

CONDITIONS OF ENTRY

Years 7/8 All Schools Series

FORMAT

In 2017 NSW Touch Football will be conducting regional qualifying events for Year 7/8 Students of New South Wales. These regional qualifying events are open to schools within NSW only. Each of the regional qualifying winners gaining direct entry to the State Final.

NSW Touch Football Year 7/8 All Schools State Touch Football Championship

- 18 Regional Qualifying Events
- Conducted in Terms 2 & 3
- State Final in Term 4 - Friday 17th November 2017

EVENT INFORMATION

New South Wales Touch Football in conjunction with the various Association's throughout the State will be conducting Regional All Schools Touch Football events.

Winners from each regional qualifier will be invited to play in the State Final series against other regional qualifiers to determine a State Champion. If a NSW Sports Secondary School wins, the runner up being a NSW non-Sports Secondary School, they will be invited to compete in the state finals as well.

State Finals

The 2017 Year 7/8 State Final will be conducted on Friday 17th November 2017 at The Kingsway Playing Fields, Werrington (Home of Penrith Touch Association).

TEAM NOMINATIONS

All Team Nominations must be received 14 days prior to the date of the event and is only open to schools that are located within New South Wales. Please complete the Team Nomination via the Online Process. One (1) Referee per team MUST be included with each team nominated.



Link: <http://www.nswtouch.com.au/schools/all-schools-events/>

INDIVIDUAL PLAYER REGISTRATION

For individual students to participate in the competition they or their parent /guardian must complete the individual online registration. An automatically generated link can be forwarded to students' email addresses via the team nomination.

Please note this process is compulsory.

ENTRY FEES

There is **no** entry fee for the Year 7/8 NSW Touch Football All School Events.

DIVISION CATEGORIES (BOYS AND GIRLS)

Years 7/8 All Schools State Touch Championship – All students must be attending Years 7/8 of the school they are representing.

MAXIMUM NUMBER OF TEAMS ENTERED

If multiple teams are entered in the same division the stronger of the teams will be known as Team No 1 and the others will be known as Team No. 2, Team No. 3 etc.

Second teams will only be accepted into the competition at the convenience of the competition. If a school has multiple campuses, then they are only to select teams for each campus not select a team from the combined campuses.

TEAM COMPOSITION

NSW Touch Football All School Events are six (6) a side with eight (8) substitutions making the maximum team participants fourteen (14) per team.

Teams may register a maximum number of fourteen (14) players and use a maximum of fourteen (14) players in a game.

Upon protest any team found guilty of either using more than fourteen (14) players or using an unregistered player may be liable to be disqualified.

NB: PLAYERS MAY ONLY REGISTER IN ONE (1) TEAM ONLY

If a School wishes to change a player it must be done through correspondence to this office stating reasons for the change.

REFEREES NOMINATIONS

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



Schools are required to nominate one (1) Referee for every team entered. This process will be undertaken during the online nomination process, which is a required field. However, should a referee be required please contact your local affiliate. Details can be found at www.nswtouch.com.au

Should a referee need to be sourced, NSW Touch Football can provide a referee for the Regional Qualifying Event at a fee of \$150 including GST. This will be invoiced to the relevant school. **All fees are to be paid seven days prior to the date of each event.** Should a school attend an event without a referee the school will be invoiced the full \$150 for the non-compliance.

LATE NOMINATIONS

Nominations close 2 weeks prior to each event. However should schools need to enter the event after this date they need to contact Jocelyn Burnett on Jocelyn.Burnett@nswtouch.com.au

REFUNDS

If a school enters teams and subsequently withdraws after the closing date, the team entry fee will not be refunded.

TEAM REGISTRATION FORM

One week prior to the event the individual registrations will close and the relevant NSW Touch Football Officer will forward a registration form to the nominating Teacher. This form is to be signed and completed by all participants. This is to be submitted at the Teachers Meeting prior to the commencement of games.

SCHOOL ENQUIRIES

The nominated contact person must make any enquiries for their teams. All correspondence from NSW Touch Football will be sent to the nominated contact person.

COMPULSORY TEACHERS INFORMATION MEETING

The compulsory Teachers Information Meeting will be conducted approximately thirty (30) minutes prior to the commencement of the competition.

No responsibility will be taken for any actions undertaken by officials who do not attend the **COMPULSORY TEACHERS MEETING**. All questions should be asked at this meeting. All teams will be checked off for attendance at the event.

COMPETITION POINTS

Win	-	3 points
Draw	-	2 points
Loss	-	1 point
Forfeit	-	0 points
Bye	-	3 points

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



PROOF OF ENROLMENT

The nominated contact person for all teams must have proof of enrolment for all players in their team. This can be certified by the school's Principal on the Team Registration Form in the form of stamp/signature etc.

UNIFORMS

All playing uniforms are to include shirts with playing numbers, shorts and socks. All players must be correctly attired for all games of the competition. Approved touch shoes must be worn in accordance with rule 3.2 of the TFA rulebook. Please note that predominantly white shirts are not allowed (to avoid confusion with the referees). Only moulded football boots are allowed to be worn, no metal studs or cleats.

COACH / REFEREE COMMUNICATION

Coaches / Players / Managers are not to approach the referees who officiate at their games. Any enquiries should be submitted to the Tournament Co-ordinator.

PROTEST / DISPUTES

Protest and dispute matters will be heard and determined by the Tournament Co-ordinator.

DISCIPLINE

It is the responsibility of each school to ensure that all their players, officials and teams behave themselves during the competition. Any complaints will be dealt with by the Tournament Co-ordinator in an appropriate manner.

SUSPENSIONS

Any player sent from the field for the remainder of the game will receive an automatic two (2) match suspension unless the Tournament Co-ordinator considers further action. Any player who receives three (3) 'periods of time' over the competition will receive an automatic two (2) match suspension unless the Tournament Co-ordinator considers further action.

Any player who is given a 'period of time' more than once in any one (1) game, will also receive an automatic two (2) match suspension. A two (2) match suspension is to be served on the following two (2) games in which the team actually plays. Byes do not count as a game played. A team that wins by a forfeit will count, however a team losing by forfeit, will not.

FORFEITS

Due to the heavy schedule, games must start on time. Teams must be in attendance at their playing fields five (5) minutes before the commencement of their match.

It is the responsibility of each captain to report to the referee so that the toss of the coin can be affected without loss of time.

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



If a team is not at the field at the advertised starting time of the game, the attending team can be awarded the winning of the toss. The offending team will receive a maximum of five (5) minutes from the commencement of the game (siren/whistle) to position the team on the field and be ready to commence play.

If the offending team is not in attendance after the five (5) minutes has expired the game will be deemed a forfeit and the non-offending team will be awarded a 5 - 0 win and three (3) competition points. The offending team will receive a score of 0 - 5 and no competition points. The offending team will be penalised one touchdown after the first minute and one touchdown every minute thereafter up to five (5) minutes, and the time will be kept by Tournament Co-ordinator.

Forfeit Affected Positions

If two or more teams finish level on competition points and any of those teams were involved in a forfeited match in the Round Robin Series, the forfeit may cause some obvious problems. When a non-offending team has been involved in a forfeit, the 'for and against' from that forfeit will not count in final calculations. Similarly for the other teams that finish on equal points, they will have the 'for and against' from that forfeited team deducted from their total. For teams involved in competing against teams on two occasions during the tournament, the calculations for the benefit of this rule will be the corresponding game in each round.

Example:

Team C - Forfeits to Team A in game three (first round)
 Team A - Wins 5 - 0 on forfeit
 Team B - defeats Team C 5 - 1 in game four (first round)

If after the Round Robin Series, the 'for and against' is

Team A - 50 for and 10 against (plus 40)
 Team B - 60 for and 20 against (plus 40)

The above results would be deducted first, and the result is: -

Team A - 45 for and 10 against (plus 35)
 Team B - 55 for and 19 against (plus 36)

Therefore Team B would gain the higher position.

For the purpose of keeping record, if a forfeit occurs, the non-offending team will be rewarded with the 5 - 0 win and three (3) competition points. The offending team will receive no competition points and a score of 0 - 5 against their record. This section only deals with forfeited affected positions for non-offending teams.

The offending team that causes the forfeit will have their calculations treated as normal as they have been penalised by receiving no competition points for the match they forfeited. After the above calculations are made and teams are level on competition points we shall apply Section 37.

NOTE: - Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.

TOURNAMENT CONTROL

The Tournament Co-ordinator will be in charge of all matters relating to the tournament. Any matters not covered in these conditions or guidelines will be determined by the above official and their decision will be final.

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



RULES

As per the 7th Edition Rule Book which can be downloaded from the NSW Touch Football Website www.nswtouch.com.au

PRIZES

The winner of the event will receive medals and a plaque for the school.

DRAW FORMULA

All teams will be scheduled a minimum of 4 matches.

DURATION OF MATCHES

Matches will be twenty (20) minutes straight (touchdown turnaround). In the event of a draw in the finals series the Drop off System will be used to decide the winner.

DETERMINING POSITION FOR FINAL PLACINGS

If teams are equal on points at the completion of the rounds 'for and against' will be used to decide the higher team.

Differences

The difference is determined by subtracting the total of Touchdowns scored 'against' from the amount of Touchdowns scored 'for'. The team with the best difference will obtain the higher position.

Example:

Team A scores 50 for and 10 against

Team B scores 40 for and 10 against

By subtracting the 'against' from the 'for', Team A would be 'plus 40', whilst Team B would be 'plus 30'. Team A would therefore obtain the higher position.

If teams have the same 'difference' the percentage system would then apply.

Percentages

If this system is used, it is easily explained that if the difference is in the 'plus' situation, the team with the least amount of Touchdowns scored against them would obtain the higher position. However, if the 'difference' is in the 'minus' situation, the team that has scored the most Touchdowns (for) would obtain the higher position.

The percentage system is calculated by placing Touchdown 'for' over Touchdowns 'against' and multiplying by 100 over 1.

Example:

$$\text{Team A} = \frac{50}{10} \times \frac{100}{1} = 500\% \qquad \text{Team B} = \frac{60}{20} \times \frac{100}{1} = 300\%$$

Team A would obtain the higher position.

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



Round Game

If the above systems are unable to decide the outcome, the round game result will be used.

Drop Off

If all the above systems are unable to decide the outcome, the Drop off System will be used. (See Section 36).

FINAL SERIES

The final series will be determined by the Tournament Co-Ordinator

MEDICAL

Where possible a qualified First Aid Officer will be provided.

MEDIA

All persons accept that, by participating in this event, they may be photographed/filmed and that these images may be used by the NSW Touch Football for promotion of the sport. The organisation will not pass any image/s onto a third party unless prior approval is sought. If you do not wish the NSW Touch Football to be able to use your image/s or be filmed you must notify the organisation in writing.

FIELD LAYOUT

A field layout will be distributed at the Teachers Meeting.

DROP OFF PROCEDURE

In the event of a drawn game in which a result is required, a Drop Off situation will be utilised to decide the winner. Drop Off rules are as follows:

1. When the game is drawn at the expiration of full time, a break of one minute shall be taken the team winning the Original toss will commence the Drop Off, running in the opposite direction in which the team finished the game in regular time.
2. Each team commences the Drop Off with one (1) less player than used in the normal time. That is five (5) players in six a side. Substitution of players is permitted as per TFA 7th Edition Rule Book.
3. At the conclusion of one (1) minute of play, a siren is sounded and the referee will stop play at the next touch or dead ball. Each team will drop off one player, reducing their on field strength to (4) players.
4. Play will commence immediately after the players have left the field at the same point in play where it was halted.
5. The clock will not be stopped during the Drop Off, as there is no time out during the Drop Off.
6. At each subsequent one (1) minute period, a signal for another player to drop off will be sounded.
7. Once the teams have been reduced to only three (3) players each, no further drop off of players will occur, and the game will continue until a touchdown is scored.
8. During the Drop Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touch down counts and the game commences as per normal after the touchdown is awarded. Once possession is lost, the winner is then confirmed.

NSW Touch Football

Canterbury Velodrome, Bayview Avenue Earlwood NSW 2206 | PO Box 27 Bardwell Park NSW 2207

P +61 2 9558 9333 | F +61 2 9558 8799 | W nswtouch.com.au | E nswtouch@nswtouch.com.au | ABN 22 502 830 336



The decision on which player will drop off is entirely up to the team management, that is the captain, coach etc.

BLOOD BIN

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also be either cleaned or replaced.

If the player does not leave the field immediately, the Referee will stop the game and ask the player to leave the field (normal substitution rules apply). Once the flow of blood has been stemmed, the cut or abrasion cleaned and covered and any blood stained clothing and equipment cleaned or replaced, the player may return to the field and continue play. If bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

CONCUSSION IN SPORT POLICY

Grade	First Concussion	Second Concussion	Third Concussion
1. Mild	May return to play if Asymptomatic	Return to play in two weeks. If asymptomatic at that time for one week.	Terminate Season. May return to play next season if asymptomatic.
2. Moderate	Return to play after asymptomatic for one week.	Minimum of one month rest. May return to play then if has been asymptomatic for one week; consider terminating season	Terminate season. May return to play next season if asymptomatic.
3. Severe	Minimum of one month rest. May return to play if has been asymptomatic for one week.	Terminate season. May return to play next season if asymptomatic.	NB. Asymptomatic is defined as having no headaches, dizziness, impaired orientation, concentration or memory during rest or exercise.