



2024 CONDITIONS OF ENTRY

All Schools Carnival State Final

As of 5th February 2024

PURPOSE

The primary purpose of the NSW Touch Football All Schools Carnival is to allow for schools & students to participate in an event matching with the Under 15s Pathway within the School Sport System & Curriculum. The NSW Touch Football All Schools Carnival also allows for schools of differing school systems to contest against each other, an opportunity not provided elsewhere within the School System for Touch Football, it is an “OPPORTUNITY FOR ALL.”

FORMAT

Competitions will be played in 2 pools. 6 Round games in each pool.

A finals series will be played in all competitions and gender divisions. Under the format of;

- Semi Finals
- Grand Finals

EVENT INFORMATION

Progression into the State Final will be offered to the teams who win their selective grand final for each division played at the regional events. Due to the Metro South, Metro North, Hunter, and Western competitions historically being larger events by scale, runners up will also qualify for the State Final in these select regions.

State Final Qualifiers by Regional Events

Western: Winners and Runners Up

New England: Winners Only

Southern: Winners Only

Mid North: Winners Only

Far North: Winners Only

North West: Winners Only

South Coast: Winners Only

Hunter: Winners and Runners Up

Metro South: Winners and Runners Up

Metro North: Winners and Runners Up





- Qualified Schools only.
- Students must be currently enrolled in their representative school
- Divisions Played:
 - Year 7/8 Boys Division
 - Year 7/8 Girls Division
 - Year 9/10 Boys Division
 - Year 9/10 Girls Division

Location and date are as follows:

STATE FINAL: Yr. 7-10 – 13th August 2024 – The Kingsway Playing Fields, St Marys

1. COVID-19

NSWTA protocols will be governed by NSW Health advice and regulations. NSWTA reserves the right to amend or suspend the event to ensure the safety of all of our participants and staff.

2. EVENT TIMES

Below is a brief timeline for the event day's ***subject to change**

8:30 AM = Teacher's Information Meeting

8:30 AM = Referee's Meeting

9:00 AM = Games Commence

3:00 PM = Games Conclude

3. DRAW

The Event draw will be released approximately 2 weeks prior to the event

Any further updates or changes to the draw will be sent through to the school coordinator accordingly.

4. PATHWAY OPPORTUNITIES: NATIONAL SCHOOLS CUP

Due to current Covid-19 impacts, the future of the National Schools Cup is currently unknown. Once we have clarity, we will be able to make a determination on the pathway from this event through to the national finals.

5. TEAM NOMINATIONS

Team nominations will close four (4) weeks prior to the event. Nominations must be completed Via return email from the Game Development team congratulating you on your qualification

6. INDIVIDUAL PLAYER REGISTRATION

For individual students to participate in the competition; a team registration form with players names and



numbers must be submitted to NSWTA prior to the event. A team sheet will be provided by NSWTA for each team registered into the event.

Please note this process is compulsory.

7. ENTRY FEES

The entry fee to the regional event covers the entry to the state final. No further fees are required to be paid.

8. DIVISIONS: (BOYS AND GIRLS)

Students in Year 7 & 8 are allowed to play up into the Year 9 & 10 teams if there are not enough Year 9/10 students to fill that team.

Year 9/10 students are not permitted to play down in the year 7/8 teams.

If a student attends a K-12 school, primary aged students are not allowed to compete in this secondary event.

i.e., a student in Year 6 is not allowed to participate in the Year 7/8 or Year 9/10 div.

9. TEAM COMPOSITION

NSW Touch Football All School Events are six (6) a side with eight (8) substitutions making the maximum team participants fourteen (14) per team. Teams may register a maximum number of fourteen (14) players and use a maximum of fourteen (14) players in a game.

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

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

If a school wishes to change a player, it must be done through correspondence to the NSWTA office stating reasons for the change.

10. REFEREE NOMINATIONS

During the team acceptance process, one (1) Referee per team MUST be included with each team attending. NSWTA can provide you with referee contacts in your area if you do not have students in your school that can fulfil the role. Players in the event also refereeing will not be accepted. Non-Compliance will result in a deduction of (3) Competition points per referee. Starting with the highest ranked team from your school.

NSWTA will also provide referees for the event at the cost of NSWTA to ensure a certain standard is met for the event. However, without the contribution of school supplied referees the event could not proceed.

Any student referees provided are required to have a minimum:

- level one qualification
- competent in their knowledge of the touch football rules
- willing to referee to the best of their ability



11. REFEREE NON-COMPLIANCE

Should a school attend the event without a referee or the provided referee details have changed, it is asked that the school find a replacement; i.e., a teacher to substitute into their place. NSWTA can provide you with referee contacts in your area if you do not have students in your school that can fulfil the role. Players in the event also refereeing will not be accepted. **Non-Compliance will result in a deduction of (3) Competition points per referee. Starting with the highest ranked team from your school.**

Please understand that without referees our event cannot run properly so we kindly ask for your full cooperation. Referees will have a designated referee's area for them to store their equipment each day.

12. WITHDRAWAL FINE

If a school accepts their position and subsequently withdraws on or after Tuesday 20th July 2024, the school will be charged a **withdrawal fee of \$100 per team.**

13. SCHOOL ENQUIRIES

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

14. COMPULSORY TEACHERS' INFORMATION MEETING

The compulsory Teachers Information Meeting will be conducted approximately thirty (30) minutes prior to the commencement of the competition.

No responsibility will be taken for any actions undertaken by officials who do not attend the **COMPULSORY TEACHERS MEETING**. All questions should be asked at this meeting. All teams will be checked off for attendance at the event.

15. COMPETITION POINTS

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

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

16. PLAYER NUMBERS

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



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

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

17. PROOF OF ENROLMENT

The nominated contact person for all teams must have proof of enrolment for all players in their team. This can be certified by the school's Principal on the Team Registration Form in the form of stamp/signature etc.

18. UNIFORMS

All playing uniforms are to include shirts with playing numbers, shorts, and socks. All players must be correctly attired for all games of the competition. Approved touch shoes must be worn in accordance with rule 4.6 of the TFA rulebook. Please note that predominantly white shirts are not allowed (to avoid confusion with the referees). Only moulded football boots are allowed to be worn, no metal studs or cleats.

19. COACHING POSITIONS

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

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

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

20. COACH / REFEREE COMMUNICATION

Coaches / Players / Managers are not to approach the referees who officiate at their games. Any enquiries should be submitted to the Tournament Co-ordinator.

21. PROTEST / DISPUTES

Protest and dispute matters will be heard and determined by the Tournament Co-ordinator.



22. DISCIPLINE

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

23. SUSPENSIONS

Any player sent from the field for the remainder of the game will receive an automatic two (2) match suspension unless the Tournament Co-ordinator considers further action. Any player who receives three (3) 'periods of time' over the competition will receive an automatic two (2) match suspension unless the Tournament Co-ordinator considers further action.

Any player who is given a 'period of time' more than once in any one (1) game, will also receive an automatic two (2) match suspension. A two (2) match suspension is to be served on the following two (2) games in which the team plays. Byes do not count as a game played. A team that wins by a forfeit will count, however a team losing by forfeit, will not.

24. FORFEITS

Due to the heavy schedule, games must start on time. 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 referee so that the toss of the coin can be affected without loss of time.

If a team is not at the field at the advertised starting time of the game, the attending team can be awarded the winning of the toss. The offending team will receive a maximum of five (5) minutes from the commencement of the game (siren/whistle) to position the team on the field and be ready to commence play.

If the offending team is not in attendance after the five (5) minutes has expired the game will be deemed a forfeit and the non-offending team will be awarded a 5 - 0 win and three (3) competition points. The offending team will receive a score of 0 - 5 and no competition points. The offending team will be penalised one touchdown after the first minute and one touchdown every minute thereafter up to five (5) minutes, and the time will be kept by Tournament Co-ordinator.

Forfeit Affected Positions

If two or more teams finish level on competition points and any of those teams were involved in a forfeited match in the Round Robin Series, the forfeit may cause some obvious problems. When a non-offending team has been involved in a forfeit, the 'for and against' from that forfeit will not count in final calculations. Similarly, for the other teams that finish on equal points, they will have the 'for and against' from that forfeited team deducted from their total. For teams 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 - 1 in game four (first round)

If after the Round Robin Series, the 'for and against' is

Team A - 50 for and 10 against (plus 40)
Team B - 60 for and 20 against (plus 40)

The above results would be deducted first, and the result is: -

Team A - 45 for and 10 against (plus 35)
Team B - 55 for and 19 against (plus 36)

Therefore, Team B would gain the higher position.

For the purpose of keeping record, if a forfeit occurs, the non-offending team will be rewarded with the 5 - 0 win and three (3) competition points. The offending team will receive no competition points and a score of 0 - 5 against their record. This section only deals with forfeited affected positions for non-offending teams.

The offending team that causes the forfeit will have their calculations treated as normal as they have been penalised by receiving no competition points for the match they forfeited. After the above calculations are made and teams are level on competition points, we shall apply Section 33.

NOTE: - Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.

25. TOURNAMENT CONTROL

The Tournament Co-ordinator will be in charge of all matters relating to the tournament. Any matters not covered in these conditions or guidelines will be determined by the above official and their decision will be final.

26. RULES

As per the [8th Edition Rule Book](#).

27. PRIZES

Winners in each division will be awarded with medals

28. DRAW FORMULA

All teams will be scheduled a minimum of 6 matches.



29. DURATION OF MATCHES

Matches will be twenty (20) minutes straight (touchdown turnaround).

In the event of a draw in the finals series, the Drop off System will be used to decide the winner.

30. DETERMINING POSITION FOR FINAL PLACINGS

If teams are equal on points at the completion of the rounds 'for and against' will be used to decide the higher team.

Differences

The difference is determined by subtracting the total of Touchdowns scored 'against' from the number of Touchdowns scored 'for'. The team with the best difference will obtain the higher position.

Example:

Team A scores 50 for and 10 against

Team B scores 40 for and 10 against

By subtracting the 'against' from the 'for', Team A would be 'plus 40', whilst Team B would be 'plus 30'.

Team A would therefore obtain the higher position.

If teams have the same 'difference' the percentage system would then apply.

Percentages

If this system is used, it is easily explained that if the difference is in the 'plus' situation, the team with the least number of Touchdowns scored against them would obtain the higher position. However, if the 'difference' is in the 'minus' situation, the team that has scored the most Touchdowns (for) would obtain the higher position.

The percentage system is calculated by placing Touchdown 'for' over Touchdowns 'against' and multiplying by 100 over 1.

Example:

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

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

Team A would obtain the higher position.

Round Game

If the above systems are unable to decide the outcome, the round game result will be used.

Drop Off

If all the above systems are unable to decide the outcome, the Drop off System will be used. (See Section 38).

31. FINAL SERIES

The final series will be determined by the Tournament Co-ordinator and advised at the release of the draw; 1 week prior to the event.



32. MEDICAL

Qualified First Aid Officer's will be provided at the NSW All Schools Carnival State Final.

33. MEDIA

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

34. FIELD LAYOUT

A field layout will be distributed in the lead up to the event.

35. DROP OFF PROCEDURE

In the event of a drawn game in which a result is required, a Drop Off situation will be utilised to decide the winner.

Drop Off rules are as follows:

- i. When the game is drawn at the expiration of full time, a break of one minute shall be taken the team winning the original toss will commence the Drop Off, running in the same direction in which the team finished the game in regular time.
- ii. Each team commences the Drop Off with two (2) less players than used in the normal time. That is four (4) players in six a side game. Substitution of players is permitted as per TFA 8th Edition Rule Book.
- iii. At the conclusion of two (2) minutes of extra time, a siren is sounded, and the referee will stop play at the next touch or dead ball. If A team is in the lead at this stage the referee will signal full time and the team with more points is declared the winner, if scores are still even, each team will drop off one (1) player, reducing their on-field strength to three (3) players.
- iv. Play will commence immediately after the players have left the field at the same point in play where it was halted. The touch count will continue.
- v. Play will then continue indefinitely under a "golden try" format. Meaning the next team to score wins the game.

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

36. 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.

37. CONCUSSION IN SPORT POLICY

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



End.