



2020 CONDITIONS OF ENTRY

Year 11/12 Mixed Challenge

PURPOSE

The primary purpose of the NSW Touch Football Year 11/12 Mixed Challenge State Final is to allow for schools & students to participate in a Mixed gender competition in the open category. An event not provided elsewhere within the School System.

FORMAT

In 2020 the NSW Touch Football will be conducting the Year 11/12 Mixed Challenge. This event is open to all male and female secondary students.

All schools that enter this event will participate in the direct State Final which will be held on **Friday 3rd April 2020 at The Kingsway Playing Fields, St Mary's (Home of Penrith Touch Association).**

EVENT INFORMATION: NSWTA Year 11/12 Mixed Challenge

- Straight Final Conducted in Term 1
- NSW Schools only
- Students must be currently enrolled in their representative school
 - Students from Years 9 & 10 can be pulled into the team, should you not have enough Year 11 & 12 students





1. DATE and VENUE

The 2020 Year 11/12 Challenge Final will be conducted on Friday 3rd April 2020 at The Kingsway Playing Fields, St Mary's (Home of Penrith Touch Association)

2. EVENT TIMES

Below is a brief timeline for the event day:

8:30 AM = Teacher Information Meeting

9:00 AM = Games Commence

4:00 PM = Games Conclude (at latest) *TBC

3. DRAW

The Event draw will be released at least one week prior to the event, Friday 27th March 2020.

Should the draw be able to be released prior to that, this will be sent out by the according NSWTA staff member to all registered schools, as it is ready.

4. TEAM NOMINATIONS

Nominations are now open for the event and will be limited to the first 90 teams that enter.

Nominations close 2 weeks prior to the event and can only be complete through the Touch Football Online process.

5. PLAYER REGISTRATION

Additionally, to the team registration; all players must register through the online portal to be able to participate in the event. An automatically generated link is sent to the school contact to be forwarded to students' email addresses. Students must follow the link and complete their details. Failure to complete this process will result in the player being ineligible to participate in the event.

Please note this process is compulsory.

6. ENTRY FEES

The entry to the NSWTA All School Events is **\$150 per team**. This payment is required 1 week prior to the event (Friday 27th March 2020).

7. DIVISION CATEGORIES

There is only one mixed division for this event; **NSWTA Year 11/12 Mixed Challenge**. Although this is a Yr 11/12 event, schools may utilise students from Yr 9/10 if necessary.

8. MAXIMUM NUMBER OF TEAMS ENTERED

NSW Touch Football encourage Schools to enter development teams into our school tournaments. The Year 11/12 Mixed Challenge will hold a capacity of 90 teams. Schools may enter 2nd or 3rd (or more) teams.





9. TEAM COMPOSITION

NSWTA Mixed Challenge will be composed of six (6) a side, with three (3) males and three (3) females. There may also be eight (8) substitutions; making the maximum team participants fourteen (14) per team.

10. REFEREES NOMINATIONS

The \$150 entry fee will be used towards sourcing referees for the event. There are no requirements for schools to supply their own referees for this event.

11. LATE NOMINATIONS

Nominations will close two (2) weeks prior to the event (20th March 2020), however should teams need to enter the event after this date they will need to contact Jocelyn Burnett at Jocelyn.Burnett@nswtouch.com.au

12. REFUNDS

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

13. TEAM REGISTRATION FORM

All teams will be provided with a final registration form. This form must be completed (player's signatures/player numbers) by the teachers meeting; which will be held at 8:30am on Friday 3rd April 2020.

14. SCHOOL ENQUIRIES

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

15. COMPULSORY TEACHERS INFORMATION MEETING

The compulsory Teachers Information Meeting will be conducted at 8:30am on 3rd April 2020. No responsibility will be taken for any actions undertaken by officials who do not attend the COMPULSORY TEACHERS MEETING. Any final questions should be asked at this meeting. All teams will be checked off for attendance at the event.

16. COMPETITION POINTS

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

NB. From time to time, a buy may be worth zero (0) points due to determination of the final series qualifications. Should this format be utilised, this information will be advised in writing to the school contact prior to the event.



17. PLAYER NUMBERS

Teams may register a maximum number of fourteen (14) players.

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

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

18. PROOF OF ENROLMENT

The nominated Teacher 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 means of a stamp/signature etc.

19. 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. Please note that predominantly white shirts are not allowed (to avoid confusion with the referees).

Approved touch shoes must be worn in accordance with rule 3.2 of the TFA rulebook. Only moulded football boots are allowed to be worn, no metal studs or cleats.

20. COACHING POSITIONS

The only people that are allowed behind the score line is the Coach, Assistant Coach or Manager. A Coach may position themselves at the end of a field. If they are at the end of the field, they must remain at least five metres behind the dead ball line. Where a fence, spectator line or advertising signage prevents this they must remain behind the fence or advertising signage.

Any Coaching/Management staff at the end of a playing field cannot issue any verbal or physical commands directly to the team they are observing and can only communicate to the team or other coaching/management staff in the interchange area by returning to the interchange area or by use of electronic communication equipment. Any person found to be disregarding this tournament rule will be asked to return to the interchange area. Coaches are reminded that they are under the jurisdiction of the Tournament Conditions and the referee regardless of being either in the interchange area or at the end of the field.

Failure to comply with this will result in individuals being asked to leave the venue for the duration of the game and may result in further action.

21. 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 Coordinator.

22. PROTEST / DISPUTES

Protest and dispute matters will be heard and determined by the Tournament Coordinator.

23. DISCIPLINE



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

24. **SUSPENSIONS**

Any player sent from the field for the remainder of the game will receive an automatic two (2) match suspension unless the Tournament Coordinator considers further action.

Any player who receives three (3) or more 'periods of time' over the course of the competition will receive an automatic two (2) match suspension unless the Tournament Coordinator considers further action.

Any player who is given two (2) or more 'periods of time' in any one (1) game, will also receive an automatic two (2) match suspension.

A two (2) match suspension is to be served by the player in the two (2) games immediately following, in which the team actually plays. Byes do not count as a game played. A match suspension will also count if their representative team wins by forfeit, however a team losing by forfeit, will not.

25. **FORFEITS**

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

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

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 Coordinator.

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 competing



against opposing teams on two separate 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: - Any forfeits in the final series will negate the team's right to participate further in the tournament.

26. TOURNAMENT CONTROL

The Tournament Coordinator 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.

27. RULES

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

28. PRIZES

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



29. DRAW FORMULA

All teams will be scheduled a minimum of 4 matches in pool format.

30. 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.

31. 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 number 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 number 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:

$$\text{Team A} = \frac{50}{10} \times \frac{100}{1} = 500\%$$

$$\text{Team B} = \frac{60}{20} \times \frac{100}{1} = 300\%$$

Team A would obtain the higher position.

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 34).

32. FINAL SERIES

The final series will be advised prior to the commencement of the competition by the Tournament Coordinator.

33. MEDICAL

A qualified First Aid Officer will be provided.

34. MEDIA

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

35. FIELD LAYOUT

A field layout will be distributed at the teachers meeting.

36. 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:

- i. 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.
- ii. 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.
- iii. 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.
- iv. Play will commence immediately after the players have left the field at the same point in play where it was halted.
- v. The clock will not be stopped during the Drop Off, as there is no time out during the Drop Off.
- vi. At each subsequent one (1) minute period, a signal for another player to drop off will be sounded.
- vii. 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.
- viii. 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

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down counts and the game commences as per normal after the touchdown is awarded. Once possession is lost, the winner is then confirmed.

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

37. BLOOD BIN

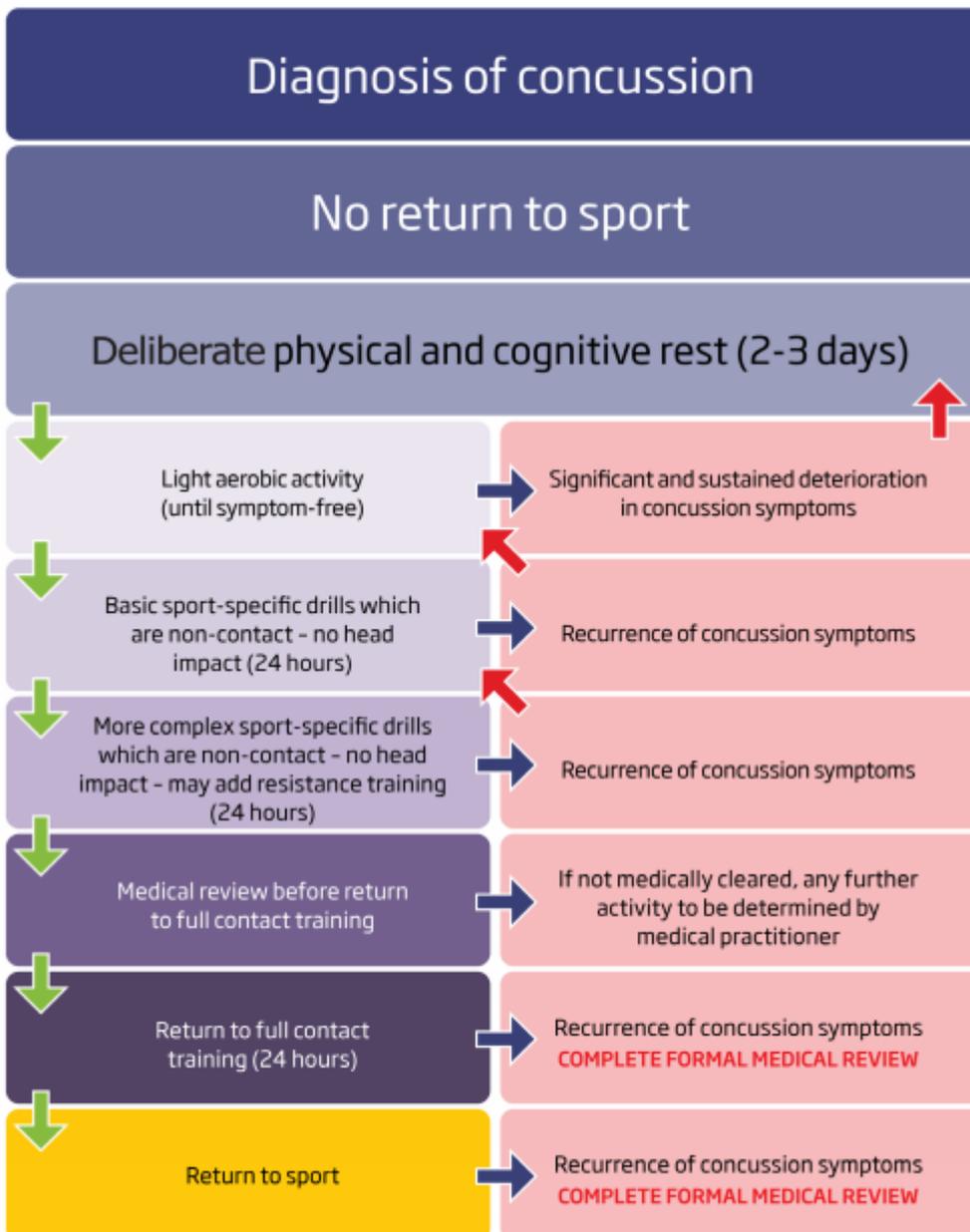
Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood-stained clothing must also be either cleaned or replaced.

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.

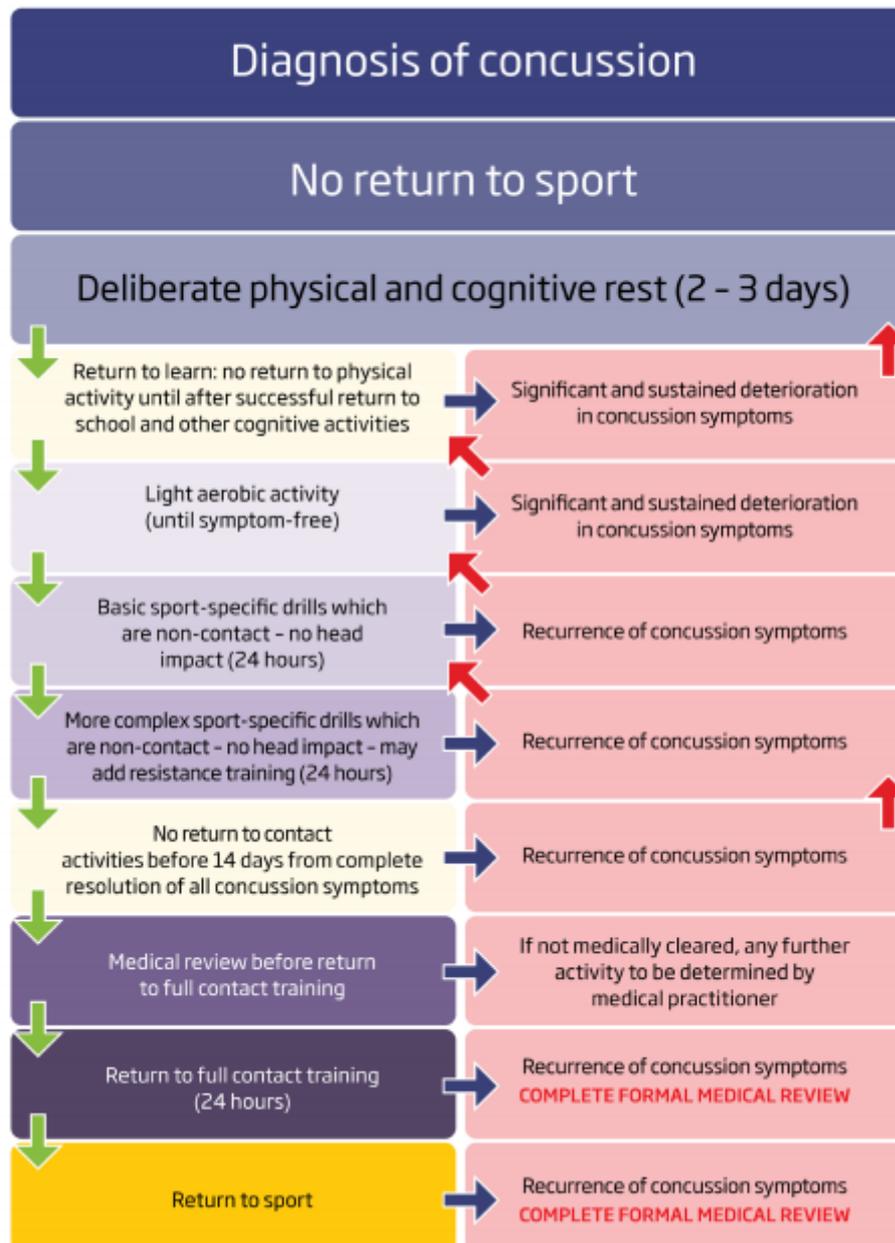
38. CONCUSSION IN SPORT POLICY

Return to Sport Protocol for adults over 18 years of age





Return to Sport Protocol for children 18 years of age and under



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