



Competition Rules

2026 Edition

Foreword

Townsville Touch Football (TTF) is the organisation responsible for the governance and operation of touch football competitions and activities in Townsville. Junior touch football competitions are conducted under TTF's "Townsville Junior Touch Football" (TJT) brand and are managed by a team of TTF-appointed volunteers working as the Competition Management Team and responsible for ensuring that all junior touch football matches are run in accordance with TTF's policies and procedures, and these Competition Rules.

The Competition Management Team works in consultation with the wider Competition Committee, which consists of one delegate from each club, to set these Competition Rules. The Competition Committee is very receptive to all constructive feedback and suggestions that will improve the safety and fair conduct of junior touch football competitions, though club members must raise concerns with their club in the first instance to ensure that any proposed amendments are presented in the proper format.

These Competition Rules are reviewed annually and adopted at a full meeting of the Competition Management Team and Competition Committee, prior to the commencement of the junior touch football season. In general, proposed amendments to the Competition Rules are circulated to clubs prior to the commencement of each season, in time to allow for proper discussion and feedback, before being formally adopted. To ensure consistency throughout the full season, amendments are not made while the season is active.

Exemptions to these Competition Rules are only granted in cases where special circumstances are confirmed to exist and must have the approval of the requesting club before being considered. Requests for the consideration of special circumstances that are not covered by these Competition Rules must be made in writing to the Competition Management Team.

The current edition of the Competition Rules is the culmination of several years' worth of experience, general principles and best practice across the sport, and the ongoing feedback and review process between the Association and the clubs which participate in TTF's junior competitions.

These Competition Rules are primarily supplemented by the Playing Rules of Touch Football as published by Touch Football Australia. In general, the Playing Rules govern the way the sport is played on the field, while the Competition Rules govern the way that the competition is managed and operated. The Competition Rules have been developed to be complimentary to the Playing Rules, though some clauses exist in the Competition Rules which override similar clauses in the Playing Rules, and in all cases the Competition Rules are deemed to take precedence.



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Rule 1 Introduction and Rules of Play

- (a) The Townsville Touch Football (TTF) will conduct the competition under the current Touch Football Australia (TFA) Rules, 8th Edition. Subsequent sub-sections specify supplementary competition by-laws and procedures to be applied. All teams participating in and spectators of any TTF competitions agree to be bound by TFA and TTF rules, guidelines, and procedures.
- (b) The junior competition will be based on a club concept and all players that participate must be a member of one of the TTF senior affiliated clubs or an affiliated club that has been accepted by the Competition Committee; that being an organisation that has four (4) or more teams playing in the competition. No non-club affiliated teams will be accepted.
- (c) All clubs must have a registered Club Official present at Queens Park during all competition matches their club is involved in. The Club Official must sign-in at the Administration window each night and collect the "Club Delegate" vest which is to be worn at all times while on duty as the club's designated official.
- (d) All teams **MUST** have a coach aged 16 years or over, with a minimum current Touch Football Australia Foundation Coach qualification. A person aged 18 years and over must be present in the substitution box that is to be responsible for the team at each match. Any match where both teams do not each have a coach present that meets these criteria, will not be permitted to take place until they do.
- (e) All coaches, managers, Club Officials and referees, who are aged 18 or older, must have either a current 'Blue Card' or 'Exemption Card' (in the case of teachers and police officers), issued by the QLD Government (Blue Card Services) and linked to their club or TTF, unless exempt from holding one under the law.
- (f) Coaches, managers and officials who are required to hold a Blue Card **MUST** be able to produce their Blue Card or Government Exemption Card while carrying out their duties at training, competitions, and championships. Failure to adhere to Rule 1(d) & Rule 1(e) during matches will result in the match not taking place.
- (g) To meet government requirements all clubs are required to keep a register of their officials (Committee, Coaches, Managers, Referees) containing their blue card / government exemption card number and expiry date.
- (h) No glass or metal bottles are permitted on Queens Park during all competition matches.
- (i) No smoking, vaping, or e-cigarette use is permitted on Queens Park during all competition matches.
- (j) The 'Code of Conduct' applies to all Players, Captains, Team Managers, Referees, Officials, and Spectators. A copy of the 'Code of Conduct' can be found on the following website at <https://touchfootball.com.au/policies/sport-policies/>.
- (k) Any participants found to be using illegal and/or banned substances will be sent from the competition grounds. Alcohol must not be consumed before or during a match. This applies to Players, Coaches, Team Managers, and Referees.
- (l) The TFA Anti-Doping Policy will apply to all participants. A copy of the Policy can be found on the following website at <https://touchfootball.com.au/policies/sport-policies/>.
- (m) Images taken by an authorised representative as appointed by TTF for promotional purposes shall remain the property of the Association. Upon registering, participants acknowledge and consent to photographs and electronic images being taken on behalf of the Association during participation in Touch Football activities.
 - (i) Participants acknowledge and agree that such photographs and electronic images are owned by the Association, who may authorise use of such photographs for promotional or other purposes, without further consent being necessary.
 - (ii) Participants may request in writing that an image of them or their immediate family member are not published.
- (n) If the competition is unable to proceed, in whole or in part, any obligation under these Rules by reason of a Force Majeure Event, the Association is relieved of that obligation under these Rules to the extent and



period it is unable to perform. For the purposes of these Rules, a Force Majeure Event includes but is not limited to any of the following:

- (i) Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic, pandemic; or
 - (ii) War; or
 - (iii) Terrorism' or
 - (iv) Riot or civil disturbances; or
 - (v) Permanent injunction or any duly constituted court or competent jurisdiction; or
 - (vi) Act, fact, circumstances, matter or thing beyond the reasonable control of the Association, including ground closure.
- (o) In addition to Rule 1(n), the Association has no obligation to refund any individual or team any fees paid if it is unable to perform by reason of a Force Majeure Event.

RULE MODIFICATIONS

- (p) **7's & 8's** – normal rules apply, except for the following:
- (i) The coach of each team is allowed on the field to direct players.
 - (ii) Coaches are to referee these matches and are required to wear regulation shoes and socks.
 - (iii) Each team is to have possession for six (6) touches regardless of any drop ball, forward pass etc., and in this case the attacking team retains possession, but one (1) touch is counted.
 - (iv) The half cannot run and must pass the ball.
 - (v) The defence is not to move forward, until the half has passed the ball.
 - (vi) Matches to be played on a half size touch football field.
 - (vii) Teams to use junior-sized touch footballs.
 - (viii) Whilst attempting to score a try the ball must be placed (not dropped) on or over the tryline, but not over the dead ball line.
 - (ix) These are non-competitive age groups, so no scores will be kept.
- (q) **9's & 10's** – normal rules apply, except for the following:
- (i) To be played on a half size touch football field.
 - (ii) Teams to use Junior Touch balls.
- (r) **11's & 12's** – normal rules apply, except:
- (i) Teams to use Junior Touch balls.

COACHES NOTES

- A. A Touch Football Australia coaching accreditation remains current for a period of four (4) years, and must be renewed or upgraded before this period expires.

BLUE CARD NOTES

- A. A parent, who coaches a team in the same club that their child plays, is considered exempt from holding a Blue Card for that activity.
- B. Under the law, Blue Cards issued for involvement in another organisation/sport are not valid unless the cardholder completes and submits the relevant form to "link" their existing card to their club.

Rule 2 Competition Structure, Rounds & Finals

- (a) The division will be Boys and Girls and grades will be 7's, 8's, 9's, 10's, 11's, 12's, 13's, 14's, 15's, and 16's.
- (b) A minimum of four (4) teams is required to constitute a division/grade/pool competition. Where a grade contains four (4) or less nominated teams by the close of nominations, the Association may choose to combine that grade with the closest grade of a similar age/ability. The association will determine the format for finals for the combined grade, with the priority on holding a separate Finals Series for both individual grades.
- (c) Where a grade contains more than 12 teams then that grade may be further divided into pools if numbers permit with "P[x]" denoting the pool (e.g. Boys 12 P1). Teams will be allocated into pools on an alphabetical rotation so that an even distribution of club teams in each pool is possible.
- (d) Teams in any division or grade other than the 7's and 8's competitions that may benefit from playing in a non-competitive pool should indicate this to the Association. If the Association believes a grade would benefit from a separate pool of a more equal ability, a DEVELOPMENT pool may be created before Round 5 of the competition.
- (e) The Association reserves the right to move teams within grades/pools. Any points accumulated by a team prior to the move will be carried into the new grade/pool.
- (f) The number of competition rounds shall be determined by the number of weeks of the competition and catch-up matches will only be held at the discretion of the Competition Committee.
- (g) In the case of an uneven round, the matches required for the uneven round will follow on from the last round draw format.
- (h) No finals will be played in the 7's and 8's competitions as emphasis shall be on 'PARTICIPATION & DEVELOPMENT' not 'COMPETITION'. Teams in these competitions will play up to and including grand final night.
- (i) Teams (in any division or grade) who do not wish to play, or are unable to play, on semi-final and/or grand final night are to notify the competition administrator at least one (1) week prior to the Finals Series starting. These teams will not progress through to the Finals Series.
- (j) Single-pool grades will play a two (2) week Finals Series with the teams finishing positions first (1st) to fourth (4th) playing off for the Premiership as follows:

Semi Finals (Week 1):	(A) 1st v 4th;
	(B) 2nd v 3rd;
Grand Final (Week 2):	Winner of (A) v Winner of (B)

- (k) Grades with two pools will play a crossover Finals Series with the top two (2) teams from each pool, as follows:

Semi Finals (Week 1):	(A) Pool A 1st v Pool B 2nd;
	(B) Pool B 1st v Pool A 2nd;
Grand Final (Week 2):	Winner of (A) v Winner of (B)

- (l) In the case of grades with DEVELOPMENT pools, teams will play an extra round with the teams finishing positions first (1st) and second (2nd) playing off for the Winner as follows:

Development Final:	1 st Place vs 2 nd Place
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- (m) Other than teams in the 7's and 8's competitions, only teams who qualify for Semi Finals and the Grand Final will play on Semi Final night and Grand Final night, respectively.



- (n) A player must be correctly registered be correctly recorded as having played a minimum of four (4) matches for a team to qualify to play in that team for the Finals Series.
- (o) 'Byes', 'Rain Outs' and 'Forfeits For' can also count as matches played provided that the player has played at least one match for that team immediately prior to the 'Bye' or 'Rain-Out' occurring.
- (p) Matches in the 7's and 8's divisions will be thirty-three (33) minutes duration, consisting of two (2) fifteen (15) minute halves and a three (3) minute half-time break.
- (q) Matches in all other divisions will be forty-five minutes in duration, consisting of two (2) twenty (20) minute halves and a five (5) minute halftime break.
- (r) There will be a five (5) minute break between the finish and start of each match on Thursday nights and a ten (10) minute break on Friday nights. Allocation of matches will be at the discretion of the Secretary/Competition Administrator.
- (s) The Competition Management Team reserves the right to alter match durations and timeslots as required.
- (t) Grand final matches in each age division will be fixtured in the following format. Starting times will be confirmed by the Competition Management Team and changes will only be considered as per Rule 12(b) and (e).

Timeslot	Competition
5:00 PM	7's & 8's
5:45 PM	12's
	10's
	9's
6:40 PM	14's
	11's
7:30 PM	15's
	13's
8:20 PM	16's

Rule 3 Team & Player Nominations

- (a) Nominations are to be submitted on the set 'Club Team Nomination Form' and a team's nomination will not be accepted unless each team is accompanied with the name of their coach, with their coaching accreditation details and valid Blue Card / Exemption Card number and its expiry date.
 - (i) In the case of a coach who is waiting for receipt of their Blue Card or Exemption Card, it is to be marked on the nomination form as 'Pending' and have the date the application was sent. TTF is to be notified as soon as the coach's card is received.
 - (ii) In the case of a coach, who is also a parent of a player in the same team, it is to be marked on the nomination form as 'Parent of Player'.
- (b) Clubs will be required to pay their team nomination fee as set by TTF by the conclusion of the third round of competition, after which, unfinancial teams will be removed from fixtures until outstanding amounts are paid.
- (c) The minimum age to play is six (6) years and players must turn six (6) on or before the 31st of December in the year of the competition to compete.
- (d) To play in a grade (age) a player must not be older than the set age in the year of the competition. (e.g. to play in the 12's age group a player cannot turn thirteen (13) on or before the 31st of December in the year of the competition).
- (e) Players can nominate to play in more than one (1) grade provided they meet the age criteria for the grade/s that they are playing in (i.e. a player can register and play both 12's & 14's). However, they cannot play for two (2) teams in the same grade, including any Development teams of the same age (i.e. a player cannot nominate to play in Under 12 White *and* Black teams; or a player cannot nominate to play in Under 12 *and* Under 12 Development teams).
 - (i) In the case of a player initially registered to play for their club's only team in a grade during round one of competition, and the club subsequently nominates another team before the final team nomination deadline (see Schedule 1), the player may be moved to the new team. This exception applies only if the transfer occurs before the end of the second round of competition. Once the nomination period closes, players are not permitted to play for more than one (1) team in the same grade.
- (f) Players may play more than one (1) match for their club during a competition round, provided Rule 3(e) is met and they meet the age requirement for that division. Note there are no 'fill-in' players.
- (g) Players are not permitted to play for two (2) or more junior clubs at the same time, within the same season. A player who participates for a TTF senior club is not bound to play for that same club in the junior competition within the same season and does not require a Player Transfer Clearance.
- (h) Team nominations for the first round of competition are to be submitted to the Competition Administrator two weeks prior to the commencement of the competition.
- (i) Clubs will have two rounds of competition to make changes to their team nominations. Nominations will close at the completion of the second round of competition, and no more changes will be accepted.
- (j) Participants will not be required to provide a birth certificate at registration; however, it will be the club's responsibility to prove the age of the participant in the event of a dispute.
- (k) Players listed as un-financial with any affiliated bodies (i.e. team, club, association, regional, state, or national) shall not be permitted to play, coach or referee until their account is settled and notification has been provided by the affiliated body.
- (l) Players wishing to transfer between clubs during the same season must:
 - (i) Provide a signed clearance letter/form (available from administration) from the club they are leaving to the competition administrator.
 - (ii) Provide copy of clearance to the club they are transferring to.



- (m) All clubs must ensure that their players, coaches, managers, referees and officials are registered and allocated to teams correctly before the fifth round of competition commences.
- (n) Participants and officials who have not registered will not be permitted to take part in the competition until registered.
- (o) New participants (after the commencement of the season) are to be registered as soon as they commence their involvement. Participants are not covered by the TFA National Insurance Scheme until they are registered.

Rule 4 Playing Uniforms & Attire

- (a) All teams will be recognised by their club colours, with uniforms set by clubs in accordance with the following:
 - (i) Playing Tops:
 - » Designs: All players in a team must wear a playing top with the same club graphic design. No mixture of designs will be accepted.
 - » Styles: Clubs may allow players in the same team to wear shirts or singlets, or alternatively enforce that all players in the team wear the same style (i.e. all shirts or all singlets).
 - » Numbers: All playing tops in the team must have a unique playing number on the back, of at least 16cm in height, in white or black.
 - (ii) Shorts/Bike Pants
 - » Designs: Clubs may allow players in the same team to wear shorts/bike pants in club design, or of a predominant colour as defined by the club (i.e. if a club's primary colours are red and green, they must indicate which colour shorts/bike pants will be acceptable for the team to wear). Where a club permits their players to wear plain shorts/bike pants (not in their design), they must be of the predominant colour as determined by the club (e.g. black with a small white stripe is acceptable, whereas half black/half white is not).
 - » Styles: Clubs may allow players in the same team to wear shorts or bike pants, or alternatively enforce that all players in the team wear the same style (i.e. all shorts or all bike pants) or even the same design (i.e. all the same colour of plain shorts, or all club design shorts).
 - (iii) Predominant colour means the strongest or main colour that takes up at least 80% of the visible surface area on the item of clothing.
- (b) All teams are to be in uniform by the fifth round of competition. The Competition Administrator is to be notified if there are any delivery problems that will affect teams not being in uniform by the due date.
- (c) If a club has more than one team playing in a grade/pool, then when the teams play each other, they must wear an alternative strip or bibs with numbers. It will be the responsibility of the club to supply these.
- (d) All players and/or referees may wear glasses, hats and/or medical supports as long as they have no dangerous parts, and in the case of glasses, they must be secured at the back with a band.
- (e) Any fibre-glass, plaster-of-Paris, or solid fixtures of a medical nature cannot be worn while playing or refereeing.

PLAYERS NOTES

- A. Refer to Touch Football Australia Playing Rules – Rule 4
- B. Shoes with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic boots with soft moulded soles are permitted.
- C. Players are not to participate in any match while wearing any items of jewellery (unless taped) which may be considered dangerous.
- D. Long or sharp fingernails are to be trimmed or taped



Rule 5 Number of Players

- (a) All 11's-16's age groups are allowed a maximum of six (6) players per side on the field at any one time. All 7's-10's age groups are allowed a maximum of five (5) players per side on the field at any one time.
- (b) The maximum number of players permitted to be registered to a team is twenty (20). However, a maximum of fourteen (14) players are permitted to play in any round match and any Finals Series match. Teams that play more than fourteen (14) players will have their match counted as a forfeit and all relevant rules for a forfeit will apply.
- (c) The minimum number of players required by a team to start a match is four (4).

Rule 6 Byes, Forfeits & Withdrawals

- (a) Teams on a bye will be counted as a match played and normal rules will apply to the players in that team as if the match had been played.
- (b) If their club has another team in the same grade, a player cannot 'fill-in' for that team when their own team has a bye. Players that play in another grade are still permitted to play as per usual.
- (c) Players who have played for a team in the round immediately prior to a bye occurring (for the same team) will be permitted to count the bye as a match played in order to qualify for the Finals Series.
- (d) Teams must attend their playing field, five (5) minutes before the commencement of their match. Any team that cannot field a team on the scheduled or re-scheduled date (in the case of a match change) with at least the minimum number of players after five (5) minutes of the siren going will be required to forfeit.
- (e) Any team that forfeits two (2) matches shall be required to "show cause" to TTF as to why they should not be removed from the competition.
- (f) Any team that forfeits three (3) matches without a valid reason as accepted by TTF shall be immediately removed from the competition.
- (g) Any team that withdraws from the competition after the fourth week of competition shall be liable for the full team nomination fee.
- (h) Should a team need to forfeit, the Club Coordinator for that team **MUST** notify the Competition Administrator by 5:00pm the day before the scheduled match to allow time to notify the opposing team. Failure by the forfeiting team to notify the competition administrator by the given time will result in the team having zero (0) points recorded for the forfeit, as well as the loss of an additional three (3) points for failure to notify by the due time.
- (i) In the case of a forfeit the non-offending team will be counted as a team on a bye and any rules associated with a bye team will apply. Teams will not be required to record player attendance if the forfeit results in no match being played.
- (j) If a 'scratch match' is played, then teams will be required to ensure all participants are correctly recorded as "playing".
- (k) Referees will not be paid for any forfeits or scratch matches.



Rule 7 Provision of Referees

- (a) In the 7's and 8's competitions, there will be no referees, and the two team's coaches will be on the field with the teams and act as referees.
- (b) It will be deemed the responsibility of each club's Referee Coordinator to appoint referees to their club matches, according to the allocated roles, as stipulated in Rule 7(c), (d) and (e) below, and ensure the attendance of their club's referees.
- (c) The Townsville Touch Referees Association's (TTRA) Junior Competition Coordinator will prepare the allocation of referee roles to matches with the requirement that all matches must have at least one (1) 'Experienced' referee appointed. (i.e. Brothers vs Frogs – Referees: Brothers Junior/Frogs Experienced)
- (d) Matches in the Boys 15's and 16's Boys competitions must have two (2) 'Experienced' referees appointed. In addition to the two 'Experienced' referees, solely at the discretion of the TTRA Junior Competition Coordinator, a 'Junior' referee may also be appointed to a match in these divisions.
- (e) Each club's Referee Coordinator must submit referee allocations for their club for both competition days prior to 12pm Thursday each round
- (f) All referees must hold at least a minimum TFA Affiliate Referee accreditation.
- (g) Referees appointed to the 'Experienced' role must have refereed for at least one (1) season and be at least two (2) years older than the division they are appointed to referee, unless they are over the age of 18 who hold a TFA Representative Referee grading or higher.
 - (i) All other referees are deemed to be 'Junior' referees.
 - (ii) The TTRA Junior Competition Coordinator may approve a junior referee, who has completed a Representative Referee course, to be temporarily appointed as an 'Experienced' referee for the purpose of coaching and development.
- (h) The minimum age for referees is 12 years. A referee must be 12 or older on or before the 31st of December in the year of the competition.
- (i) Any referee that cannot attend the match they have been appointed to referee is required to notify their club's Referee Coordinator and together find a replacement.
- (j) No match will proceed until there are at least two (2) referees in attendance, in accordance with the above by-laws. If after five (5) minutes two referees are not in attendance, the match will be counted as a forfeit by the team of the offending club whose referee did not turn up.
- (k) Under no circumstances is a referee to be appointed or referee more than three matches in a row on a single day, regardless of their age, level or experience.

Rule 8 Match Participation Records

- (a) All players who participate in a match must be recorded as “played” via the TTF Team Manager app.
- (b) Players who are not correctly recorded as “played” in a match will not have that match counted towards their eligibility to play in the Finals Series as per Rule 2(n).
- (c) The TTF Team Manager app will close for each team one (1) hour after the end of their match.
- (d) The recording of players will be checked after each match, including during the Finals Series. If TTF determines that a team failed to correctly record a participating player(s) in a match or falsely records a non-participating player(s) in a match, the offending team will receive zero (0) competition points and zero (0) ‘FOR’ points for the match, and the non-offending team will be declared the winner.



Rule 9 Scoring & Competition Points

- (a) Each try scored shall be worth one (1) point for all players.
- (b) Each team receives:
 - (i) Win/Bye 3 competition points
 - (ii) Draw 2 competition points
 - (iii) Loss 1 competition point
 - (iv) Forfeit 0 competition points
 - (v) Unnotified Forfeit, *per Rule 6(h)* loss of 3 competition points
- (c) Team nominations received after the first round of competition will receive zero (0) competition points and zero (0) points 'FOR' and zero (0) points 'AGAINST' for the rounds missed.
- (d) Teams that nominate before the commencement of competition but advise that they will be unable to field a team in the first two rounds will receive zero (0) competition points and zero (0) points 'FOR' and zero (0) points 'AGAINST' for the rounds missed. Any matches missed after this point will be regarded as forfeits and subject to Rule 6(e) and (f).
- (e) Teams that nominate on time and are unable to play due to lack of teams to make a competition or pool as in Rule 2(b) will receive two (2) competition points and five (5) points 'FOR' and five (5) points 'AGAINST'. This does not apply to teams that have been placed in a pool and have a bye. In this instance, normal bye rules and scores apply.
- (f) In the case of equal points at the end of the round matches the final team will be decided by 'FOR and AGAINST' points.
- (g) In the case of uneven rounds (where all teams cannot play each other the same amount of times), points 'FOR and AGAINST' will be allocated to the bye team. In this case a bye team will be allocated five (5) points 'FOR' and zero (0) points 'AGAINST'. If the competition rounds are even (where all teams can play each other the same number of times), the BYE team will not receive points 'FOR' or 'AGAINST'.
- (h) In the case of a violation of these Competition Rules which results in the offending team receiving zero (0) 'FOR' points and either receiving zero (0) competition points or losing three (3) competition points (as specified in the relevant rule), the non-offending team will be awarded the win and their 'FOR' points will be recorded as the number of tries they scored in the match.
- (i) In the case of a violation of these Competition Rules which results in the offending team receiving zero (0) 'FOR' points and either receiving zero (0) competition points or losing three (3) competition points (as specified in the relevant rule), the non-offending team will be awarded the win and their 'FOR' points will be recorded as the number of tries they scored in the match.
 - (i) If the non-offending team scored less than five (5) tries, they will be awarded five (5) 'FOR' points and the result recorded as 5-0.

NOTES

- A. The 'FOR and AGAINST' points are determined as, by TFA rules, if a team is not in attendance after five (5) minutes has expired, the match is deemed a forfeit. The non-offending team is deemed to have scored one (1) try for each of the five (5) minutes.
- B. For clarification, teams that arrive three (3) minutes late to a match do not start the match with a scoreline of 0-3.

Rule 10 Match Procedure for All Teams and Referees

- (a) The referees are to identify each team's Captain and Coach, who will be responsible for their team in the interchange box. They then check shoes, fingernails and jewellery of all players and ensure that the interchange area, only contains coaches, players, and officials and not spectators. Spectators must not be within five (5) metres of the perimeter of any field in which matches are to be played or are currently being played on. Permitted areas for spectators are illustrated in Schedule 1.
- (b) Coaches or captains are to bring to the referees' attention any doubts they may have with the validity of the opposition team (e.g. not in uniform, illegal player etc.). Referees are to mark on the back of the scorecard any concerns and after the match bring to administration's attention.
- (c) A coin toss is made, interchange players, coaches and managers move to the interchange box in readiness for the match to commence.
- (d) At the completion of the match the coaches check to ensure that all of their participating players have been correctly marked as "played" in the TTF Team Manager app.
- (e) The referee will check with coaches if they are in agreement with the score. If there is no protest on the match, the coaches and/or managers of both teams will sign the scorecard and return it to the Competition Administrator.
- (f) If there is a protest on the match (e.g. score incorrect, etc.) the referee will indicate "DISPUTED" on the bottom of the scorecard, and the protesting team must report the matter to their Club Delegate to obtain a protest form. The completed form should be submitted as per Rule 14(a).
- (g) Referees are also to record any injuries (including player's name, team, and type of injury) that occurred on the back of the scorecard and notify the Competition Administrator after the match.



Rule 11 Interrupted Matches

- (a) Should a scheduled match be unable to continue due to injury, weather, or any other extenuating circumstance, the following shall be the policy:
 - (i) **Prior to first half**
The match results in a draw.
 - (ii) **After half time**
The match score is to stand as it was when play stopped.
- (b) In the case of a final series match where a decision is required, if the match is drawn at the time of the stoppage when the final siren sounds the match will be moved to the nearest available field and a drop-off will occur. Normal Drop-Off rules will apply.
- (c) If on a fixture day all matches are abandoned, the replaying of the round will be at the discretion of the Competition Management Team, though if the round is not replayed then all matches scheduled will be declared a “washout” and teams will receive two (2) competition points and be allocated ‘For/Against’ points of 5/5. Bye teams will receive the usual three (3) competition points and be allocated the usual ‘For/Against’ points of 5/0.
- (d) If on a fixture day some but not all matches are abandoned, then the following will apply:
 - (i) For those matches that were able to be completed, teams will receive points as per the scorecard;
 - (ii) For those matches that were abandoned during play, Rule 11(a) and Rule 11(b) will apply;
 - (iii) For those matches that were abandoned prior to starting, points will be allocated as per Rule 11(c).
- (e) Where practical, the decision to cancel matches will be made at approximately 3.30pm on match day and if cancelled be advertised on the TJT website (www.tjt.org.au), social media, TTF Team Manager app, and where possible a notification sent to all registered members via MySideline.

Rule 12 Match Changes

- (a) During round matches, a scheduled match may be played on an alternate date/and or time. For this to occur both clubs must agree to the rescheduling, and the match must be pre-played before the next scheduled round match.
- (b) In the case of a team requesting a match to be rescheduled due to a majority of their players missing due to national, state, or regional representative duties (touch football only) as per Schedule 1, then the opposing team does not have an option to refuse and the match will be rescheduled at a date to suit both teams.
 - (i) If the match is unable to be rescheduled to a suitable date for both teams, the match may be recorded as a draw at the discretion of the Competition Management Team.
 - (ii) If the majority of teams within a division/grade/pool are affected the round may be cancelled at the discretion of the Competition Committee.
- (c) The Competition Management Team is to be notified of any changes, and it will be up to the club(s) of both teams to organise referees for changed matches.
- (d) All matches are to be played at Queens Park during one of the TTF competitions (fields permitting). A representative from TTF must be present. All rules as per a normal round match will apply.
- (e) In the case of a Semi or Grand Final match, the match time only is to be negotiated to allow the player/s affected by representative touch football duties to participate.



Rule 13 Interchange Area

- (a) Players, coaches, managers and officials must use the designated interchange areas during a match. Coaches have the option of coaching from the end of the field at a distance of not less than five (5) metres from the dead ball line and must not coach or communicate (verbal or non-verbal) with either Team or Referees. If this option is utilised the team's manager (over the age of 18 years) must be present in the interchange area to be responsible for the team whilst the coach is not present.
- (b) Spectators are not permitted in the interchange area, during a match. It will be the responsibility of the Team Coaches, Managers, and Referees that this occurs. If spectators refuse to move away the match is to stop and not to proceed until the area is clear and spectators are at least five (5) metres from any fields in which matches are being played.
- (c) The interchange areas are on the concrete pitch sides of the fields, ten (10) metres either side of halfway. In the case of fields 7 and 8, where there are no concrete pitches, the interchange areas shall be ten (10) metres either side of the halfway on the Warburton Street (The Strand) side of the field. In all instances, if distance permits, the depth of the interchange area shall be two (2) meters.
- (d) The interchange areas for 7, 8, 9 and 10's matches, when half fields are used is the area either side of the halfway line on the outer extremity of the half-field.

Rule 14 Protests, Reports & Disciplinary Regulations

- (a) All protests regarding breaches of these Competition Rules are to be in writing, addressed to the Competition Administrator and are to be submitted by a registered Club Delegate on behalf of the team/club immediately following the match.
- (b) Disciplinary Incident reports are to be submitted by the referee/participant/official immediately following the match.
- (c) Further information surrounding the incident or match can be submitted, either in person or by email, to TTF within 48 hours of the incident or match occurring.
- (d) Protests regarding violations of these Competition Rules will be addressed by the Competition Management Team.
- (e) Disciplinary Incidents will be addressed by TTF's Disciplinary Tribunal Chairperson.
- (f) In general, reports lodged on match day/night will not be addressed before the next business day.

NOTES

- A. Protests will only be heard regarding breaches of these Competition Rules, and no protests will be heard regarding the decision of referees.
- B. Protest forms, Disciplinary Incident forms and Supplementary Information forms are available from administration at competition, the TTF office or the TJT website.



Rule 15 Requests for Special Circumstances

- (a) Where there arises any special circumstance that is not already covered by these Competition Rules then a club may make application in writing to the Competition Management Team to have their situation considered.
- (b) All requests must be submitted by a club's registered Delegate and signed by a member of the club's Executive Committee.
- (c) Any requests under this rule that apply to the Finals Series must be submitted to the Competition Management Team by full time of the last match, two (2) weeks prior to the start of the final series.

Schedule 1 Penalties for Rule Violations

The following penalties exist for violations of competition rules by players, teams, and clubs:

Team with players not in correct uniform	Rule 4(b)
Loss of one (1) competition point in round matches.	
Players not in uniform for the final series	Rule 4(b)
Players not permitted to play.	
Player/s playing more than one match not within competition rules	Rule 3(f)
Match to count as a forfeit by the offending team with the non-offending team counted as a team on a bye.	
Player playing for another team in the same grade	Rule 3(e)
Match to count as a forfeit by the offending team with the non-offending team counting as a team on a bye.	
Player (who played) not correctly recorded as “playing”	Rule 8(a)
Match to count as a forfeit by the offending team with the non-offending team counting as a team on a bye; exceptions to ‘FOR’ and ‘AGAINST’ points outlined in Error! Reference source not found.	
Team playing more than fourteen (14) players	Rule 5(b)
Match to count as a forfeit by the offending team with the non-offending team counting as a team on a bye.	
Team permitting an un-financial player to play	Rule 3(k)
Loss of three (3) competition points by offending team.	
No Coach present & responsible for team after five (5) minutes	Rule 1(d)
Match to count as forfeit by offending team and a bye for non-offending team.	
Coach without Blue Card/Exemption not present after five (5) minutes	Rule 1(f)
Match to count as forfeit by offending team and a bye for non-offending team.	
Two (2) referees not present to referee match	Rule 7(j)
No match will take place until present.	
Two (2) referees not present after five (5) minutes	Rule 7(j)
Match to count as a forfeit by the offending team with the non-offending team counting as a team on a bye.	
Player playing when not qualified for finals	Rule 2(n)
Match counts as a loss by the offending team.	
Failure to notify of forfeit by set time	Rule 6(h)
Loss of three (3) competition points.	
Team that forfeits three (3) matches without good reason	Rule 6(f)
Removal from competition.	
Non-payment of Team Nomination fees	Rule 3(b)
Removal from competition until paid.	
Withdrawal of a team after 4th week of comp	Rule 6(g)
Full team nomination fee due.	
Team playing a player who is not the correct gender (9’s–16’s)	Rule 2(a)
Match to count as a forfeit for the offending team and a bye for the non-offending team.	
Team playing a player who is not the correct gender (7’s–8’s)	Rule 2(a)
A spoken warning, a written warning and then a final warning resulting in removal from the competition.	
Team playing a player who is not the correct age	Rule 3(d)
Match to count as a forfeit by the offending team and an additional loss of three (3) competition points by offending team.	



Schedule 2 Competition Dates

Team nominations due for inclusion in Round One fixtures

Rule 3(h)

Two weeks prior to competition start date

5:00 PM – Friday, 6 August 2026

First round of fixtures

13's to 16's

5:30 PM, Thursday, 20 August 2026

7's to 12's

5:00 PM, Friday, 21 August 2026

Final team nominations and changes due

Rule 3(i)

At the conclusion of round two of the competition

8:30 PM – Friday, 28 August 2026

Team nomination fees due

Rule 3(b)

By the conclusion of round three of the competition

8:30 PM – Friday, 4 September 2026

All participants required to be registered

Rule 3(m)

Prior to taking the field for their first match.

All players must be in correct uniform

Rule 4(b)

By the fifth round of competition

Thursday, 1 October 2026

Super Rounds

Round 3

Sunday, 30 August 2026

Round 5

Sunday, 6 September 2026

Semi-Finals

13's to 16's

Thursday, 12 November 2026

7's to 12's

Friday, 13 November 2026

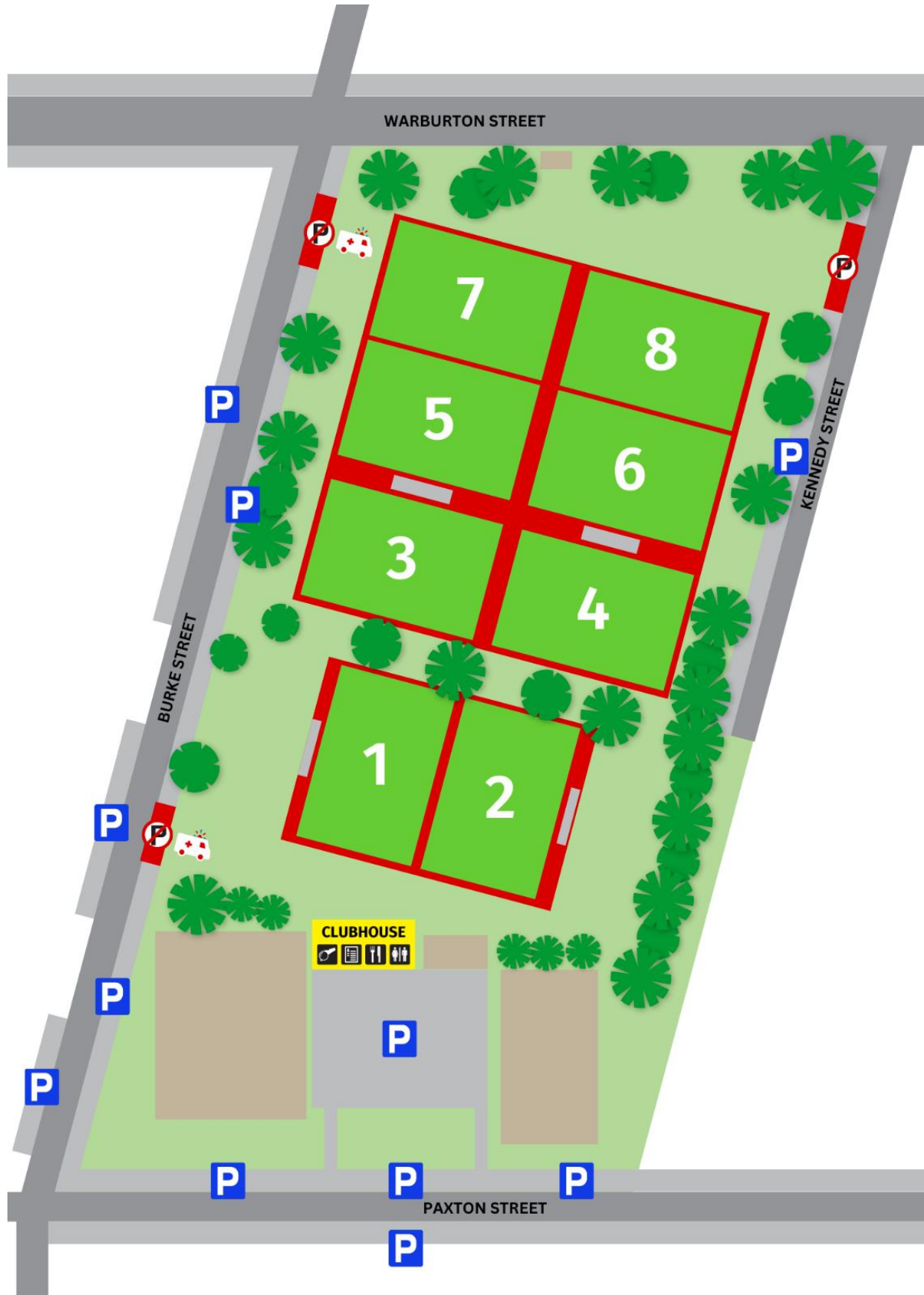
Grand Finals

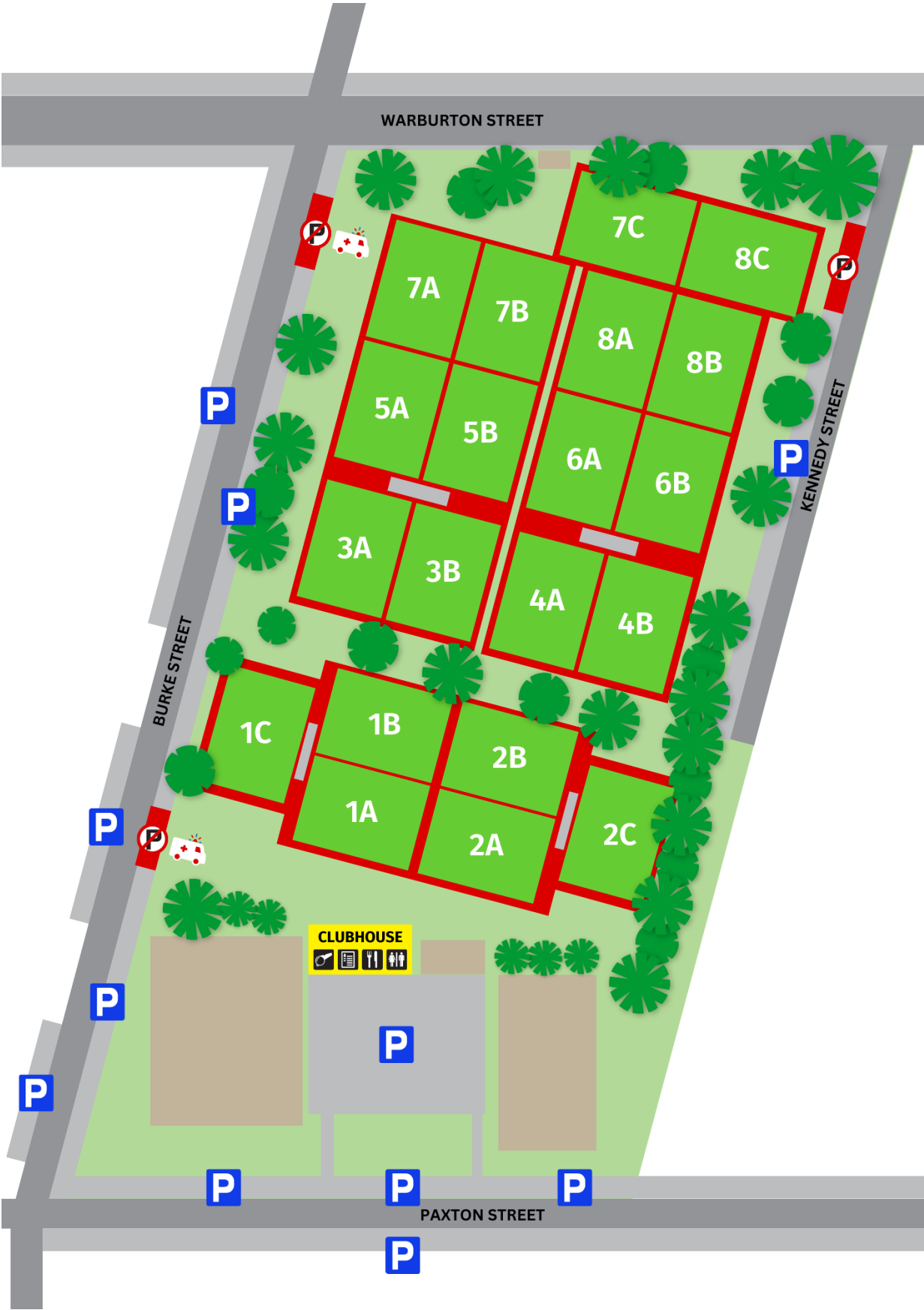
All age groups

Friday, 20 November 2026

Schedule 3 Field Layout & Permitted Areas

The following infographics demonstrate the location of both full and half-sized fields. Spectators are not permitted within the perimeter of a field (indicated in red) while a match is in progress.





Schedule 4 Approved Representative Events

The following events are considered grounds for the application of Rule 12(b). Events outside of this list will be assessed by Competition Management Team, on application, based on their merits.

- **Federation of International Touch**
 - Asia Pacific Youth/Open Touch Cup
 - Trans-Tasman Test Series
 - World Cup
- **Touch Football Australia**
 - National Youth Championship
 - National Touch League / NTL Championships
- **School Sport Australia**
 - National Under 12's & 15's Championships
- **Queensland Touch Football**
 - Junior State Cup
 - State Cup
 - Primary All Schools
 - Secondary All Schools
 - State of Origin
- **Queensland School Sport**
 - Under 16-18 Years State Championship
 - Under 13-15 Years State Championship
 - Under 10-12 Years State Championship
- **North Queensland Touch Association**
 - NQ All Schools
 - NQ Junior State Cup North

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