



Bylaws

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Amendments

Version Number	Date	Description	Initial
1	11 Aug 2010	Update and include all bylaws currently known	KMM (Admin)
2	Mar 2014	Updated and added rule 12 – Drop off Procedure	SC (Admin)
3	17 Jan 2015	Updated	SC (Admin)
4	28 Nov 2015	Updated and added rule 3, 5.1a, 6.1a, 6.1b, 6.1c, 6.4, 6.5, 6.7, 6.8, 6.9, 6.16	SCarvolth (Admin)
5	20 Jan 2017	Updated and added rules 2, 5.1, 6.1a, 6.1c, 6.2, 6.3, 6.5, 6.8, 6.10, 6.18	CHolt (Admin)
6	3 Mar 2019	Updated and added rules 1, 5.1a, 5.1.d, 6.1, 6.2, 6.7, 6.11, 6.14, 6.17	BWyer (Admin)
7	23 Jan 2020	Updated and added rules 4, 5.1c, 6.1, 6.5, 6.10, 6.19, Contents Rule 14, 6.15	JMiller (Pres)
8	26 Dec 2021	Updated and added to rules - contents page, 3.1, 3.6, 4, 5.1a, 5.1c, 5.1d, 5.1e, 5.1f, 5.2a, 5.2f, 6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7, 6.8, 6.9, 6.10, 6.11, 6.12, 6.13, 6.14, 6.15, 6.16, 6.17, 6.18, 6.19	JMiller (Pres)
9	12 Apr 2023	Updated and added to rules 6.1, 6.16	JMiller (Pres)
10	25 Jun 2024	Updated and added to rules 3, 5.1a, 5.1c (removed), 6.18	JMiller (Pres)
11	10 Sep 2025	Updated and added to rules – Contents page, 1, 2, 3, 4, 5.1, 5.2, 6.1, 6.2, 6.3, 6.5, 6.6, 6.7, 6.9, 6.15	AK (Pres)

1. Definition of bylaws

Bylaws are the rules and regulations adopted by the **Mackay Touch Association Inc** (the Association). They provide a flexible framework for governing the Association, as they are easier to amend than articles of incorporation. These bylaws serve to regulate the affairs of the Association and the behaviour of its members.

These bylaws apply to all players, managers, coaches, referees, volunteers, and spectators of the Association. They should be read in conjunction with the current Mackay Touch Association Constitution.

The Executive Committee has the authority to make, amend, or repeal bylaws for the internal management of the Association, provided these changes are not inconsistent with the existing rules. Any bylaw may be overridden by a resolution passed at a general meeting of the members.

2. Organisation Structure

Executive Positions

President

1st Vice President

2nd Vice President

Treasurer

Committee

May include, but is not limited to, the following:

Administrator

Secretary

Junior Coordinator

Communications & Media Officer

Sponsorship & fundraising Coordinator

Referee Director

Tour Manager

Development Officer

Club Officials (one per club)

3. Meetings

1. **Monthly Executive meetings** will be held and could utilise electronic media where required.
2. **Special meetings** may be convened at any time when called for by the President or a majority of Executive members.
3. **General meetings** will be held every quarter or as needed. All members are welcome to attend.
4. **7 days' notice** will be given for general meetings.

5. Agendas for all meetings shall be provided at least 2 days in advance. Agenda items must be sent to the secretary 7 days prior to a meeting.
6. The AGM must be held **within 6 months of the end of the MTA financial year**. At least 21 days' notice will be provided for the AGM meeting.
7. All Clubs must supply their Club contact details, in writing, to the Mackay Touch Administrator prior to the AGM.

4. Operation of Mackay Touch Association

The Mackay Touch Association hosts games on three different nights:

Monday: Senior Divisions (30 years and over) and Open Divisions

Wednesday: Open Mixed Division

Friday: Junior Games

Mackay Touch may schedule makeup games as needed, depending on weather conditions and the length of the season.

For players participating for the first time, teams will be placed in a pool within a division to start the competition. However, this placement may change based on early results.

The goal of Mackay Touch is to keep teams in each division as evenly matched as possible.

Game times and referee assignments will be posted weekly on the Association's website and social media channels, and will also be displayed at the fields.

5. Competition Procedures

5.1 Administration Procedures for all teams

To secure your team for the upcoming season, nominate online by the competition close date at www.mackaytouch.com.au under the relevant tab (Senior or Junior).

Registration must be completed via MySideline by all players, coaches, and referees participating in the Association's competitions.

This registration is compulsory for Touch Football Australia (TFA) insurance purposes to ensure all members are covered. All players must be registered prior to taking the field.

Teams are encouraged to familiarise themselves with all Conditions of Entry and these Bylaws. Conditions of Entry are determined by the Mackay Touch Executives and are established prior to the commencement of each season.

- a. A one-off registration/game fee per player per competition of \$150 must be paid prior to taking the field. If the registration fee isn't paid in full prior to taking the field, players will be notified that they cannot play until registration/game fee is fully paid.

Registration/game fees are \$150 per competition (to date, competitions include Men's, Women's, Over 30s and Mixed). It is the responsibility of each player to pay their fees. A strict NO PAY, NO PLAY policy will be enforced for all players participating in all Mackay Touch Football competitions. Unregistered players are not covered by insurance

therefore they cannot take the field until they have followed procedure and registered online. This ensures that insurance and legal requirements are met. If a team plays a game with an unregistered player to that competition, the game will be counted as a forfeit. If an unregistered player plays three (3) games for a team, Mackay Touch has the ability to remove the team from the competition.

- b. A fee for the Junior Season will be decided by the Executive Committee prior to the season start. The fee will be inclusive of Registration and game fees.
- c. Referees will collect the scorecard prior to each game from admin. It is the responsibility of each team to complete any missing details on the scorecard prior to taking the field at the scheduled game time to ensure games commence on time.
- d. A player may not 'fill in' for another team at any time, including when their own team has a bye or has forfeited. If a team allows a player from another team (that is not a Club team) to participate in a game, they will lose 3 competition points and the game will be classed as a forfeit. The player who fills in will receive an automatic 2 week suspension. If a player takes the field using a false name, the team captain or team contact will receive a 2 week suspension. This suspension of the team captain or team contact will be decided by the Mackay Touch Association Executive Committee. A fill-in player is defined as any player who is NOT registered, NOT financial or plays for another team that is not a Club team.

5.2 Officiating Procedures for all Referees

- a. Collect scorecard from office.
- b. Check both teams - fingernails (fingernails no longer than the tip of finger), no jewellery, shoes (no metal tags, screw ins or long tags on shoes).
- c. At half-time do a head count of both teams and check the score with both teams, then add to the scorecard.
- d. Ensure correct referee names are on the scorecard.
- e. Return referee's scorecard to Administration on completion of the game.
- f. It is recommended that referees are to be in the correct uniform. If you do not have an approved referee's shirt, please ask for a high vis vest at the office.

Mackay Touch Association upholds a **zero-tolerance policy** for any misconduct toward referees and it shall be enforced by all referees. We also support a **15 minute cooling-off period** between players and referees after a game to allow for a calm and respectful exchange. Any complaints or concerns should be addressed after this period.

6. Bylaws

6.1 Team and Club Concept

The Mackay Touch Competition is based on a team and club concept. All Senior Competition Clubs must have **a minimum of 3 teams within the club**. It is encouraged that teams align with current clubs.

6.1.1 Club Concept - Top 6

All club teams are to name their **TOP 6 players** for all grades before the second week of competition. If teams don't supply their TOP 6 players within the second week of competition, teams will lose 2 points every game played. The TOP 6 will be reviewed by Mackay Touch Executives on a week-to-week basis. For the purpose of the TOP 6 rule, Mackay Touch may request clubs justify why players are or are not in their TOP 6.

Conditions of the TOP 6:

- Players must be **registered** in the current season.
- TOP 6 players are irrespective of age or gender.
- TOP 6 players are relevant to clubs that have lower grade teams.
- If any club allows a TOP 6 player to compete in a lower-grade match with another team from the same club, both teams will lose 3 competition points and the game will be classed as a forfeit.
- Those players who are not named in the TOP 6 may play **up any grade** but only **down one (1) grade**.

6.1.2 Subbing

For teams in grades other than A grade, utilising this rule can only have a maximum of fourteen (14) players. To allow clubs to develop players, teams can sub players into club teams as long as the maximum of 10 players is not exceeded. i.e. If a team has 6 registered players turn up to play, you can have 4 players sub up for that game. Trial players are not included in the maximum numbers. **Please note, this clause does not apply to A grade.** If a team breaches this rule, the offending team will NOT receive any competition points. If a team breaches this rule during any finals games, the game will be deemed to be a forfeit.

A registered Open A Grade player may only play in the lowest Mixed Competition of C grade. (E.g. A player registered in an A Grade Women's team **CANNOT** play lower than C Grade in a Mixed Competition). If this player wishes to play in a lower grade than C Grade, s/he must, in writing, request authorisation from Mackay Touch.

If a player takes the field using a false name, the Team Captain or Team Contact will receive a 2-week suspension.

Players may play up any division e.g. C Grade players may step up to A Grade. Players **CANNOT** play down two or more divisions.

Players playing from a lower grade club team - the team must write the player's name on the score card and place CP (club player) next to their name.

6.1.3 Junior Club Concept (Mackay Junior Touch Fixture games only)

All clubs must have a minimum of 3 teams within the club. It is encouraged that teams align with current clubs.

Clubs must, in writing, notify Mackay Touch that they are starting a club or are aligning with a current club. The club must include club name, team names and age groups. This must be done before the season starts. If this rule is breached the teams involved will lose 3 competition points.

Children playing within the club are only allowed to **play a second game for an age group higher than they are currently playing** (e.g. an U12 player can only play in the age groups U14 and above). **Players cannot play a second game in the same age group within the club or another team.** Any team that permits a player to participate in a second game within the same age group, whether within the club or on another team, will lose three (3) competition points and the game will be classed as a forfeit. Additionally, the second team will also lose three (3) competition points.

If a player chooses to play in 2 age groups, they must register in both age groups, and pay the corresponding fees. Insurance will only need to be paid once.

If a junior player plays 3 or more games in a higher grade, the player will be moved into the higher age group and can no longer play in the lower age group unless s/he pays the additional registration fees.

i.e. After an U12 registered player plays 2 games in an U14 team, that player then has 2 options:
Option 1 - The U12 player returns to their original U12 team and finishes the season as per their original registration.

Option 2 - If the U12 player wishes to proceed playing for U12 and U14 for future games, then the U12 player must additionally register to the U14s and pay the corresponding fees.

If the season is shortened Mackay Touch Association has the right to amend the amount paid for fees.

When playing for an age group other than their own, players must write their name onto the scorecard with CP (Club Player) after their name, and notify the referee and opposition Coach/Manager.

There must be a minimum of 3 clubs in Juniors for this concept to take place.

To allow for the safety of players and spectators it is recommended that all games from Under 10 and below be played across the field from Try line to the 10m line (see Attachment A). The game may be played with 5 players on 5 players if both coaches agree. Where conditions allow (only one game is being played on the field) the game may be played from Try line to halfway.

6.1.4 Eligibility (also refer to rule 6.10 Qualifying for Finals)

For players to qualify for finals they must have played the following number of games for their nominated team:

5 games are required for a 14/15 week season,

4 games are required for a 12/13 week season,

3 games are required for a 10/11 week season.

Please note: Rained out games do not count towards eligibility but if the number of rounds drops, the required eligibility will also drop.

BYEs do count towards eligibility. If a player is injured and cannot play, they can still be marked on the scorecard as eligible by writing INJ next to their name, however, the player **MUST** be in attendance for the ENTIRE game to be marked as eligible.

A player must play the required number of games in their nominated division before being eligible for any other grade, and have played 3 round games up a division and 5 round games down a division to be eligible to play in that division's semis and finals. A player in a club may play more than one game for their club on any given fixture night, as long as the above conditions apply. If a club player is subbing within their club teams, the player must take to the field during both halves of the game to achieve eligibility for that match. Players subbing within the club concept cannot be marked on the scorecard as injured. If a player plays 7 games or more in a higher grade, that player can no longer play in the lower grade. e.g. a B Grade registered player plays 7 games in A Grade then that player can no longer play in B Grade and must remain in A Grade.

6.2 Trial Player

The player can't be registered to any team within the competition they are trialling in.

Players can only play three (3) games in total as a trial player. After this they must pay the registration fee for their competition.

If the Trial Player takes the field for a 4th game, and hasn't paid the registration fee, the team that they are playing for will forfeit and lose 3 competition points.

A Trial Player's games DO count towards eligibility for finals, however, the games played for that team only count. The required registration fee must be paid. e.g. If a player plays 2 games in Mixed and 1 game in O30s and the player chooses to play O30s, ONLY that 1 game will count towards eligibility in the competition, NOT the games played in Mixed.

Trial payment - \$10/game which DOES NOT come off the registration fee.

The receipt will need to accompany the player to the game and be presented to the referee and kept with the scorecard.

The Trial Player must pay their \$10 at the canteen BEFORE taking the field. If a player takes the field without a Trial Player receipt or Player registration the team they are playing for will forfeit and lose 3 competition points.

No Trial Player can take the field three (3) weeks prior to Semi-Finals.

6.3 Uniforms

All teams must be in full by the 4th week of competition. This includes identical shirts with numbers and similar shorts. Shoes and socks must be worn. Any player not in full uniform will not be allowed to take the field. Referees have the authority to send players from the field if not in full uniform. Women wearing leggings or long tights of any sort must have them of the same colour as the team shorts, not multi-coloured. All teams must nominate uniform colours before the season starts as part of the online nomination form. As per the TFA 8th Edition Rules (4.10) - " Referees and players may wear sport monitoring equipment and medical supports such as knee or ankle braces provided, at the sole discretion of competition's controlling body, the items are not dangerous."

Sports monitoring equipment must be securely covered i.e. sweatband and tape. If the sports monitoring equipment and/or medical supports become dangerous or exposed anytime during the game, the referee may ask for it to be taken off.

6.4 Changing Teams or Clubs

Players may change from club to another club or to another team, without missing any scheduled fixture games, provided the player supplies the Executive with a written release from the previous club or team, before the next fixture game takes place.

6.5 Forfeits

If teams are to forfeit, they must contact Mackay Touch by phone (leaving a voice message will be accepted) or text. Messages via Facebook will NOT be accepted. If notification is **prior to 12:00pm** the day of competition, the team will not be fined. Teams that notify us after 12:00pm but before 5:00pm may incur a \$70 fine. Any team that notifies Mackay Touch after 5:00pm or does not show up may incur a \$140 fine. This fine must be paid prior to playing the next competition game. If 3 or less players turn up to play, they must be present for the full game, with the opposition team captain/representative and referee to sign their game card at the end of the game time. The opposition will fill in their game card with only those present, referees to sign. (The opposition does not have to stay for a full game.) If 4 players turn up, these players must play the game.

Teams must be in attendance at the playing field 5 minutes before the commencement of their match. Any team that cannot field a team on the scheduled date with at least the minimum of four (4) players (mixed must meet the requirement of a minimum of 3 males and a minimum of 1 female) after five (5) minutes of the siren going will be required to forfeit.

In the case of a forfeit, the game for the non-offending team will be counted towards eligibility. The forfeiting team will not receive eligibility for the game if they did not attend.

Any team that forfeits three (3) games may immediately be removed from the competition unless an acceptable reason is presented to the MTA Executive.

Any team that forfeits a game during the final series may be removed from the competition. The FOR and AGAINST for a forfeited game will be 5-0 to the non-offending team.

Scratch matches must only be played by the teams and players displayed in the draw. A player may not "fill in" for another team at any time or when that player is from a bye or forfeiting team. Any team that permits a player to participate in a second game with another team will lose three (3) competition points and the game will be classed as a forfeit. Additionally, the second team will also lose three (3) competition points.

After a game has been played and it is found that a team has played an unregistered and/or unfinancial player, that game will become a forfeit and the offending team will lose three (3) points. The non-offending team will receive a FOR and AGAINST points of 5-0, however, if the non-offending team wins by more than 5 points, all FOR points will count. e.g. Team A plays an

unregistered player and loses the game 9 - 4, the non-offending team's FOR and AGAINST points will be 9-0. The offending team will receive NO FOR and AGAINST points.

6.6 Provision of Referees

All teams must provide at least one (1) referee. It is preferred that the referee provided is Level 1 or higher. Nominated team referees that hold a Level 1 referee qualification or higher will receive payment. When teams are not able to nominate/supply a qualified referee, they are still required to provide a volunteer referee on behalf of their team. In this situation, no payment will be made to the volunteer referee.

It is deemed to be these individuals' responsibility to fulfil all their allocated refereeing duties. If unavailable, it is the team referee's responsibility to organise a replacement. If the team referee does not fulfil their duties, the team may lose three (3) competition points, be fined \$100 and the nominated referee may receive a suspension of one (1) week. In the case where the team takes turns in the refereeing duties and someone does not fulfil their role, it will become the team's contact/captain that will receive the penalty. The suspension of one (1) week may be overturned if the referee referees four (4) games prior to playing their next competition game.

NOTE: A free Level 1 referee's course is held every season for all new and current referees.

6.7 Submission of Scorecards

The team captain/contact is required to fill in all attending players' shirt numbers to indicate their attendance. If there is no shirt number, a zero (0) must be written instead. Players not in attendance must have their name crossed out. If a player is playing within the Club structure and is subbing up or down (refer to rule 6.1), the team must write the players' names on the scorecard and write CP (Club Player) next to their name.

6.7.1 Signing of the Scorecard

At the conclusion of each match the referees shall confer and mark the final score on the scorecard. Following, each team captain (preferably) or other team representative is to check the scorecard and sign below their team name as agreement of the true and final score. Upon each of the team representatives signing the scorecard, the final score shall become a matter of fact.

6.7.2 Disputed Score

Prior to signing the scorecard, the team representative may confer with the referees if the final score is disputed. The final score on the card may only be changed by one of the officiating referees and only if each of the officiating referees agrees to the change.

If the team representative does not agree with the final score, they may choose not to sign the scorecard. A disputed score may be raised with the Administrator or President by the team captain, coach or manager and does not have to be in writing.

6.7.3 Dispute resolution

In the event that the scorecard is not signed by one or both of the team representatives, the Administrator is to determine a provisional score through conferring with any or all of the officiating referees, team representatives and the Referee's Director. The team's representative may be any one of the team's players, coach or manager. The final score shall then be determined by the President (or Vice-President if the President has a conflict of interest). Upon the Executive decision, the final score shall become a matter of fact.

In the event that a score dispute occurs in a Semi-final or Grand Final, the Executive Committee will review any video footage of the game and liaise with the additional third party scorecard recorders to determine the final outcome.

Nothing in these bylaws restricts the Administrator or President from consulting any person or utilising any means as appropriate (e.g. a recording of the match) to determine the provisional or final score.

The President or Vice-President has the sole discretion to determine the final score, which may include deeming the result a draw or a win to one of the teams.

If the match is in the Finals series, the President or Vice-President may require the match to be replayed, including for a shortened period or by drop-off procedure.

If the President or Vice-President are not available, the normal procedures of delegated authority apply.

Once the score becomes a matter of fact, the result may only be changed at the discretion of the President.

The above procedures apply whether the dispute is raised in writing or verbally. However, if a written dispute is made, the letter shall be listed as inward correspondence at the next regular meeting.

6.8 Competition Rounds

The number of competition rounds shall be determined by the number of weeks of the competition and catch-up games may be held after consultation with the Mackay Touch Executives.

If a grade has an uneven number of teams in the competition, Mackay Touch will endeavour to arrange an interpool game. If you are playing an interpool game, both teams will receive points, however if the team in a higher grade loses, the higher graded team will not receive the competition points.

There will be no **for and against** points for an interpool game. If interpool games can be arranged by Mackay Touch, then teams are required to play them. If a team chooses to take the bye no points will be awarded for the bye.

It may be necessary for some divisions to have a bye each week.

6.9 Competition Points

In the case of a team that forfeits, the teams forfeiting will be allocated 0 points FOR and 5 points AGAINST. The non-offending team will be counted as a BYE and points allocated accordingly.

If a team is not in attendance after five (5) minutes has expired, the game is deemed a forfeit. The offending team is penalised one try after the first minute for every minute thereafter up to 5 minutes.

Teams will be awarded the following competition points –

Win – 3

Lose – 1

Draw – 2

Bye - 3

Forfeit - 0

6.10 Qualifying for Finals

A player must play the required number of round games in their nominated division, see 6.1.4, (before being eligible for any other grade) and have played 3 round games up a division and 5 round games down a division to be eligible to play in that division's semis & finals. For the purpose of this rule, BYEs and trial games **do** count. Players are only eligible to play in one game per timeslot, therefore if on the rare occasion that club sides play during the same timeslots, eligibility will only count for the team the player is registered in.

If it is found that a player has participated in a finals game and has not been recorded as having played the required competition round games, the team they played for will forfeit the game and will no longer be eligible to play in the final's series.

6.11 Work commitments and rained out games

If there is a reason to support a player's inability to attend the games, a letter must be submitted to the Executive, with supporting documents e.g. a doctor's certificate. Any player injured may be put on the game card (noted at the beginning of the game **INJ initialled by referee only**), with the Referee and opposing Captain signing card at the END of the game. However, the injured player must be present for the **full game** to qualify.

In the case of unforeseen circumstances (e.g. power failure) these games **will** count toward eligibility.

All teams that compete in the finals must be fully paid and have no outstanding registration fees or other accounts outstanding.

6.12 Number of teams in Finals Series

If there are ten (10) or more teams in a division, then it will be the top five (5) teams who will progress into the final series. If there are five (5) to nine (9) teams in a division, then it will be the top four (4) teams who will progress.

If there are four (4) teams, then the top four (4) teams will progress into the finals.

Finals format will be 1 v 2 (Winner to GF), 3 v 4 (Knockout), next final game will be loser of 1 v 2 plays winner of 3 v 4. If there are three (3) or less teams in a division then it will be the top two (2) teams who will play the final.

Final series for Juniors will be listed as part of the Conditions of Entry

Mackay Touch has the right to combine two (2) grades together and prior to finals split the grade and play finals with the option of all teams playing finals. i.e. A and B Grades combined with 6 teams. Prior to finals the grades are split into 3 A Grade and 3 B Grade. Mackay Touch may play 1st place straight into Grand Final and teams 2 and 3 playoff.

6.13 Disciplinary (Judiciary) Rule

A player dismissed from the field of play by the referee for the remainder of the game, will receive an automatic two (2) match suspension, and may be required to attend a Judiciary hearing. All parties retain the right to appeal; this must be received within 48 hours. Mackay Touch Association has adopted the [Touch Football Australia Disciplinary Regulations](#) with the inclusion - the suggested sentence be doubled if a Referee is from the Junior ranks (Under 18).

If any suspended player takes the field, that game will be counted as a forfeit and the team will lose 3 competition points. Mackay Touch will review the suspension of the player and under the Touch Football Australia Disciplinary Regulations Manual act accordingly.

The notification of a suspension will be sent to a player via email and followed up with either a phone call or posted mail.

6.14 Interrupted Games

Should a game be interrupted due to injury or any other extenuating circumstance, the following is the policy:

Prior to half-time - the game is to result in a draw.

After half-time - the game is to stand as it was when play stopped. However, if a field is available the game may be changed to the vacant field, and play will continue.

If games are cancelled due to inclement weather during a competition night, games not played, due to inclement weather, will be classed as a DRAW and both teams will be awarded 2 points.

6.15 Age Requirements

- **Over 30s division**

All players **must be at least 30 or turning 30** in the year of competition.

- **All other divisions**

Minimum age requirement

Players must be 12 or turning 12 in the year of competition. These players (season age 12) are only eligible to participate in **B Grade or below** in Men's, Women's or Mixed divisions.

Players aged 12 (or turning 12 that year) who wish to play in **A Grade** must:

1. Submit a formal letter from their parent/guardian to the Mackay Touch Executive Committee, clearly outlining the reasons for the request.
2. Meet all of the following criteria:
 - Have been selected for **NQ Cyclones** and/or **Capricornia Representative** Touch teams
 - Have written approval submitted to Mackay Touch from the team contact accepting the player to their team
 - Be registered online and financial with Mackay Touch

Players will be assessed and accepted individually. Mackay Touch reserves the right to not accept a player who is under the required age.

6.16 Requests for Extenuating Circumstances

Any request for extenuating circumstances must be received in writing by the Executive. All extenuating circumstances should be included in the letter to enable the Executive to consider the request effectively. Letter must be received at least 48 hours prior to the game being played.

6.17 Disputes and Protests Policy

Mackay Touch has developed a disputes and Protests Policy. This process needs to be followed in the event of a dispute.

The policy is outlined in [Schedule I](#) and all disputes must be in writing and completed on the official Mackay Touch Association Disputes & Protests Form ([Schedule J](#))

If a player/team wishes to appeal a decision of a suspension of a player, the Disputes and Protests form must be submitted within 24 hours after Mackay Touch notifies the nominated player.

6.18 Force Majeure

If Mackay Touch is unable to perform, in whole or in any obligation under these Regulations by reason of a Force Majeure event, Mackay Touch is relieved of that obligation under these Regulations to the extent, and the period it is unable to perform.

Mackay Touch has no obligation to refund any team or individual competition fees paid if it is unable to perform by reason of a Force Majeure event.

6.19 Three Penalty Exclusion Zone - [8th Edition Rules](#)

This rule applies to A and B Grade competitions. In any C Grade and below competitions, the process for a referee will be on the third penalty, the player involved in the infringement will be forced subbed.

6.20 Injuries, Health and Safety

All below listed bylaws can be referred to in more detail within the various TFA Policies. Visit www.touchfootball.com.au to download available policies.

- **INJURIES, HEALTH AND SAFETY:**
 - First Aid and Insurance

Ice is always available for the immediate treatment of injuries at the canteen area.

All injuries must be reported to the Administrator / Competition Coordinator] who will then supply an Injury Report Form and advise the proper procedures (regarding insurance procedures).

Touch Football Australia and Sportscover remain committed to providing the touch football community with a National Insurance Scheme for all registered members. Whilst the policy provides basic levels of cover for players and others participating in Touch Football, it is not all encompassing and does not seek to replace the need for private health and other insurances.

The TFA National Insurance Scheme webpage and resources are provided so that Players and Affiliate Administrators throughout Australia may have immediate access to the policy benefits and procedures of the insurance program. Please visit www.touchfootball.com.au for policy details.

- *Blood Rule*

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 before the player can return to the field. On the rare occasion that a player is required to remove their playing apparel for blood, it is recommended that all teams are in full uniform, however Mackay Touch understands that teams may not have spare playing clothes, then a different playing shirt may be worn. A different playing shirt is only to be worn in the game where the blood rule is applied.

- *Pregnancy*

For recommendations on participation for pregnant players, reference should be made to the separate TFA Member Protection Guidelines.

It is recommended that if a Pregnant player wishes to continue to play, they get their doctor to advise them of the risks associated, and write a letter notifying Competition Administration that they have been advised and agree to continue to play anyway.

- *Drugs*

Reference should be made to the separate TFA [Improper Use of Drugs and Medicine](#), and [Anti-Doping](#) Policies

7. Attachment A

Junior Club Concept

