

Dubbo Touch Association – Junior Competition By Laws

HOW TO REGISTER

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

The registration process is the responsibility of the team manager & the individual players that will be participating in the competition. DTA requires that each junior team has a designated Manager/Coach who is responsible for organising and coordinating the team including communicating game times and field allocations, undertaking subbing and having a basic understanding of the rules of Touch Football to provide guidance to the team.

The team manager must first complete the team registration. When the team manager registers the team, please ensure the team is registered under the correct age division. At the conclusion of team registration, the team manager 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.

The team manager will also receive an email with the link to register as the coach of the team. The team manager must complete the coach registration for the team to be included in the competition. The team manager must have a WWCC with the clearance number included on the coach registration.

The Manager/coach or a nominated parent **must** be in attendance at each competition game and be actively involved by standing in the sub box and managing subbing as well as player behaviour.

Any team names which are inappropriate will be reviewed by the Dubbo Touch Football Executive, and if required, teams will be asked to select a replacement team name which is appropriate for a community sporting team. Where multiple teams have registered the same or a similar team name a first in basis will be applied and teams will be requested to provide an alternative team name.

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 the junior competition player registrations.

The U7 and U9 teams are to have a minimum of 7 players registered prior to the closure of the registration period and the U11, U13 and U15 teams are to have a minimum of 9 players registered. It is recommended the U7 and U9 teams have no more than 8 players and the U11, U13 and U15 teams have no more than 12 players registered. Any teams without the minimum 7 players for U7 and U9 and 9 players for U11, U13 and U15 registered by the registration closing date, will not be accepted into the competition.

Team registrations are strongly recommended to guarantee participation in the junior competition. Individual players can express interest to play however will only be accepted if:

- There is enough players available in a division to create a new team and a parent is committed to take on the coach/team manager responsibility
- A registered team have availability and agree to take additional players

There is no guarantee individual player's will be accommodated, therefore to avoid disappointment register a team, find a team to register with or EOI ASAP as it will be a first in basis for allocation of

individual players to teams. Individual player registrations will close two weeks prior to the player registrations.

Competition and registration dates can be found on the competition calendar available at <https://www.dubbotouch.com> under the competition tab.

Late player registrations into a team will not be accepted. Where extenuating circumstances occur such as a player moves away or sustains a season ending injury the provision of a replacement player will be at the discretion of the Competition Director. Any team seeking a replacement player must put their request in writing to the registrar and include reasoning.

Should a registered player be no longer able to participate there are no credits or transfers of registration fees and refunds are only available up to round 4 of the competition and the player must not have participated in a competition round game to be eligible. Any player seeking a refund prior to round 4 must put their request in writing to the registrar and include reasoning.

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.

For any help with the registration process please email registrar@dubbotouch.com.

DIVISIONS AVAILABLE

Our club are offering the following divisions for our junior competition:

Under 7's	Born 2017, 2018	5 players on the field	Mixed, girls & boys teams encouraged to register however teams will play in one division. Thus is no separate division for boys, girls & mixed teams.
Under 9's	Born 2015, 2016	Half size field Recommended Min 7 - Max 8 players	
Under 11's	Born 2013, 2014	6 players on the field	
Under 13's	Born 2011, 2012	Full size field	
Under 15's	Born 2009, 2010	Recommended Min 9 – Max 12 players	

Players are only permitted to play in a maximum of 1 team in the junior competition and must play and register in the division that correlates with their birth year. Player born between 1 January and 30 June who started school early (turned 5 in Kindergarten) can request to play up one division. No other playing up exemptions will be permitted.

All competition games will be played on a Monday afternoon at the Riverbank Precinct (Bob Dowling Oval, John McGrath Oval and Katrina Gibbs Oval, McLeay Street Dubbo). The junior competition will commence in October and will finish with Grand Finals in December. There are no finals for under 7 and under 9 divisions.

A full list of competition dates can be viewed at www.dubbotouch.com under the 'competition' tab.

We welcome players of all skill levels and playing experience.

TEAM UNIFORMS

Correct team uniform includes the Dubbo Touch Junior Competition numbered playing singlet and shorts 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.

Registration fee include an individual Dubbo Touch Junior Competition playing singlet which must be worn to be able to play.

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 sign-on procedure for the junior competition. No shirts can be exchanged between players during a match.

All teams must be fully uniformed prior to taking the field each week. Our club WILL NOT be supplying any substitute uniforms to players who have lost or misplaced their uniform.

When registering players will be asked for a shirt size, please use the size guide in the registration pack to be accurate as this is the size the player will receive and there will not be an opportunity to swap.

A forfeit will be awarded if any team is not compliant with uniform rules.

Singlet Sizing Guide

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.

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.

No further regarding will occur after Round 5 of the respective competition. Teams who are regraded will carry their competition points over to the new grade.

COMPETITION GAMES

All competition games will be conducted as 'touch down turnaround' with matches lasting for 30 minutes in duration, with no half time break. All U7 and U9 games will be 5 a side and played on a mini (half size) field. All U11, U13 and U15 games will be 6 a side and played on a full size field.

The first time slot of games for all round games will commence at 4pm, with a 5 minute break between time slots.

Dubbo Touch reserves the right to shorten the length of play time in accordance with the health and safety of participants in regards to the extreme weather conditions and in referencing the Dubbo Touch Association – Weather Policy.

The season draw for the junior competition will be available prior to the competition commencing at www.dubbotouch.com under 'fixtures'.

COMPETITION POINTS

All U11, U13 and U15 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

No competition points will be awarded for U7 and U9 games as these divisions are non-competitive and thus will not play finals.

UNREGISTERED PLAYERS

No casual players are permitted in the junior competition.

Should any team be found to play an unregistered player, in the first instance their team will automatically lose the match by forfeit as well as be penalised with a two game suspension from the respective competition.

Should a second instance occur where a team play an unregistered player, then the team will be removed from the competition.

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 contacting the Junior Competition Director. Contact details for the Junior Competition Director are available at www.dubbotouch.com under the 'Competition' tab.

Any team that forfeits 3 games in a competition season, will see the team automatically removed from the competition.

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 team must sign the scorecard.

Unnotified forfeited matches where the Competition Director is advised of the forfeit less than 4 hours prior to the game will result in the non-offending team earning 3 competition points and a score of 5-0, with the offending team deducted 3 competition points and a score of 0-5.

Notified forfeit matches where the Competition Director is advised of the forfeit no less than 4 hours prior to the game 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 to be a forfeit for exceptional circumstances (such as playing an unregistered, unfinancial, ineligible or disqualified 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 a team forfeiting prior to a Grand Final, 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.

In the event of a forfeit, both the team who has forfeited and the opposition are required to still complete their allocated duty team requirements unless otherwise advised by the Competition Director. Failure to complete duty team requirements will see the applicable penalty applied.

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 afternoon, 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 afternoon
- 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.dubbotouch.com as well as our club Facebook page. Our club Weather Policy can be viewed on the Dubbo Touch website under the 'policies' tab.

Should a match be cancelled due to a 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 DUTY

The Dubbo Touch competitions will be governed by the official playing rules of the Touch Football Australia Rule Book (8th Edition) which is available at <https://touchfootball.com.au/volunteer/8th->

[edition-rules/](#). Parents and players are encouraged to familiarise themselves with such rules prior to the commencement of competition.

For U7 and U9 games the team manager or a parent from the first team listed on the draw are required to report to the clubhouse at least 10 minutes prior to the game to collect the score card and ball. The second team listed on the draw are to return the score card and ball.

No referees will be allocated to U7 and U9 games, thus all U7 and U9 teams require a delegated person (this can be but doesn't have to be the team manager) to be on the field and assist by acting as the coach and referee for their team for each game e.g. in defence having players get onside, counting touches etc. Coaching tips for managers/coaches of Under 7 and 9 teams can be found at <https://www.dubbotouch.com/juniors-competition>

For the U11, U13 and U15, teams will be rostered to complete duty, which will require the team providing a minimum two individuals, one of which who is willing to referee when allocated. The individual refereeing can be a player or parent from that team. Teams will be assigned to complete duty for the timeslot either before or after the team's match each week.

The allocation of duty teams and referees, will be conducted by the Junior Referee Director and are based on the expected standard of game, referee experience and skill level, and best needs of the game. The roster for duties will be posted in advance on the Dubbo Touch facebook page and at www.dubbotouch.com under the 'latest news' tab. The Junior Competition Coordinator is to be immediately notified of any failures to attend duty.

Individuals who need to complete duty must present to the Dubbo Touch Clubhouse 5 minutes before the timeslot to be ticked off as attending and to collect a scorecard and match ball. After completion of duty, the individual must return the completed scorecard and match ball.

Individuals completing duty requirements must wear a referee shirt if badged or otherwise a referee vest to be easily identifiable.

They must ensure their team name and individual name are written on the scorecard. Failure to do this will result in the duty not being counted as complete.

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

- 1st offence – the team will lose 6 competition points.
- 2nd offence – the team will be suspended for two matches from that particular competition which can include finals.
- 3rd offence – the team will be removed from the respective competition.

Dubbo Touch endeavours to provide badge referees to assist duty team referees where possible however this is not guaranteed. Duty referees will be encouraged to perform refereeing in the centre position throughout the game and rotate through this centre/controlling referee position throughout the match with other appointed referees.

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.dubbotouch.com.au under the 'competition' tab.

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 Dubbo Touch Clubhouse. Our club will have an incident report on-site which can be completed to report such incidents and must be done within 48 hours of the incident occurring. Our club can also be notified of any incidents by email info@dubbotouch.com.

All games will be governed by the official playing rules of the Touch Football Australia Rule Book (8th Edition). Only team captains are permitted to seek clarification of a decision directly from a referee. An approach may only be made during a break in play or at the discretion of the referee. On conclusion of a match no players, coaches and/or spectators are to approach a referee for a period of 20 minutes post match.

Any player who is issued with a 'forced substitution' must immediately go to the substitution box. A normal substitution rules apply. The 'forced substitution' player may return to the playing field via substitution once the player has rectified their offending behaviour.

Any player who is issued with a 'sin bin' (Period of Time) must immediately stand on the dead ball line of their teams current try line, and on the same side as their interchange area. This player must remain in a non-participant role whilst serving in the sin bin and when instructed by the referee must return to the interchange area prior to entering the field of play. During this time, the player's team must participate with one less player. Current 8th Edition rules stipulate this sin binned player will remain excluded for four (4) complete sets of play.

Any player who is 'excluded' upon being recipient of their teams' third consecutive infringement within the 7m zone; must immediately retire outside the dead ball line on their current defensive line till such time as there is a change of possession. This player must remain in a non-participant role whilst serving the 'exclusion'. During this time, the player's team must participate with one less player and the excluded player may immediately return to the field of play upon the change of possession.

Any player who is 'sent off' for the remainder of the game must immediately move to and remain outside the perimeter of the playing field for the remainder of the match. The dismissed player is unable to be replaced. A player who is sent off 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, will face further disciplinary action.

For all periods of suspension, written communication will be provided to the players and the team contact from the Dubbo Touch, Vice President. The Vice President will also provide notification of any periods of suspension to the Junior Competition Coordinator and Junior Referee Directors to monitor compliance. Should a player be found to be playing whilst serving a suspension the team shall be deemed to have forfeited the match and the team will also subsequently be suspended for a further two competition games.

The referee has the control of all players and spectators, both on and off the field of play and is the sole judge on all match related matters 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.

DISCIPLINE – FORCE SUB, SIN BIN AND SEND OFF

Players who are force subbed, sin binned or sent off during a match will be noted on the scoresheet by the team referees with a small description of the misconduct by the player.

Player Force Subbed:

- First instance: Hearings Office to note 'force subbing' and reason.
- Second instance (if for similar behaviour): Warning email sent to the individual regarding the behaviour they have been cited for. Email to the Team Manager to remind them of the Code of Conduct and to discuss with their team.
- Third instance (if for similar behaviour): Board of Directors to consider a possible suspension period taking into consideration timeframe between all incidents.

Player Sin Binned:

- First instance: Warning letter sent to the individual regarding the behaviour they were sin binned for.
- Second instance (if for similar behaviour): Board of Directors to consider a possible suspension period taking into consideration timeframe between the two sin bins.

Player Sent Off:

- A player who is sent off 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, may face further disciplinary action.

The Hearings Officer will review the severity of the incident and in cases where the severity of the incident is deemed to warrant escalated action then the incident will be presented to the Board of Directors for review and a decision.

DISCIPLINE – TEAM

In the case that multiple players are cited in one team, the following actions will be taken:

- First instance: Incident report reviewed considering the reason for the team being cited and issue warning letter to team manager.
- Second instance: Incident report reviewed by the Board of Directors to consider action. Possible suspension for one to two weeks from the competition as decided by the Board of Directors.
- Third instance: Team withdrawn from the remainder of the competition.

The Hearings Officer will review the severity of the incident and in cases where the severity of the incident is deemed to warrant escalated action then the incident will be presented to the Board of Directors for review and a decision.

DISCIPLINE – ZERO TOLERANCE TO SWEARING & ABUSE OF REFEREES/OFFICIALS

Our club has a zero tolerance policy towards swearing whilst participating in games as well as swearing and/or abuse of referees and officials this includes disputing referee decisions. We are a

family friendly environment and will not tolerate swearing or abuse of referee/s, other participants, spectators and committee members during any game within Dubbo Touch competitions.

Should a player swear at any other player, or at themselves (in frustration or otherwise) during a match, the following escalation model will be adopted by the controlling referee:

- 1st offence – verbal warning and/or penalty
- 2nd offence – automatic forced substitution and penalty
- 3rd offence – automatic sin bin and penalty
- 4th offence – penalty and automatic send off for the remainder of the game, which also incurs an automatic suspension and referral to a Judiciary for further disciplinary action.

NB – pending the severity or gravity of the infringement, a referee may resort to use of a subsequent disciplinary action such as a 'Sin Bin' or 'Send Off', and does not necessarily have to follow the 1st and 2nd step prior.

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

- 1st offence – penalty and automatic sin bin (Period of Time)
- 2nd offence – penalty and automatic send off for the remainder of the game, which also incurs an automatic suspension and referral to a Judiciary for further disciplinary action.

QUALIFICATION FOR FINALS SERIES

All players registered in a team are eligible to play in the finals series regardless of the number of games they have played.

FINALS SERIES

The top 4 teams following the completion of all competition rounds for U11, U13 and U15 divisions will qualify for the finals series. All registered players attached to the team are eligible to play finals series, ie there is no maximum number of players for each game.

Finals will consist of:

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

Grand Finals will consist of:

- Winner Game 1 vs Winner Game 2

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.

There are no finals for U7 and U9 divisions.

Please go to our club website www.dubbotouch.com to see the schedule of all competition games including finals series and grand final games.

SMOKING, VAPING & CONSUMPTION OF ALCOHOL

Our club promotes a smoke free area around the playing fields and asks that nobody smokes or vapes within a 10 metre radius of any of our playing fields. Any person found breaching such rule will be directed to move beyond the 10 metre radius exclusion area. Should this direction not be followed, further action may be taken.

Responsible consumption of alcohol is permitted during senior competition games outside the designated playing area, defined by the perimeter fencing. At the conclusion of senior competition games, responsible consumption of alcohol is permitted within the designated playing area. For junior competition the consumption of alcohol is not permitted. Any person found breaching such rules will be directed to move to the designated area or in the case of the junior competition to discard the alcohol. 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, with responsible consumption of alcohol required at the Riverbank Precinct.

HOW TO CONTACT OUR CLUB

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

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.