

# Dubbo Touch Association – Mixed, Men’s and Women’s Competition By Laws

## HOW TO REGISTER

All team and player registrations are to be completed online, with the online registration process being available at [www.dubbotouch.com](http://www.dubbotouch.com). Our club have created HOW TO GUIDES to assist with team and player registration, which can be found at [www.dubbotouch.com.au](http://www.dubbotouch.com.au).

The team contact must first complete the team registration. At the conclusion of team registration, the team contact can add email addresses for players in the team, with these players receiving an email with a direct link to complete player registration into the team. The Team contact will also receive an email with the link to register if needed.

If a team has players who are under 18 years of age the team contact must have a WWCC with the clearance number included on the registration when entering the team. Players must be 12 to be eligible to play in the Senior Competitions.

Any team names which are inappropriate will be reviewed by the Dubbo Touch Football Executive, and if required, teams will be asked to select a replacement team name which is appropriate for a community sporting team.

Please note that the player registration fee is to be paid online when completing the player registration, which must be paid by using a debit or credit card. No cash will be accepted for player registration fees. Our club will be offering an EARLY BIRD discount for the mixed and men’s social competition player registrations.

All teams are to have a minimum of 10 players registered prior to the closure of the registration period. Any teams without the minimum 10 players registered by this date, will not be accepted into the competition.

For the women’s competition no team registrations will be permitted. Players will be required to complete the online registration process and on closure of registrations players will be drafted to teams and a team manager/contact allocated.

Competition and registration dates can be found on the competition calendar available at <https://www.dubbotouch.com> under the competition tab.

Late player registrations into a team will not be accepted under any circumstances after registrations close. This includes no replacement players should a registered player be no longer able to participate.

Should a registered player be no longer able to participate there are no credits or transfers of registration fees and refunds are only available up to round 4 of the competition and the player must not have participated in a competition round game to be eligible. Any player seeking a refund prior to round 4 must put their request in writing to the registrar and include reasoning.

Our club reserves the right to refuse team and/or player registrations into all social competitions, should it be deemed not in the best interest of our competition or the club.

For any help with the registration process please email [registrar@dubbotouch.com](mailto:registrar@dubbotouch.com).

## DIVISIONS AVAILABLE

Our club are offering the following divisions for our competitions:

Mixed Competition	Monday evening games	Summer comp will commence in October and will finish with Grand Finals in March. Winter comp will commence in May and will finish with Grand Finals in August.
Men's Competition	Wednesday evening games	Summer comp will commence in October and will finish with Grand Finals in March. Winter comp will commence in May and will finish with Grand Finals in August.
Women's Competition	Friday evening games	Comp will commence in September and will finish with Grand Finals in November.

Players are only permitted to play in a maximum of 1 team per competition.

All competition games will be played at the Riverbank Precinct (Bob Dowling Oval, John McGrath Oval and Katrina Gibbs Oval, McLeay Street Dubbo).

A full list of competition dates can be viewed at [www.dubbotouch.com](http://www.dubbotouch.com) under the 'competition' tab.

We welcome players of all skill levels and playing experience, as our club has competitions tailored to suit elite, intermediate or social players.

## TEAM UNIFORMS

Correct team uniform includes numbered playing shirt/singlet, shorts/tights/pants and shoes. Shoes can either be joggers/runners, touch shoes or football boots with moulded studs. Bare feet, thongs, screw-in or metal studs and work boots are not permitted playing shoes.

All playing shirts/singlets must:

- Be of same design and colour – please be mindful of this when ordering your team shirts, as sometimes a simple design is best in case you need to order more team shirts for additional players.
- Be numbered and arithmetic in description – no use of roman numerals or other symbols.
- Have numbers permanently fixed and printed – no use of tape or texta for playing numbers.
- Have legibly displayed numbers on the back of the playing shirt/singlet, with numbers no smaller than 15cm in height, with numbers easily visible with distinctive colours between playing shirt/singlet and playing number, to avoid confusion.
- Have any sponsors displayed in a position on the shirt/singlet which does not block the clear viewing of the playing number.
- Playing shirts/singlets must not be pink and differentiate significantly from the magenta coloured National Referee uniform, to avoid any confusion on the field between players and referees.

All players are required to have their own playing shirt/singlet with a unique playing number for each week they participate. This playing number must remain the same throughout the competition, due to the sign-on procedure for all social competitions. Should your playing number need to change

during the season, please inform our club by email [info@dubbotouch.com](mailto:info@dubbotouch.com) prior to playing with the new playing number. No shirts can be exchanged between players during a match.

Our club accepts no responsibility for the cost of re-printing of playing shirts/singlets, should any team not comply with the team uniform rules relating to our competition.

All teams must be fully uniformed prior to taking the field in Round 4 of their respective competition. Our club WILL NOT be supplying any substitute uniforms to team who do not have their uniforms sorted by the commencement of the competition.

A forfeit will be awarded if any team is not compliant with uniform rules as of Round 4. Our club will give adequate time for teams to be fully uniformed prior to Round 4.

For the women's competition, playing singlets will be provided for each team by Dubbo Touch. Players will be required to return their singlet at the completion of the competition. Failure to return the women's competition singlet will see the player invoiced for the cost to replace the singlet.

### **TEAM GRADING**

All teams will be graded and placed into competitions that suit their abilities, with grading ultimately decided with the best interest of the competition in mind. Our club reserves the right to not accept any teams, who may endanger the competitiveness of the overall competition.

Our club reserves the right to promote or relegate teams to another division after the competition commences. Teams that are re-graded will be contacted by the club as to the reasons for their re-grade. Our club will always keep in mind the best interests of the overall competition when making decisions on team grading or re-grading.

No further regarding will occur after Round 4 of the respective competition. Teams who are regraded will carry their competition points over to the new grade.

A team wishing to have their grade reviewed must submit an email to [info@dubbotouch.com](mailto:info@dubbotouch.com) prior to Round 4 of the competition requesting consideration be given to review their grade and include reasoning.

### **COMPETITION GAMES**

All competition games will be conducted as 'touch down turnaround', with no half time break. Mixed, Men's and Women's competition games will be 30 minutes. All games will be played with a minimum of 4 players (registered to the team competing) and a maximum of 6 players on the field at any given time. For Mixed games, a minimum of 1 and a maximum of 3 male players are permitted on the field at any given time.

The first time slot of games for all round games will commence at 6.20pm in summer and 6pm in winter, with a 10 minute break between time slots. All other time slot playing times will be subject to the number of nominations received and the availability of playing fields.

Dubbo Touch reserves the right to shorten the length of play time in accordance with the health and safety of participants in regards to the extreme weather conditions and in referencing the Dubbo Touch Association – Weather Policy.

The season draw for the Mixed and Men's competition will be available after Round 5 and for the Women's competition the season draw will be available prior to Round 1 at [www.dubbotouch.com](http://www.dubbotouch.com) under 'fixtures'.

## **COMPETITION POINTS**

All teams will receive the following competition points during the competition:

- 3 points for a win, a win by forfeit or a bye
- 2 points for a draw
- 1 point for a loss
- 0 points for a loss by forfeit

All teams will be eligible to earn bonus competition points, for the following:

- 3 BONUS POINTS for any mixed or men's and women's team who has one representative attend the Dubbo Touch AGM.

## **SIGNING ON FOR MATCHES**

For insurance and judiciary purposes, our club must have a player sign on process for all social competition games. No player is permitted to participate in any game without signing on.

All players must sign the game sheet next to their name and include their playing number before entering the field of play, failure to do so will see the team forfeit the game. Please ensure your correct playing number is listed on the sign on sheet for each match.

## **CASUAL PLAYERS**

Teams are permitted to utilise casual players in the situation where their team requires additional players in order to participate. Casual players are unable to be used until Round 4 to allow grading to be completed.

Casual players used must fulfil the following criteria:

- They must not be a registered player in another team in that particular competition (eg. For a Mixed team, the casual player must not play in another Mixed team).
- They must abide by the competition rules (e.g. minimum age)
- They must register using MySideline as a casual player and pay the associated \$22 Touch Football (TFA) Australia Annual Player Membership Fee. The casual player must keep the confirmation email showing the MySideline receipt.
- They must attend to the Dubbo Touch Clubhouse and be registered a minimum 10 minutes before the game which will include presenting the MySideline receipt for the TFA fee, filling in the casual registration form and paying the applicable DTA casual player registration fee of \$10 (including GST).
- Casual players will be given a wristband by the Competition Director which they must wear during the game to confirm their casual player registration.

- They must write their name on the team sign on sheet, mark their number as 'X' and sign the team sign on sheet.
- They must wear the team uniform singlet and inform the referee they are a casual player by showing their wristband.
- Completing the casual player registration process deems the individual registered for a single game with the designated team. Casual players can play multiple games within a competition (in different time slots) however are required to complete the casual player registration process including payment of the applicable \$10 registration fee for each team. The TFA Annual Membership Fee is only required to be paid once in a financial year.

Casual players are not eligible to play in the competition finals series.

### **UNREGISTERED PLAYERS**

Should any team be found to breach the above casual player process and play an unregistered player, in the first instance their team will automatically lose the match by forfeit as well as be penalised with a two game suspension from the respective competition.

Should a second instance occur where a team play an unregistered player, then the team will be removed from the competition.

### **TEAM FORFEITS**

Should a team be unable to field the minimum of 4 registered players for a particular match, they are asked to inform our club of their need to forfeit as soon as possible. This can be done by contacting the respective Competition Director. Contact details for the Competition Directors are available at [www.dubbotouch.com](http://www.dubbotouch.com) under the 'Competition' tab.

Any team that forfeits 3 games in a competition season, will see the team automatically removed from the competition.

Should a team be unable to field the minimum of 4 registered players from their team at the commencement of a match, that team will be given an additional five minutes from the commencement of the match to have the minimum of four registered players available to play. For each minute that passes without the required registered players, that team will be penalised a touchdown (eg. first minute 0-1, second minute 0-2 and so on) up until the point where (a) the team has four registered players to commence the match, or (b) five minutes has passed and that team will forfeit the match. In this instance, the team captain of the winning team must sign the scorecard.

Unnotified forfeited matches where the Competition Director is advised of the forfeit less than 4 hours prior to the game will result in the non-offending team earning 3 competition points and a score of 5-0, with the offending team deducted 3 competition points and a score of 0-5.

Notified forfeit matches where the Competition Director is advised of the forfeit no less than 4 hours prior to the game will result in the non-offending team earning 3 competition points and a score of 5-0, with the offending team earning 0 competition points and a score of 0-5.

In the event where a match is played, then deemed to be a forfeit for exceptional circumstances (such as playing an unregistered, unfinancial, ineligible or disqualified player), the non-offending team will earn 3 competition points and a score of either (a) 5-0, or (b) the score line at the conclusion of the match, whichever score line provides the better for-and-against for the non-offending team. The offending team will receive 0 competition points and a score of 0-5.

In the event of a team forfeiting prior to a Grand Final, at least 12 hours' notice be given to our club by the forfeiting team, our club holds the right to find an alternate opponent for the match to still take place. This opponent can only be a team which had been involved in the finals series. Should an alternate opponent not be found, the Grand Final will be awarded to the non-forfeiting team.

In the event of a forfeit, both the team who has forfeited and the opposition are required to still complete their allocated duty team requirements unless otherwise advised by the Competition Director. Failure to complete duty team requirements will see the applicable penalty applied.

### **CANCELLATION OF GAMES**

For all full competition rounds which are cancelled (no games played) all teams will be awarded a drawn result, with teams receiving 2 competition points. The only exception will be teams who were scheduled to have a bye, with these teams receiving their 3 competition points.

Should a competition round be cancelled during the course of the night, results will be determined as follows:

- If all matches in a division have been completed in full at the time of cancellation, the results will remain as they were from play that evening.
- If at least one match in a division has not been completed in full at the time of cancellation, all results will be deemed null and void, with all teams receiving a drawn result.

In the event of full/partial competition rounds being cancelled, please note they will not be replayed at a later date.

Notification of the status of competition rounds, where there is a possibility of cancellation (due to bad weather etc), will be advertised on our club website [www.dubbotouch.com](http://www.dubbotouch.com) as well as our club Facebook page. Our club Weather Policy can be viewed on the Dubbo Touch website under the 'policies' tab.

Should a match be cancelled due to a serious player injury stopping play, the match result will be as it stands at the time of the injury taking place.

Should a match be called off by the referee/club official due to disciplinary reasons, the match result will be reviewed by the Club Judiciary Panel, who will decide on the final match result. Both participating teams will be informed of the final match result once a decision has been made.

### **TEAM REFEREE ALLOCATIONS**

The Dubbo Touch competitions will be governed by the official playing rules of the Touch Football Australia Rule Book (8th Edition) which is available at <https://touchfootball.com.au/volunteer/8th->

[edition-rules/](#). All players regardless of whether they will be completing duty requirements should familiarise themselves with such rules prior to the commencement of competition.

Throughout the competition, teams will be rostered to referee, which will require the team to provide two individuals to referee an allocated game. A minimum two of the individuals must referee the game and rotate in the centre position. Teams will be assigned to referee a game for the timeslot either before or after the teams match equivalent to every second week. Under no circumstances will teams be permitted to complete duties outside of the timeslot they are allocated.

The allocation of teams to referee, will be conducted by the Referee Director and are based on the expected standard of game, referee experience and skill level, and best needs of the game. The roster for team referee allocations will be posted in advance on the Dubbo Touch facebook page. Any team who have a query regarding referee allocations must make contact directly with the Referee Director via referees@dubbotouch.com.

Individuals who are refereeing must present to the Dubbo Touch Clubhouse 5 minutes before the timeslot to collect a scoreboard and match ball. At this time, they will sign-in. After the completion of the game, the individual refereeing must return the completed scoreboard and match ball to the clubhouse.

Individuals refereeing must wear a referee shirt if badged or otherwise a duty vest provided by Dubbo Touch to be easily identifiable.

They must ensure their team name and individual names are written on the scoreboard. Failure to do this will result in the referee allocations being counted as not complete.

The following penalties will apply for teams who do not complete their referee allocation correctly:

- 1st offence – the team will lose 6 competition points.
- 2nd offence – the team will be suspended for two matches from that particular competition which can include finals.
- 3rd offence – the team will be removed from the respective competition.

Dubbo Touch endeavours to provide badge referees to assist team referees where possible however team referees will have to perform refereeing in the centre position throughout the game and rotate through this centre/controlling referee position throughout the match with other appointed referees.

Badge referees must print and sign their name on the scoresheet at the completion of the game in order to be recorded for payment at the conclusion on the season.

## **DISCIPLINE & HOW TO REPORT INCIDENTS**

All players are asked to familiarise themselves with the Touch Football Australia Disciplinary Manual, which outlines how all disciplinary matters will be handled, as well as possible punishments for infringements. This manual can be found on our club website [www.dubbotouch.com.au](http://www.dubbotouch.com.au) under the 'competition' tab.

Should any player or spectator witness any form of ill-discipline, it must be immediately reported to the referee and/or club officials at the Dubbo Touch Clubhouse. Our club will have an incident report on-site which can be completed to report such incidents and must be done within 48 hours of the incident occurring. Our club can also be notified of any incidents by email [info@dubbotouch.com](mailto:info@dubbotouch.com).

All games will be governed by the official playing rules of the Touch Football Australia Rule Book (8th Edition). Only team captains are permitted to seek clarification of a decision directly from a referee. An approach may only be made during a break in play or at the discretion of the referee. On conclusion of a match no players, coaches and/or spectators are to approach a referee for a period of 20 minutes post match.

Any player who is issued with a 'forced substitution' must immediately go to the substitution box. A normal substitution rules apply. The 'forced substitution' player may return to the playing field via substitution once the player has rectified their offending behaviour.

Any player who is issued with a 'sin bin' (Period of Time) must immediately stand on the dead ball line of their teams current try line, and on the same side as their interchange area. This player must remain in a non-participant role whilst serving in the sin bin and when instructed by the referee must return to the interchange area prior to entering the field of play. During this time, the player's team must participate with one less player. Current 8th Edition rules stipulate this sin binned player will remain excluded for four (4) complete sets of play.

Any player who is 'excluded' upon being recipient of their teams' third consecutive infringement within the 7m zone; must immediately retire outside the dead ball line on their current defensive line till such time as there is a change of possession. This player must remain in a non-participant role whilst serving the 'exclusion'. During this time, the player's team must participate with one less player and the excluded player may immediately return to the field of play upon the change of possession.

Any player who is 'sent off' for the remainder of the game must immediately move to and remain outside the perimeter of the playing field for the remainder of the match. The dismissed player is unable to be replaced. A player who is sent off will incur an automatic period of suspension from all competitions, which will last for the time period equal to the player's team completing an additional 2 games. Any player who is sent off, or cited by an incident report, will face further disciplinary action.

Referees should note on the scoreboard any players who has been 'forced subbed' or 'sin bin' (period of time) during their game. For players who are 'excluded' the referee must complete an incident report at the Dubbo Touch Clubhouse and provide to the Competition Director or Referee Director within 24 hours of the incident.

For all periods of suspension, written communication will be provided to the players and the team contact from the Dubbo Touch, Vice President. The Vice President will also provide notification of any periods of suspension to the Competition Coordinator and Referee Directors to monitor compliance. Should a player be found to be playing whilst serving a suspension the team shall be deemed to have forfeited the match and the team will also subsequently be suspended for a further two competition games.

The referee has the control of all players and spectators, both on and off the field of play and is the sole judge on all match related matters and has the right to request individuals remove themselves from the surrounds of the playing field. Should this direction not be followed, play could be suspended and further action may be taken.

## **DISCIPLINE – FORCE SUB, SIN BIN AND SEND OFF**



Players who are force subbed, sin binned or sent off during a match will be noted on the scoresheet by the team referees with a small description of the misconduct by the player.

Player Force Subbed:

- First instance: Email to the Team Manager to remind them of the Code of Conduct and to discuss with their team.
- Second instance (if for similar behaviour): Warning email sent to the individual regarding the behaviour they have been cited for.
- Third instance (if for similar behaviour): Board of Directors to consider a possible suspension period taking into consideration timeframe between all incidents.

Player Sin Binned:

- First instance: Warning letter sent to the individual regarding the behaviour they were sin binned for.
- Second instance (if for similar behaviour): Board of Directors to consider a possible suspension period taking into consideration timeframe between the two sin bins.

Player Sent Off:

- The individual sent off will be issued an automatic two-week suspension and considered for referral to a Judiciary for further disciplinary action by the Board of Directors.

## **DISCIPLINE – TEAM**

In the case that multiple players are cited in one team, the following actions will be taken:

- First instance: Incident report reviewed considering the reason for the team being cited and issue warning letter to team manager.
- Second instance: Incident report reviewed by the Board of Directors to consider action. Possible suspension for one to two weeks from the competition as decided by the Board of Directors.
- Third instance: Team withdrawn from the remainder of the competition.

## **DISCIPLINE – ZERO TOLERANCE TO SWEARING & ABUSE OF REFEREES/OFFICIALS**

Our club has a zero tolerance policy towards swearing whilst participating in games as well as swearing and/or abuse of referees and officials this includes disputing referee decisions. We are a family friendly environment and will not tolerate swearing or abuse of referee/s, other participants, spectators and committee members during any game within Dubbo Touch competitions.

Should a player swear at any other player, or at themselves (in frustration or otherwise) during a match, the following escalation model will be adopted by the controlling referee:

- 1st offence – verbal warning and/or penalty
- 2nd offence – automatic forced substitution and penalty
- 3rd offence – automatic sin bin and penalty

- 4th offence – penalty and automatic send off for the remainder of the game, which also incurs an automatic suspension and referral to a Judiciary for further disciplinary action.

NB – pending the severity or gravity of the infringement, a referee may resort to use of a subsequent disciplinary action such as a ‘Sin Bin’ or ‘Send Off’, and does not necessarily have to follow the 1<sup>st</sup> and 2<sup>nd</sup> step prior.

Should a player swear at and/or abuse or dispute a referee or official during a match, the following will occur:

- 1st offence – penalty and automatic sin bin (Period of Time)
- 2nd offence – penalty and automatic send off for the remainder of the game, which also incurs an automatic suspension and referral to a Judiciary for further disciplinary action.

### **QUALIFICATION FOR FINALS SERIES**

All players registered in a team are eligible to play in the finals series regardless of the number of games they have played. Casual players are not eligible to play in the finals series for a competition.

### **FINALS SERIES**

The top 4 teams following the completion of all competition rounds (and after bonus points are implemented) will qualify for the finals series. All division finals series will be played under the ‘Page Playoff System’, unless otherwise stated. All registered players attached to the team are eligible to play finals series, ie there is no maximum number of players for each game.

#### Mixed and Men’s Competition Finals Format

Week 1 finals will consist of:

- Game 1 – 1st vs 2nd
- Game 2 – 3rd vs 4th

Week 2 finals will consist of:

- Game 3 – Loser Game 1 vs Winner Game 2

Grand Finals will consist of:

- Winner Game 1 vs Winner Game 3

#### Women’s Competition Finals Format

Grand Final - 1<sup>st</sup> vs 2<sup>nd</sup>

Consolation Games – 3<sup>rd</sup> vs 4<sup>th</sup> and 5<sup>th</sup> vs 6<sup>th</sup>

All finals series matches which are drawn at full time, will proceed to a ‘drop off’ as per TFA 8th Edition Playing Rules which will commence immediately after full time.

Please go to our club website [www.dubbotouch.com](http://www.dubbotouch.com) to see the schedule of all competition games including finals series and grand final games.

### **SMOKING, VAPING & CONSUMPTION OF ALCOHOL**

Our club promotes a smoke free area around the playing fields and asks that nobody smokes or vapes within a 10 metre radius of any of our playing fields. Any person found breaching such rule will be directed to move beyond the 10 metre radius exclusion area. Should this direction not be followed, further action may be taken.

Responsible consumption of alcohol is permitted during senior competition games outside the designated playing area, defined by the perimeter fencing. At the conclusion of senior competition games, responsible consumption of alcohol is permitted within the designated playing area. For junior competition the consumption of alcohol is not permitted. Any person found breaching such rules will be directed to move to the designated area or in the case of the junior competition to discard the alcohol. Should this direction not be followed, further action may be taken.

Any player suspected of being under the influence of alcohol or other drugs whilst playing, are to be identified to the referee and/or club officials immediately. These individuals will be asked to cease their participation in the match. Should this direction not be followed, further action may be taken.

Our club encourages all players and supporters to enjoy the social atmosphere of our competition, with responsible consumption of alcohol required at the Riverbank Precinct.

#### **HOW TO CONTACT OUR CLUB**

For further information relating to our Conditions of Entry or any other matters, please contact our club by email [info@dubbotouch.com](mailto:info@dubbotouch.com). Or alternatively visit our club website [www.dubbotouch.com](http://www.dubbotouch.com).

Please note, at any time, our Club Committee reserves the right at its discretion, to rule on all matters pertaining to the playing rules, club regulations, safety matters and any other matters overseen by the club.