

GLASSHOUSE MOUNTAINS TOUCH ASSOCIATION

2022 WINTER OPEN MIXED COMPETITION

COMPETITION BY-LAWS

1) COMPETITION

1.1 OPEN MIXED FIXTURES will be played on Monday Nights and will commence on **MONDAY 2nd May 2021 at 6.30 pm**. The **Grand Final** will be played on **MONDAY 12TH SEPTEMBER 2022**. All eligible teams will participate in **Semi-Finals** in the first week of finals in their respective grades. The format for **Semi-Finals** will be **1 v 4** and **2 v 3** with both winnings teams to play in the **Grand Final**.

1.2 DRAW – Teams are required to nominate and pay the **Team Registration Fee (\$750.00)** before taking the field before their first Fixture commences. Teams who have not completed a nomination form will not be considered in the Draw. Late nominations will only be taken at the convenience of the competition.

The first round fixtures will be given to each Team Contact by **29TH APRIL 2022**. The **first Round Draw** will also be available, for the first fixture games

1.3 All information relating to this competition including draws, results, ladder updates and referee's roster can be found on the **Glasshouse Touch website**.

1.4 TEAM UNIFORM - All uniform rulings outlined below in **4.1** will be enforced by the forth fixture.

2) FEES

2.1 \$ 600.00 Team Registration (Which includes compulsory Sports Club Membership)

\$ 150.00 Sports Club Levy (Due before first fixture)

\$200.00 Team Referee Bond (Due fourth week, payable back to team outlined below in 2.5 at end of competition)

\$ 400.00 Player Fees due four weeks after first fixture.

TOTAL FEES \$1350.00

Team Registration fee includes Insurance Cover for loss of income, Medical, Death and Disability. Insurance details provided in flyer and obtainable from Registrar.

TEAM REGISTRATION FEE and SPORTS CLUB LEVY must be paid before takings the field for the First Fixture.

PLAYERS MUST REGISTER ON LINE for their team before taking the field for their first scheduled fixture match. Failure to register for team before first scheduled game will result in team not taking the field and points allocated as a FORFIET.

PLAYER FEE and REFEREE BOND must be paid by due date prior to teams taking the field for their scheduled fixture match.

2.2 FAILURE TO PAY TEAM REGISTRATION FEE AND SPORTS CLUB LEVY BY THE DUE DATE WILL RESULT IN TEAM:

- *Not being allowed to take the field on the first Fixture Night.*
- *Points will be allocated as a FORFEIT*

2.3 FAILURE TO PAY PLAYER FEES AND REFEREE BOND BY DUE DATE WILL RESULT IN TEAM:

- *Not being permitted to take the field in their next Fixture Match/Matches until fees are paid.*
- *Points will be allocated as a FORFEIT.*

2.4 FORFEIT FINE – In the event of a team forfeiting after 5.00pm on any fixture night, the team that was forfeited against will receive a credit of \$20 to be used on the next season fees. If the forfeited team does not nominate in the following season they will have 12 months to use it, for team or player fees only. If notification is given to the committee prior to 5.00pm of a team forfeiting, credit will apply to both teams.

2.5 ALL TEAMS MUST NOMINATE AT LEAST 1 REFEREE TO BE AVAILABLE TO REFEREE FIXTURES THROUGH THE DURATION OF THIS COMPETITION TO BE ACCEPTED IN THIS COMPETITION. THE NOMINATED REFEREE/S MUST BE AVAILABLE TO REFEREE 10 GAMES IN THIS SEASON FOR THE TEAM TO BE ELIGIBLE TO PLAY IN THE FINALS AND TO RECIEVE REFEREE BOND BACK AT END OF THIS COMPETITION .

3) TEAM / PLAYER ELIGIBILITY

3.1 Players must be financial, (registered and insured) prior to their first FIXTURE game. Each player may be registered with one team only in this competition. **NO UNREGISTERED PLAYERS MAY TAKE THE FIELD.** Teams fielding unfinancial or unregistered player/s will incur a penalty of **LOSS OF POINTS AND A FINE OF \$20 FOR THAT GAME. FAILURE TO PAY TEAM FINE BEFORE THEIR NEXT SCHEDULED FIXTURE, TEAM WILL NOT BE PERMITTED TO TAKE THE FIELD FOR THEIR NEXT FIXTURE/S UNTIL FINE IS PAID.**

3.2 Any player or players from previous competitions who have not met their financial obligations for those competitions are not eligible to play in any team until outstanding fees are paid.

3.3 AGE ELIGIBILITY

Players must be 14 years and over **AT THE TIME OF SIGN ON** to be eligible to compete in the Open Divisions. Any player at the age of 13 years wanting to play in the Open Divisions will have to be assessed before taking part in the competition.

3.4 NEW PLAYERS

Teams wishing to bring new players into the competition, may do so up until the cut off date of the 18th JULY 2022. Teams wishing to add new players after the cut off date must put a proposal to the committee at a monthly meeting where if successful, an addition maximum of up to 2(two) players may be added.

Teams are required to advise the Executive of new players and complete the team registration on line for such players before they are allowed to take the field of play.

4) DRESS

4.1 TEAMS MUST WEAR UNIFORM SHIRTS. All team members must be in the same coloured and styled playing shirt with numbers by the 5th round.

Shirts must be clearly numbered **EITHER** with a 16cm number on the back **OR** 8cm numbers on both sleeves. **16cm NUMBERS ON THE BACK ARE PREFERRED AND TEAMS PURCHASING NEW SHIRTS ARE REQUIRED TO NUMBER ON THE BACK.**

After the 5th round a touchdown will be awarded to the opposing team for a player taking the field not in a matching player uniform, with no more than 2 touchdowns awarded to any team for that game.

NO WHITE OR LIGHT GREY SHIRTS ALLOWED AND MATCHING SHORTS IS PREFERRED.

4.2 FOOTWEAR (ie Touch Shoes and Sox) is compulsory and must comply with the TFA Rules.

NO SCREW IN STUDS OR CLEATS. SOFT MOULDED SOLES PERMITTED, PROVIDED INDIVIDUAL STUDS ARE NOT LONGER THAN 1 CM.

4.3 TEAM COLOURS to be approved by Executive Committee. In the case of a new team nominating the same colours as that of an existing team, preference to be given to the existing team.

5) GAMES

5.1 TFA Rules (Current Edition) will apply.

5.2 Fixture games are 22 minute halves with a 3 minute half-time break.

5.3 All teams are required to nominate a Referee.

5.4 Each team may nominate a maximum of 14 players but only six (6) players may take the field at one time.

5.5 All players must play a minimum of **5 fixture games** to be eligible to compete in **any final**.

5.6 The team members on the card will be deemed to have a game, in the case of a forfeit against them. If prior notification of a forfeit is given to the Committee, every player is counted as having a game.

5.7a) Teams must have a minimum of four players to play.

5.7b) *In Mixed Competition the maximum number of males allowed on the field of play is four (4). The minimum male requirement on the field of play is one (1). The maximum number of females allowed on the field of play is five (5) and the minimum requirement is one*

5.7c) **A forfeit maybe claimed** if an opposition team fails to field within ten (10) minutes of the hooter. **Games which begin late, play a short first half.**

5.8 **Both teams must complete and sign the team card before the Referee can start the game with player's number and signature on the card before a player can take the field.** All names and numbers must be on the card for insurance purposes, and to allow a ready record to be kept for 5.5 above.

5.9 **It is required that Referees check the Team Card at half time to ensure that numbers listed on the playing card concur with those numbers on the field; and that all players are in numbered shirts.**

5.10 **Teams playing unregistered players will forfeit points and touchdowns** gained from matches in which those players participated, and the result will be considered a forfeit by the offending team.

5.11 **Players in un-numbered shirts are not permitted on the field.** Should a player breach this rule, his or her team will forfeit points and touchdowns gained from matches in which the offending player or players participated and the result will be considered a forfeit by the offending team.

5.12 **Players are not permitted to swap shirts during the game and if a player is found to be doing so, they will not be permitted to take any further part in the game in which the offence occurred.**

5.13 **POINTS**

Win	3	
Draw	2	
Loss	1	
Bye	3	
Forfeit	0	(A forfeit will incur a 5 touchdown penalty, except in the case of Rule 5.10)

6) **PROCEDURES FOR FINALS GAMES**

The Drop-off Rule will apply in the event of drawn games IN BOTH SEMI-FINALS AND GRAND FINALS. Please refer attached details.

7) **DELEGATE'S MEETINGS**

1 Delegate, (with voting rights) from each team is appointed to the Management Committee at the Annual General Meeting and must attend the monthly meeting and any other meetings as called by the Management Committee.

Each team is to be represented by one (1) delegate at the Association's Annual General Meeting.

Note: Meetings will be held the second TUESDAY of the month at 7.00 pm at the Glasshouse Mountains Sports Club.(A guide only as this may change)

8) WET WEATHER:

The Executive and the Referees' Director (or a person appointed in his/her place) shall determine whether games are to be played with the decision being made **BY 5.00 PM on the day of scheduled fixtures. UNLESS TEAM CONTACTS NOTIFIED GAMES WILL PROCEED.**

DROP OFF RULES

In the event of a drawn game in which a result is required a **Drop Off** situation will be utilized to decide the Winner.

1. When the game is drawn at the expiration of full time, a break of one minute shall be taken whilst Team Captains toss. The winner will receive possession of the ball and choice of direction.

2. Each team may begin with up to 14 players who participated during the game, with only 5 players to be on the field to start drop off. Substitution of players being permitted as per the current TFA Playing Rules.

3. At the completion of 2 minutes of play, a hooter will sound and the referee will stop play at the next touch or dead ball. Each team is to then drop off one (1) player, reducing the onfield players to four (4). There is no break in play during drop offs and play will recommence immediately at the point it stopped once the players to be dropped off have left the field. (The same team will retain possession unless the sixth touch).

4. After each subsequent 2 minutes each team will again drop off one player each.

5. Once the teams have reduced to 3 players each, no further drop off will occur and the game will continue until a touchdown is scored.

6. The entire drop off will be played under a Sudden Death concept. The first touchdown scored will decide the winner, however both teams must have had the opportunity of possession.

ie. Before the winner can be declared both teams must have had possession of the ball. If a team scores before their opponents have had possession, the touchdown counts and the game recommences as normal after a touchdown. Once possession is lost the winner is then confirmed.

7. The decision on which player will drop off is that of the coach or captain, as determined by the teams.

8. A player/team wasting time at a drop off will be penalised at the recommencement mark.

PLAYER NOTES:

: *A player sent from the field of play for the remainder of the match during the original game must not participate in the drop off.*

: *In the event of a team having a player/s sent from the field for the remainder of the match, the team will commence the drop off with the same number of onfield players that they had at the end of the game. Each team will drop off one player at the 2 minute intervals until both teams reach the minimum 3 players.*

: *Injured players may be replaced during the drop off.*

: *Mixed teams are to drop off male or female in any order leaving a final player combination of 2 males and 1 female*