



ORANGE THUNDER TOUCH FOOTBALL
2021-22 CONDITIONS OF ENTRY
(MIXED, MENS & WOMENS)

COVID-19 NOTICE

Due to the COVID-19 pandemic, our club may be required to implement restrictions in order for our social competitions to operate under current public health orders or other mandated guidelines. These restrictions may alter prior to or during the course of the competition, based on the COVID-19 environment at the time.

All teams and players are to ensure they are familiar with and keep up-to-date with any restrictions, as well as ensure all restrictions are strictly adhered to. Should any team and/or players breach restrictions, disciplinary actions may follow.

All current COVID-19 restrictions can be found online at <https://orangetouch.com.au/covid-19/>.

HOW TO REGISTER

All team and player registrations are to be completed online, with the online registration process being available at www.orangetouch.com.au. Our club have created HOW TO GUIDES to assist with team and player registration, which can be found at www.orangetouch.com.au/playtouch.

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.

All teams must list two team contacts, with both being registered players in the team. Also any team names which are inappropriate will be reviewed by the Orange Thunder 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 all social competition player registrations for Mixed, Mens and Womens. Active Kids Vouchers may be used for all player registrations.

All teams are to have a minimum of 10 players and a maximum of 14 players registered 7 days prior to the commencement of the competition. Any teams without the minimum 10 players registered by this date, risk not being accepted into the competition.

Important registration dates for the 2021-2022 competitions include:

- Team and player registrations open Monday 26 July 2021
- Early bird player registrations close Sunday 22 August 2021
- Team registrations close Monday 20 September 2021
- Player registrations close prior to Round 5 of competition

Late player registrations into a team will only be accepted under exceptional circumstances, which are to be directed to our club by email orangethundertouch@yahoo.com.

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.

DIVISIONS AVAILABLE

Our club are offering the following divisions for our 2021-2022 competition:

- Mixed Competition Tuesday evening games – for players born 2009 or before
- Men's Competition Thursday evening games – for players born 2009 or before
- Women's Competition Thursday evening games – for players born 2009 or before

Players are only permitted to play in a maximum of 1 competition per night, with the exception of those participating in the Struddys Super Series – who are permitted to play in that competition and one social competition.

All competition games will be played at Waratahs Sports Ground (Telopea Way, Orange). All competitions will commence in October 2021 and will finish with Grand Finals in March 2022. A full list of competition dates can be viewed at www.orangetouch.com.au.

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 1 to 30 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.

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 new sign-on procedure for all social competitions. Should your playing number need to change during the season, please inform our club by email orangethundertouch@yahoo.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 1 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 1. Our club will give adequate time for teams to be fully uniformed prior to Round 1 and we strongly advise teams to consider simple uniform options (plain shirts and numbers) to ensure any players registered late can easily get a playing shirt/singlet consistent with the rest of the team.

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.

If after grading, a division does not have adequate teams to run a viable competition, our club reserves the right to either combine divisions, adjust the competition to suit the circumstances, or not to run that particular division. If such circumstances occur, the team delegate for all affected teams will be contacted as to the reasons and possible solution/s available.

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.

COMPETITION GAMES

All competition games will be conducted as 'touch down turnaround' with matches lasting for 25 minutes in duration, with no half time break. 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 5.50pm, with a 15 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.

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

- 3 BONUS POINTS for any team who correctly completes all of their required referee duties throughout the entire competition. These bonus points will be added to the team's total competition points following the final round of competition, prior to the finals series.

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 are required to sign on at the Touch Shed prior to games – please ensure you use hand sanitizer provided before and after signing on. Please ensure all players adhere to social distancing whilst they are signing on and do not gather at the sign on area.

Please ensure your correct playing number is listed on the sign on sheet for each match. Should any try scoring numbers appear on the referee scorecard, but not appear as a player signed on, those tries will be removed from the team's total tries scored for the game.

USE OF FILL IN PLAYERS

Teams are permitted to utilise fill in players in the situation where their team has less than 6 players available for a particular match. Fill in players ARE ONLY permitted to give your team up to 6 players in total (this means you cannot use a fill in player and have 1 or more substitute players on the sideline).

Fill in players used must fill the following criteria:

- They must be a registered player in another team on that particular night of competition (eg. For a Mixed team, the fill in player must play in another Mixed team).
- They must be a registered player in a division which is lower than your team's division (eg. For a Mens Div 2 team, the fill in player must from from Mens Div 3 or lower).
 - The ONLY exception to this rule is the lowest division, who may use a fill in player from another team in their division.
- They must sign on at the touch shed in the team they're filling in for, where 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 inform the referee they are a fill in player and ensure for any tries they score, that the referee marks the card with a X instead of a playing number (if this is not done, the try scored may be deducted from the team's total tries).

Should any team be found to breach the above process for using a fill in player, their team will automatically lose the match by forfeit.

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 email to orangethundertouch@yahoo.com.

Any team that forfeits 3 games in a competition season, will be at risk of exclusion from further social competition games. Each case will be reviewed by the Orange Thunder Touch Football Executive.

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 must sign the scorecard.

Forfeited matches 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 a forfeit for exceptional circumstances (such as playing an unregistered 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 team forfeits prior to a Grand Final, should 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.

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.orangetouch.com.au as well as our club Facebook page. Our club Wet Weather Policy can be viewed on our club website.

Should a match be cancelled due to 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 DUTY

Throughout the competition, teams will be rostered to complete referee duty, which will require an individual to assist in refereeing a match, which will be assigned for the timeslot either before or after the team's match for that particular week. Under no circumstances will teams be permitted to complete referee duties outside of the timeslot they are allocated – no making up for missed referee duties on the night.

The roster for referee duties will be posted in advance at <https://orangetouch.com.au/referee-duty/>.

Teams are encouraged to use registered players in their team to complete referee duty, however should a team not have any players confident to referee a match, they may use any other person to complete referee duty on their team's behalf. Should a team look outside their registered players for individuals to complete their referee duty, our club holds no responsibility if that person does not complete the duty – this is the team's responsibility.

Individuals who need to complete referee duty must present to the Touch Shed no sooner than 10 minutes before the timeslot to collect a scorecard and match ball. At this time, they will sign-in for referee duty. After completion of referee duty, the individual must return the completed scorecard and match ball.

They must ensure their team name is written on the scorecard (do not write your name, just your team name). Failure to do this will result in referee duty not being counted as complete.

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

- 1st offence – first team delegate will be suspended for one match from that particular competition and the team will lose 3 competition points. The team must also 'catch up' the missed referee duty for the next competition round they play and do not have referee duty assigned.
- 2nd offence – first and second team delegate will be suspended for one match from that particular competition and the team will lose 3 competition points. The team must also 'catch up' the missed referee duty for the next competition round they play and do not have referee duty assigned.
- 3rd offence – the entire team will forfeit their next competition match and the team will lose 3 competition points. The team must also 'catch up' the missed referee duty for the next competition round they play and do not have referee duty assigned.
- Subsequent offences – will be reviewed by the Club Judiciary Panel.

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.orangetouch.com.au.

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 Touch Shed. Our club will have an incident report on-site which can be completed to report such incidents. Our club can also be notified of any incidents by email orangethundertouch@yahoo.com.

Any player who is issued with a 'forced substitution' must immediately go to the sideline and be substituted by a team mate. That player may return to the field of play following this substitution.

Any player who is issued with a 'sin bin' must immediately go towards the end of the field and stand on the dead ball line of the end their team was attacking towards at the time. This player must remain in a non-participant role whilst serving the sin bin and only return to play when instructed by the referee. During this time, the player's team must participate with one less player.

Any player who is issued with a repeat team infringement 'sin bin' must immediately go to their own defending dead ball line until time when either the opposition scores a try, or when their team gets possession of the ball. This player must remain in a non-participant role whilst serving the sin bin. During this time, the player's team must participate with one less player.

Any player who is sent off for the remainder of the game 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, could face further disciplinary action.

All periods of suspension will be communicated to players and the team contact.

The referee and/or club official has the control of all players and spectators, both on and off the field of play 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.

All games will be governed by the official playing rules of the Touch Football Australia Rule Book (8th Edition).

DISCIPLINE – ZERO TOLERANCE TO SWEARING & ABUSE OF REFEREES

Our club has a zero tolerance policy towards swearing whilst participating in games as well as swearing and/or abuse of referees and officials. We are a family friendly environment and will not tolerate swearing during any of our games.

Should a player swear at any other player, or at themselves (in frustration or otherwise) during a match, the following will occur:

- 1st offence – verbal warning and/or penalty
- 2nd offence – automatic forced substitution and penalty
- 3rd offence – automatic sin bin and penalty
- 4th offence – automatic send off for the remainder of the game and automatic suspension as per penalty for being sent off

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

- 1st offence – automatic sin bin and penalty
- 2nd offence – automatic send off for the remainder of the game and automatic suspension as per penalty for being sent off

In serious cases, the matter could proceed to further disciplinary action.

QUALIFICATION FOR FINALS SERIES

All players must have played (and been signed on by their team contact) in a minimum of 5 competition games in order to qualify for the finals series.

The following will count as a game played:

- Games which you participate in and correctly sign on for
- Games which are fully/partially cancelled, with the exception of teams which have a bye
- Games which your team wins by forfeit

The following will not count as a game played:

- Games which your team loses by forfeit, regardless of if you signed on
- Games which your team has a bye

Once a player has participated in 3 games for a particular team, they cannot transfer to another team, unless exceptional circumstances occur. Any player who transfers from one team to another (after approval from our club) will re-start their count of games to qualify for the finals series.

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.

Finals Week 1 will consist of:

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

Finals Week 2 will consist of:

- Game 3 – Loser Game 1 vs Winner Game 2

Grand Finals will consist of:

- Winner Game 1 vs Winner Game 3

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.orangetouch.com.au to see the schedule of all competition games including finals series and Grand Final games.

SMOKING & CONSUMPTION OF ALCOHOL

Our club promotes a smoke free area around the playing fields and asks that nobody smokes within a 10 metre radius of any of our playing fields.

Alcohol may only be consumed within designated licenced areas of the Waratahs Sports Club precinct. Any persons found with alcohol in their possession around playing fields, will be directed to move to these designated licenced areas. 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, but keep all alcohol consumption to the licenced areas of the Waratahs Sports Club precinct, where full bar facilities are available.

HOW TO CONTACT OUR CLUB

For further information relating to our Conditions of Entry or any other matters, please contact our club by email orangethundertouch@yahoo.com. Or alternatively visit our club website www.orangetouch.com.au

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.