. Team Managers need to ensure all participants are registered prior to the event.

Nonregistered participants will be prohibited from competing. The "TEAM REGISTRATION FORM" including player names date of birth, and Jersey numbers must be submitted no less than fourteen days prior to the event (Team Registration Form link will be sent to you to fill out on line. Edits can be made up till 14 days prior to the event).

4.2. Players cannot be added to a team once it is submitted, unless in the case of Eligibility in 3.4 and is approved by Tournament Control.



5. Team Manager/Captain/Coaches

5.1. All teams must be accompanied by their team manager and team captain/coach.

5.2. Team managers/ captains/coaches are responsible for the behaviour of their team. The team is also deemed accountable for their Church community as spectators, including family and friends. Rowdy or disruptive persons may be asked to leave with the individual team being liable for penalty. (i.e. loss of points, suspension etc.)

5.3. Teams are expected to always behave in a Christian manner both on and off the field. Foul language, aggressive/disrespectful/patronising/disruptive behaviour will not be tolerated. Penalties and competition discipline may result for the individual, the team, and the church they are representing. This will be strictly enforced.

5.4. During games, teams may have up to 8 players in the sub box in playing attire. Only team officials and players may be in the box area at any time during the game. There must be no spectators, team supporters, non-team/tournament officials to in the box area. Failure to comply will see forfeiture of that game's points.

5.5. All teams must adhere to the uniform policy including an appropriately numbered uniform which corresponds to the team registration sheet.

6. Championship Format

6.1. Teams shall play in pools where a round robin will exist.

6.2. Progression to the Final series is dependent on the pool results as per the game day draw.

6.3. Where a team who has begun the round robin series but fails to complete round games (i.e. Because of forfeit, disqualification etc.) all results to this point shall stand. Remaining game points will be subject to tournament controls discretion. Where a forfeit occurs, the non-offending team will be awarded the 3 points while the offending team awarded 1 point for the loss.

6.4. *The differential required for progression to Finals shall be calculated as follows;*

- a) The average differential from lost games (only) shall be awarded to their opponent
- b) Should there be no losses recorded the differential will be nil (as per draw)

6.5. *Where teams are tied for places the following shall apply;*

- a) Head-to-head Result if applicable – i.e. two teams tied.
- b) Best differences (i.e. for minus against).
- c) Percentages (i.e. for divided by against, multiplied by 100).
- d) Drop off (finals only)



6.6. All games (including the Finals Series) shall be 25 minutes in duration – no halftime break, with both teams afforded the tap off opportunity. (See below)

- a) Teams shall not be required to reverse direction on the scoring of a Touchdown during round games
- b) Both teams shall have a chance to tap off to commence the game. The team that wins the toss shall have the choice whether they tap first or second. (Note- 6.6.4 below)
- c) Once the team that taps first has lost possession, the teams come back to halfway to commence the tap for the second team. Play shall continue as usual from this point.
- d) Teams who defend first do not receive a tap on scoring in the opening set (e.g. from an intercept)
- e) Teams may substitute players at any time during the tap off process.

6.7. *In the event of ties in round games the result shall stand. In the FINALS SERIES*

(i.e. Quarters, Semis etc.), all ties shall require the 'drop - off' to be played.

- a) Drop Off Procedure shall be – the team that tapped off at the start of the game (first) shall have the tap in the drop off. Both sides commence the drop off with 4 players. (see TFA 8th ed. Rules)
- b) Both teams must have had possession in the drop off. (e.g. if at the end of the first period with one team leading having had all possession – the second team is given one set of 6 commencing with a tap to score and continue the sudden death. No subsequent score or the end of possession will result in a win to the other team.)
- c) In the Mixed division the team may have no more than 2 males on the field during the drop off.

7. Dismissal/Send-offs

Players sent from the field (not a period of time) in a match shall be required to serve a two-game penalty. Note – two periods of time offences in games will constitute a two-game penalty also. At all times it is the expectation that players and officials abide by the relevant Codes of Conduct. Teams need to be aware that there is a zero tolerance of breaches and should it warrant, penalties may be increased beyond the above.

8. Game Card

At the conclusion of the game the referees will seek the agreement of both teams (captain or coach) and mark the card accordingly. Non agreement will require both team representatives to report to administration within 30 minutes of the conclusion of the game in question. Failure to report shall mean the referee score will stand.



9. Protests/Appeal

All Protests / Appeals should be written and in the hands of the Administration (not the referees) within thirty minutes of the game in question. (Please note – protests regarding referee decisions will not be accepted.) All Protests shall be adjudicated on by a panel consisting of - the Tournament Director, the Tournament Sub-Director, and a senior SQ Youth Volunteer Tournament Official.

10. Official Match Ball

Each team is asked to bring an official touch football match ball to each game.

11. General

- 11.1. Any situations requiring clarification and not necessarily covered in the above conditions will be determined through our tournament control panel.
- 11.2. Tournament Control reserves the right to make all final decisions as required in the interests of the event and all participants.
- 11.3. Teams / and or individuals who breach any of the above conditions including the relevant Codes of Conduct (see also 5.2 above) may be disqualified and banned from further SQ Youth Social Sport Tournaments.