



# **COMPETITION REGULATIONS**

**AAM Advisory Touch League 2**

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# Rules of Competition

## **SECTION 1: INTRODUCTION**

### **1. Purpose**

- 1.1 The aim of these Competition Rules and By-Laws is to provide all stakeholders with a clear and concise framework under which competitions are conducted by Touch Association Singapore (TAS)

### **2. Application of Competition Rules and By-Laws**

- 2.1. Games will be played and refereed under the official Touch Football Australia (TFA) 7<sup>th</sup> Edition Playing Rules or such other playing rules as may be in force from time to time. These rules shall be read and construed together with the TFA Playing Rules, and words and terms which are defined, construed and interpreted in the TFA Playing Rules shall have the same meaning, construction and interpretation in these Rules, unless specifically defined, construed, and interpreted by these Rules.
- 2.2. Any rule change will be communicated to Officials and Participants in a timely manner prior to implementation.

## **SECTION 2: Competition Structure**

### **1. General Information**

- 1.1 These Regulations shall apply to all Touch Association Singapore competition fixtures.

### **2. Finals**

- 2.1 After the conclusion of all competition round games, all divisions in the competition will have a finals series.
- 2.2 Eligibility for finals will be determined with reference to the ranking of each team on the competition points table.
- 2.3 Finals Format - Teams placing the top 4 places in any ungraded or graded division after all calculations including any adjustments are completed will take place in the finals series for that division.

Positions for the finals will be determined by in the following manner:

- [Teams with the highest points at the completion of round games]
- [If equal – For and against]
- [If equal – Percentage]
- [If equal – Result of Round Game played]
- [If drawn – Drop Off]

The format will be as follows:

- Finals (Game 1): 1<sup>st</sup> vs 4<sup>th</sup>
- Finals (Game 2): 2<sup>nd</sup> vs 3<sup>rd</sup>
- Grand Finals (Game 3): Winner of Game 1 vs Winner of Game 2
- Drop Offs will be played for all finals matches where required.

- If the Grand Final are declared a washout and TAS cannot reschedule the game, the higher placed team of the two grand final participants on the ladder will be declared the winner of the division.

### 3. Determination of Competition Points

- 3.1 The competition will be judged on a points system.
- 3.2 General competition points are awarded as follows;
  - a. Win 3 points
  - b. Bye 2 points
  - c. Loss 1 point
  - d. Draw 2 points
  - e. Loss by Forfeit (with notice) 0 points (0-10 loss)
  - f. Loss by Forfeit (no notice) -4 points (0-10 loss)
  - g. Win by Forfeit 3 points (10-0 win)

## **SECTION 3: Team Registration & Player Eligibility**

### 1. Nominations

- 1.1 Teams must be nominated using the Nomination Form which is available from the Touch Association Singapore website ([www.touchassociationsingapore.com](http://www.touchassociationsingapore.com)) provided by Touch Association Singapore and all information requested on this form must be supplied by the due date.
- 1.2 Late nominations will only be accepted at the absolute discretion of TAS, and will be dependent on teams already nominated.

### 2. Fees

- 2.1 Each team nominated for the competition must pay to TAS the appropriate team competition fee of **One Thousand and Two Hundred Singapore dollars (\$S\$1,200.00)** to the following bank account:  
**DBS Bank BSB: 7171**  
**Account Name: Touch Association of Singapore**  
**Account Number: 288-902840-4**  
**Swift Code: DBSSSGSG**
- 2.2 The competition fee is to be paid in full to TAS before the commencement of competition, being Saturday, **19 August 2017**. If a team cannot make payment in full by then, they must contact TAS in advance to make alternative arrangements on or before 10 August 2017.
- 2.3 In the event a team has paid the competition fee and withdraws from the competition, TAS has the right to not refund any of the competition fee paid by the team.
- 2.4 TAS reserves the right to remove and/or suspend any team from the competition if all competition fees have not been paid in full by the due date.

### 3. Team Structure

- 3.1 The maximum number of players that can register for a team is **twenty (20)**. Team lists must be submitted before commencement of the league, that is, on or before **18 August 2017**. In the event a team fails to submit its team list, the said team shall not be allowed to participate. Teams are encouraged to finalise their team lists as early as possible.
- 3.2 After commencement of the competition, teams are only limited to two (2) requests for the duration of the competition to add players if the team list is not exhausted. All team managers will be given access to view all other team lists. Requests to add and/or delete players on any team list must be made by way of an official email to TAS League Committee at least **twenty-four (24)** hours before the start of the each match. You may add and/or delete multiple players in one request.
- 3.3 After commencement of Round 7, no further changes will be allowed.
- 3.4 Teams are allowed to remove players from the respective team lists only in the following events:
- Where a player suffers a serious injury before the commencement of Round 6 and is deemed unable to play for the rest of the season; and/or
  - Where a player has not played a single match prior to the commencement of Round 6
- The relevant team manager may appeal to the TAS League Committee to replace the player on the team list. Any decision made by the TAS League Committee shall be final.
- 3.5 A maximum of six players per team may be on the field at any one time.
- 3.6 The total number of players that can play for a team during one competition game is **fourteen (14)**. Teams that have fielded more than fourteen (14) players will be considered to have forfeited (with notice) the match.
- 3.7 A player may not be registered and/or play in more than one team within the same Division. A Division is defined as Premiership, B, C, and so on.

#### *Illustration*

- Club Y has registered two teams in the Premiership Division of Men's, being Team A and Team B. Player Z must only be registered in Team A or Team B, and cannot be registered in both.*
  - Club X and Club Y have registered a team each in the Premiership Division of Men's, being Team R and Team F. Player Z must only be registered in Team R or Team F, and cannot be registered in both.*
- 3.8 TAS acknowledges that for purposes of developing players and/or a team, each team may have up to three (3) floating players ("**Floater**s"). A Floater may play in two different Divisions within the same category (Men/Women/Mixed/Masters), and should be registered and identified as a Floater in the relevant teams. A Floater shall only be allowed to play either one division above or below. Each team acknowledges and agree that the Floater(s) shall not be used to create a significant playing advantage especially when playing one division down.

#### *Illustration*

- (a) A Floater is a person registered in the Premiership division of Men's and B Division of Men's. The Floater must be a registered player on both the Premiership division team list and B Division team list.*
- (b) A Floater is not a person registered in the Premiership division of Men's and B Division of Mixed.*
- (c) A Floater shall not be allowed to play in the Premiership division of Men's and C Division of Men's.*

- 3.9 Subject to Section 3 paragraph 3.1 above, each team shall identify up to three (3) Floaters on its team list.
- 3.10 Section 3 paragraphs 3.8 and 3.9 shall not apply to any player below the age of 17 years as of 1<sup>st</sup> January 2017.
- 3.11 In the event an unregistered player has played a match for a team, the said team will forfeit the match, and shall not be eligible to play in the finals series.

## **4. Grading**

- 4.1 Each Club or team shall make every effort to nominate in the correct grade.
- 4.2 TAS reserves the right to formally grade teams in a particular grade prior to the start of the season or during the first 4 weeks of competition.
- 4.3 In the interest of fair competition, TAS reserves the right to at any point during the season to refuse or alter a team nomination, or to re-grade a team, in consultation with the club or team concerned.
- 4.4 The D Grade Division are for players and teams new to Touch Football. There are no team list restrictions but all players and teams are encouraged to keep things fun and fair in this social Novice division.

## **5. Team Uniform**

- 5.1 Each team entering this TAS competition is required to wear a team uniform. No person, including opposing team captains, a referee or ground controller may waive the requirement for players to comply with the player uniform regulations.
- 5.2 Each player taking the field must wear a uniform playing shirt representing his team.
- 5.3 Playing shirts must bear an exclusive number ranging from 1 to 99 only.
- 5.4 Players not in matching uniform will not be allowed to take the field. This rule will take effect from Round 3.
- 5.5 Team player numbers must be at least 15cm in height, placed on the rear of the jersey and deemed legible to the referee.
- 5.6 Players may not swap playing shirts during a competition game. If players swap playing shirts during a competition game, the team will automatically forfeit (with notice) all competition points they would have otherwise been awarded for that competition game.
- 5.7 Blood stained clothing, including playing shirt, must be removed for hygiene reasons. Alternative playing shirts are allowed in this exception. If no alternate playing shirt is available, uniform penalties will apply if the player continues to play.

- 5.8 Football boots with screw-in studs are not permitted. Players will not be allowed to play whilst wearing such boots.

## **6. Competition Draw**

- 6.1 TAS will prepare a schedule of games (draw/fixtures) for each grade competition and this shall be published on TAS website – [www.touchassociationsingapore.com](http://www.touchassociationsingapore.com)
- 6.2 Subject always to TAS' final approval, teams may mutually agree and propose an alternative competition date.

## **7. Responsibilities**

- 7.1 It is the responsibility of each Team and/or its representative to ensure the following:
- Its players are eligible ;
  - Its players, officials and associated spectators comply with the Code of Conduct at all times and are aware of the Responsibility Code;
  - Its players comply with all uniform requirements;
  - Team competition fees are paid in full ;
  - Its players are aware of the TFA 7th Edition Playing Rules.
- 7.2 Each player is responsible for ensuring he/she is aware of and complies with the TFA 7<sup>th</sup> Edition Playing Rules.

## **SECTION 4: Competition Requirements**

### **1. Substitutions & Interchange (“Sub Boxes”)**

- 1.1 All substitutions must occur as per Rule 5 of the TFA 7<sup>th</sup> Edition Playing Rules. Except in the case where a common sideline is shared, teams are then allowed to sub freely along the length of the available sub box sideline.
- 1.2 The only persons allowed in the Sub Boxes are the fourteen (14) players participating in the game, Coach, Assistant Coach, Sports Trainer, Manager, and non-playing team members (that are registered in the said team). The Coach, Assistant Coach, Sports Trainer, Manager, and non-playing team members should refrain from wearing the team's playing jersey to avoid any confusion. The Sub box will be limited to a maximum of 20 people.
- 1.3 It is recommended all persons in the sub box must be wearing closed footwear to avoid injury.

### **2. Score Card & Game Results**

- 2.1 Teams that have not had players register online will have their games recorded as a forfeit (with notice). If both teams have players that are not registered, the game will be recorded as a double forfeit (with notice). Both teams will record a 0-10 loss and receive 0 points.
- 2.2 At the conclusion of the game, a team representative and/or its captain must sign the bottom of the Sign-On Sheet to acknowledge it is correct.
- 2.3 Each team captain must sign the Referee Score Card at the conclusion of the competition game, unless they disagree with the score recorded, players sent off, uniform penalties and/or any other factor which may influence the game result.



- 2.4 If a team captain disagrees with the score, he **must not** sign the Referee Score Card and lodge a Protest in accordance with these Rules within **one (1) hour** of the conclusion of the game. This must be followed by a refundable deposit of **Fifty Singapore Dollars (S\$50.00)** and an official email within twenty-four (24) hours with relevant details to the TAS League Committee.
- 2.5 In the event no Protest is lodged within one (1) hour of the conclusion of the game, the score which is indicated on the Referee Score Card will stand.

### 3. Game Ball

- 3.1 All teams must use the official TAS match ball provided in all games. If one is not provided, it is the responsibility of either participating team to supply a suitable game ball.

## SECTION 5: Playing the Game

### 1. Timing Regulations / Game Time

- 1.1. Subject always to TAS' policies as may be in force from time to time, including Lightning Risk Policy, competition games will ordinarily consist of two 20 minute halves with a 3 minutes half time break.
- 1.2. Any disruption to a game will be managed under the appropriate TAS Policy as may be in force from time to time.

### 2. Referees/Match Officials

- 2.1. The Ground Manager or Referees Director will appoint a minimum of 1 Referee for each competition game ("**Appointed Referee**").
- 2.2. Where, for whatever reason, an Appointed Referee is not available for any game, each team is required to be able to supply one (1) competent referee for either a full game or half a game depending on the circumstances, or until an Appointed Referee(s) is available.
- 2.3. An Appointed Referee is the sole person who has the power to discipline a player, official or spectator during a game.
- 2.4. An Appointed Referee may discipline a player in the following manner:
  - a. A verbal warning;
  - b. A direction to the player to substitute ("**forced-substitution**");
  - c. A direction to the player to leave the field for a period of time ("**sin-bin**");
  - d. A direction to the player to leave the field for the remainder of the competition game ("**send-off**"). Any player that has been dismissed from the field of play by way of a send-off shall incur an automatic two (2) match suspension
  - e. A Duty Referee has the same disciplinary powers as that of an appointed Referee.

## **SECTION 6: Withdrawals, Forfeits & Disqualifications**

### **1. Withdrawals**

- 1.1 Where a team is disqualified or withdrawn from competition after final copies of the draw have been completed, all registration fees and/or bonds received will be retained by TAS and TAS reserves all rights to impose a fine on the disqualified or withdrawn team, not exceeding S\$600.

### **2. Delays (Late Starts) & Forfeits**

- 2.1 A team is not ready to take the field at the time the siren signals the start of the game if it does not have a minimum of four (4) registered players on the playing field, and the other team has at least six (6) registered players on the playing field. In such event, the Appointed Referee may do the following:
- In the first four (4) minutes, one (1) touchdown shall be awarded every two (2) minutes;
  - After the fifth (5<sup>th</sup>) minute, the game is to be declared a forfeit (without notice) in favor of the team which is ready.
- 2.2 Any team that forfeits without notice on an aggregate of **two (2) occasions** may be removed from the competition at the discretion of TAS, with no refund of playing fees.

### **3. Game rescheduled**

- 3.1 Where a Team knows they will be unavailable on a particular date(s), they should make this known prior to the draws being made by the Competition Coordinator, and the Competition Coordinator shall try to make necessary changes to accommodate. Draws are made every Tuesday for the duration of the competition.
- 3.2 After the draws have been released, a team should make their unavailability known at least forty-eight (48) hours prior to the commencement of their match, and the Competition Coordinator may approve the rescheduling of any games. Teams are required to liaise between themselves to rearrange a suitable time and venue to play and notify the Competition Coordinator accordingly.
- 3.3 Once a change has been agreed by both teams and approved by the Competition Coordinator, it cannot be changed. If an agreement cannot be reached on a new game date and time, the game must go ahead as scheduled and/or the requesting team will forfeit the game.
- 3.4 The Rescheduled game(s) may be played prior to the originally scheduled date and must be played prior to the completion of the minor round games for the competition.
- 3.5 A team may reschedule no more than an aggregate of two (2) games per competition and no games in any finals series may be rescheduled. Exceptions shall be made for school teams on school vacation.
- 3.6 The Competition Coordinator may reschedule any game or make changes to draws due to unforeseen circumstances (for example; changes to venue availability, issues with the venue, draw errors etc.) as necessary.

### **4. Game rescheduled on same day**

- 4.1 Subject always to TAS' policies for the time being in force, including the Hot Weather, Wet Weather, or Haze Policies, matches may be abandoned and/or rescheduled.

- 4.2 In such event, no refund of fees is available. The game may be replayed at the discretion of the Competition Coordinator.
- 4.3 In the event teams are unable to reach an agreement on when a game is to be replayed within seven (7) calendar days, the Competition Coordinator shall finally determine the date, time and venue for the replayed game. A team failing to appear on the appointed occasion will forfeit to the other team.
- 4.4 If a game is abandoned and has not been replayed prior to the completion of the minor round games, then the game will be declared a draw (5-5).

## **5. Disqualifications**

- 5.1 A team may be disqualified in the following circumstances:
  - a. The team is in breach of Section 3 paragraph 3 of these Rules;
  - b. The team, or any player within that team, is not financial;
  - c. The team plays a player using a false name;
  - d. The team, any player or official within that team, or any follower/spectator associated with that team, fails to adhere to the Code of Conduct.

## **SECTION 7: General**

### **1. Penalty for Non-compliance**

- 1.1 Unless otherwise stated, the penalty for non-compliance with these Rules of Competition & By-Laws will be at the discretion of the Competitions Coordinator.

### **2. Complaints, Protests and Appeals**

- 2.1 A team representative may lodge a Protest on behalf of his team with the Ground Controller following a competition game, or with the TAS League Committee at any time.
- 2.2 Protests must be submitted no later than forty-eight (48) hours after the alleged conduct occurs. This must be followed by a refundable deposit of **Fifty Singapore Dollars (S\$50 .00)**.
- 2.3 Complaints will be investigated by the TAS League Committee in accordance with the TAS Disciplinary Regulations Manual.
- 2.4 Protests concerning individual refereeing decisions will not be accepted.
- 2.5 Protests may be lodged in relation to the following;
  - a. Specific incident/s in a game considered by the team representative to have fundamentally affected the outcome of the game;
  - b. Any other matters.
- 2.6 Protests deemed to be frivolous, vexatious and/or scandalous by TAS will not be accepted and will result in forfeit of deposit of S\$50.00.

- 2.7 The game result of a competition game in which a Protest has been lodged may be upheld, varied or declared void.
- 2.8 Any decision made by TAS under these Rules may be appealed. An appeal must be made in writing within 7 days of the original decision. Until such time as the appeal is heard the original decision will stand.
- 2.9 A person who has been charged with any misconduct shall have the right of appeal, as per the TAS Disciplinary Regulations.

### **3. Force Majeure**

- 3.1 If TAS is unable to perform, in whole or in any obligation under these Rules by reason of a Force Majeure event, TAS is relieved of that obligation under these Rules to the extent, and the period it is unable to perform.
- 3.2 TAS 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.