

# Brisbane Metro Challenge

Conditions Of Entry



**11<sup>th</sup> Feb - Whites Hill Reserve**

**EMAIL: [competitions@bmta.com.au](mailto:competitions@bmta.com.au)**

**[WWW.BMTA.COM.AU](http://WWW.BMTA.COM.AU)**



through to [competitions@bmta.com.au](mailto:competitions@bmta.com.au). No additional changes can be made after 5PM Thursday 9<sup>th</sup> February 2017.

A team may only register 14 players.

Failure to correctly complete the team registration form will result in the team forfeiting the game and also losing any points gained from playing in the game if it is a round game. A team found playing an unregistered player may be disqualified. The protest and or judiciary committee will consider this matter.

BMTA's competitions are 6-a-side (as per Touch Football Australia rules). In mixed competitions, the maximum number of males allowed on the field of play is 3. The minimum male requirement on the field of play is 1. Teams must have a minimum of four players to take the field. Fewer numbers than this will result in a forfeit.

*Players must be 14 years of age or older.*

#### **Item 4 - Tournament Fees**

|                    |   |
|--------------------|---|
| Elite Divisions -  | \$550.00 (GST inclusive) per team.                    |
|                    | \$450.00 (GST inclusive) per Regional Affiliate Team. |
| Social Divisions - | \$450.00 (GST inclusive) per team.                    |

#### **Item 5 - Late Nominations**

Team Nomination forms received after **29<sup>th</sup> January 2016** or without the required nomination fee, will only be accepted at the convenience of the competition. (i.e. to replace a bye or another withdrawal)

#### **Item 6 - Touch balls**

Each team **must** be able to supply a Touch ball for each game. Touch balls may be purchased from the administration office at Whites Hill.

#### **Item 7 - Code of Conduct**

BMTA, all teams and participants agree to be guided in respect of judiciary and code of conduct matters by Disciplinary Regulations Manual prepared by Touch Football Australia.

BMTA requires all players, coaches, managers, referees, parents and other spectators to behave in a sportsmanlike, respectful, non-abusive and non-violent manner at all times. Team coaches, managers and captains are responsible for the behaviour of all players and spectators. BMTA will not tolerate inappropriate behaviour or disrespect on or off the field at its competitions. This is in line with the Australian Sports Commission recommendations.

Referees are entitled to caution players, coaches, managers, and spectators. Referees have the authority to send abusive spectators from the playing field. Captains are responsible for the behaviour of their teams on the field and will be the primary communication link between teams and the referees. The captain is the only player permitted to communicate with the referee on rulings. Players shall not comment upon or question referees decisions. Referees may require a player to be replaced temporarily, to go to the "sin bin" for a period of time, or to leave the field of

play for the remainder of the game. Coaches, managers, and spectators displaying inappropriate behaviour may be asked to move away from the sidelines or ends of the field. Referees at their discretion may take action against teams for the conduct of their coaches, managers, and spectators, if in the referees' judgment cited persons are displaying inappropriate behaviour. Referees are the sole judge of fact.

There will be a 20 minute 'Cooling off' period where players are not permitted to approach the referee.

### **Item 8 - Suspensions**

In the event of a player being sent from the field for the remainder of the game, an automatic two-match suspension will apply unless the Judiciary Committee considers further action is warranted.

Any player, who receives three separate periods of time in three separate games, will be cited to appear before the Judiciary to show cause why he/she should not be given an automatic two-match suspension or more if the Judiciary considers further action is warranted.

If any player is given a period of time more than once in any one game, that person will receive an automatic two match suspension. Team management is responsible for ensuring if a player receives the two periods of time in a game that the player does not take any further part in that game and does not play for two suspended games.

The suspension applies to the next two matches that the individual is due to play in at that BMTA controlled event. It does not include byes or if the player belongs to a team that forfeits in a match. Games forfeited to the suspended player/s team will count.

### **Item 9 - Protests / Judiciary or Appeals**

All Protests/ Judiciary's or Appeals will be heard and determined by the designated Committee.

Protests must be lodged in writing within twenty (20) minutes of the conclusion of the event/ game in question, to Tournament Control or to an official designated by the Tournament Director. The protest is to be lodged and signed by the team contact or their nominated representative. The Protest Committee will then investigate the protest.

The team contact or their nominated representative will be notified of the decision.

Any notice to be served on any person to attend a hearing, will be served on the team contact of the team involved, (or the nominated representative), and any such service is deemed to be served on all parties or persons under the control of that team contact.

Protests founded or based on referee decisions will not be heard by Tournament Management.

### **Item 10 - Judiciary**

Upon receiving of a Referees Report or Citing Report the Tournament Director shall investigate the report or citing and deem it if necessary conduct a hearing. They will then serve notice on all parties required being in attendance at a hearing to be conducted as practical after the serving of the notice. Notice to include all charges.

**Note:** Referees Reports to be submitted no later than twenty (20) minutes of the completion of the relevant match. Citing Reports to be submitted as soon as practically possible.

### **Item 11 - Uniforms**

All playing uniforms must include:

- a numbered shirt, singlet, bodysuit or two-piece suit (no temporary measures such as tape will be permitted to replace numbers). All team members must have matching playing singlets/shirts;
- **no bibs**
- a 1 or 2 digit number which meets the requirements of the BMTA rules of the game;
- **no** three digit numbers will be permitted;
- shorts or bike pants;
- socks (that are visible); and
- footwear which meets the requirements of the BMTA rules of the game;

The only playing numbers permissible are between 1 and 99. No numbers outside that range will be allowed. Only approved playing uniforms will be permissible for players to wear while they are involved in any game.

In Mixed Divisions, all male players must wear the same style whilst females must wear the same style albeit it can be a different style than the male uniform.

Any player who is not playing in the official uniform will not be allowed to take the field of play until correctly attired. Referees will endeavour to enforce this rule, however if a breach is proven to have occurred it will result in a caution and fine as deemed appropriate by Tournament Management.

Uniform designs including white cannot make up more than 10% of the overall design.

#### ***Footwear***

Shoes with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic shoes with soft-moulded soles are permitted, provided individual studs are no longer than 13mm in length; the measurement being taken from the sole of the boot. Hard-moulded football/rugby boots are not permitted due to their potential to cause serious injury and field damage.

#### ***Jewellery and Fingernails***

All players must remove all jewellery including elastic wrist bands prior to the game. Jewellery that cannot be removed must be taped. Fingernails must be kept short or must be taped.

**Item 12 - Rules**

The seventh edition of the TFA Playing Rules (six a side) will apply unless otherwise stated.

**Item 13 - Score Sheets**

After a game it is the responsibility of a team official, ideally the captain, to sign the score sheet at the end of the game as a correct representation of the score. If the score sheet is incorrect, the team official may choose not to sign (see Item 14). Once scorecards are signed the results are final.

**Item 14 - Score Disputes**

If a team does not agree with the score on the score sheet, they are to lodge a protest via the Team Contact to Tournament Control. Teams must lodge a protest no more than twenty (20) mins after the match in dispute otherwise the scorecard will be deemed correct.

The following information is to be provided with the protest:

- Who tapped off
- The order the scoring occurred (including player numbers of both teams)
- The half-time and full-time score.

The opposing team will be called to verify the score. If they do not agree or in the event of inconclusive evidence the score will be recorded as the score the referees have recorded.

Alternatively, video evidence can be provided and evidence will be used if conclusive.

**Item 15 - Sub Box Rules**

Sub boxes are situated on both sides of the field as per the TFA Rules. The choice of sub boxes will be to the team winning the toss.

**Item 16 - Incorrect Substitutions**

In a situation where a player in possession has no opponent between themselves and the score line, a defender cannot enter one area of the Interchange Box with the substituting defender exiting from the opposite end of the Interchange Box.

Should such a situation occur, with the substitute defender's presence preventing a touchdown, the referee will automatically award a penalty touchdown and send the offending defender off for the remainder of the game.

**Item 17 - Drop Offs**

In the event of a draw in the Final Series, the Drop Off system will be used to decide the winner. TFA Original drop off rules will apply.

When a defending team who has had previous possession knocks the ball down, the touch count will re-start rather than the game ending. In this instance, the attacking team has not lost possession and therefore play should continue.

### **Item 18 - Tournament Control**

The Tournament Director will be in charge of all matters relating to this tournament. The Tournament Director will determine matters not covered by the Conditions of Entry document, and his/her decisions will be final. The Tournament Director has the right to amend any Tournament Rule if required.

### **Item 19 - Injuries**

All injuries should be reported to the referee at the time of the injury, for noting on the back of the score card. An incident report should also be submitted to the Tournament Director.

The only first aid that will be attended at the venue is immobilising and applying ice to the injury. If the injury requires further treatment either an ambulance will be called or you must attend a medical practitioner of your choice. BMTA staff are at the venue as administrators and not medical staff. Team are more than welcome to provide their own first aid boxes.

### **Item 20 – Playing/Game Times**

All games in the tournament will be **30 minute** games with a straight turnaround halftime. The final series will be fifteen (15) minutes each way with a half time break not exceeding five (5) minutes. Game times may be altered to suit the needs of the competition. This will be determined by the Tournament Director. Any changes that may occur will be communicated to team contacts.

### **Item 21 - 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.

### **Item 22 - Draw Formula**

All divisions will have a round robin competition. The makeup of games for the final series will be determined based on the number teams in divisions.

### **Item 23 - Forfeits**

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 referees two minutes before the commencement of the game 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 for every minute thereafter up to 5 minutes.

If the non-offending team agrees to play the offending after the five minute limit has expired, the game will take place as per usual.

The Team Contact or their appointed representative of an offending team will be required to give reasons in writing why their team should not be excluded from participating in any further matches. The Judiciary/Protest Committee will decide upon receiving of the report if the offending teams" action warranted the need to forfeit the match and if the team should be ruled ineligible to participate in the respective final series. This written report must be submitted to the Tournament Director before the completion of the forfeited match.

If a team is forced to forfeit in the final series, the team contact, must submit in writing the reasons for their forfeiture and it must be then approved by the Tournament Director. Teams that forfeit in the finals may be **fined** by BMTA.

**Note:** Forfeits for any reason in the final series negates the forfeiting team's player's rights to participate further in the tournament.

#### **Item 24 - Determining position for the Finals Series and Playoffs**

Positions for the Final will be determined as follows:

1. Highest on table - if equal
2. Difference (for and against) - if equal
3. Percentages - if equal
4. Result of Round game - if draw
5. Drop off

#### **FORFEITED 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 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 -3 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 17 against (plus 38) Therefore Team B would gain the higher position.

For the purpose of keeping records, if a forfeit occurs, the non-offending team will be rewarded with a 5-0 win and three competition points. The offending team will receive no competition points (see 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.

### 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 (see above), 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 Touchdowns 'for' over Touchdowns 'against' and multiplying by 100 over 1.

Using the above example:

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

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

Team A would obtain the higher position.

### RESULT OF ROUNDS

If all is equal than the result of the preliminary game between the two shall determine the higher position.

#### **Item 25 - Competition Points**

For all Round Robin games, competition points will be awarded on the results obtained.

The following points will be awarded:

Win = Three (3) points

Draw = Two (2) points

Loss = One (1) point

Forfeit = Zero (0) points for the offending team

Bye = Zero (0) points

#### **Item 26 - Presentations**

All prize money will be presented to the winners and runners up at the conclusion of their final.

#### **Item 27 - Coaching Positions**

A Coach may only position themselves at the end of a field where there is no common in dead ball line. If they are at the end of the field they must remain five (5) metres behind the dead ball line. Where a fence or advertising signage prevents this they must remain behind the fence or advertising signage.

If two fields have a common dead ball line the coach may only stand on the side line between the score line and dead ball (any coaching staff that stands in this position cannot be dressed in similar attire to the team playing).

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 sub box by returning to the sub box or by use of electronic communication equipment.

Any person found to be disregarding this Tournament Rule will be asked to return to the sub box or asked to leave the venue for the duration of the game. Coaches are reminded that they are under the jurisdiction of the referee regardless of being either in the sub box or at the end of the field.

#### **Item 28 - Spectators**

Spectators are to remain far enough from the fields to allow for safe play. Spectators are to abide by the directions given to them by the tournament staff.

**Item 29 - Glass Bottles and Alcohol**

The Whites Hill Complex area is a restricted area and all teams are to refrain from bringing glass containers of any type onto the complex area.

The Whites Hill Complex is a licensed area and it is illegal under Liquor Licensing Laws for any person to bring alcohol onto the complex or consume alcohol other than that purchased from the Canteen at Whites Hill.

Alcohol can also be only consumed in designated areas of the Whites Hill complex.

**Item 30 - Images**

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

**Item 31 - Team Warm Up Areas**

Teams are only permitted to use designated warm-up fields for the purpose of warming up.

**Item 32 - Parking Areas**

No persons are permitted to park their vehicles in "No Parking" areas or in front of the designated Ambulance gate under any circumstances. Cars parked in these areas may be towed away.

**Item 33 - Tour Staff Guidelines**

The only personnel permitted to be at the rear of sub-box during the running of games will be the Team Manager, Head Coach and medical staff plus persons nominated on the team sheet participating in the game under way.

**Item 34 - Doping Policy**

The Touch Football Australia doping policy will be enforced and the Australian Sports Drug Agency could (in accordance with their policy) random test any State Championship participant. Any indiscretions found will incur the penalties as prescribed in the TFA Doping Policy. This information can be obtained from the TFA Website.