# 2026 CONDITIONS OF ENTRY
# All Schools Championships

As of 1st January 2026

PURPOSE

The primary purpose of the NSW Touch Football All Schools Championships 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 Championships 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 age groups: Year 7/8 and Year 9/10.
Both age groups will have divisions for Girls and Boys.

A finals series will be played in both Girls and Boys divisions.

The State final will include 15 teams from each division, this will include the winner from each of the 11 regions. The other 4 teams will be the runners up from the Metro West, Metro East, Hunter, and Mid-North Coast regions as these events are historically larger by scale. The State Final will be held in Sydney at The Kingsway Playing Fields, St Marys.

EVENT INFORMATION

- Conducted over 1 day, except for larger events being held over 2 days.
- NSW Secondary Schools only
- Students must be currently enrolled in their representative school
- Divisions available:
    - Year 7/8 Boys Division
    - Year 7/8 Girls Division
    - Year 9/10 Boys Division
    - Year 9/10 Girls Division

**1.** DATE and VENUE

The 2026 All Schools Championships will be held over 11 different venues, for dates of each venue please check our website https://www.nswtouch.com.au/schools/all-schools-events/

**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

General event information will be sent via email to registered schools two (2) weeks prior to the event when nominations close. The event draw will be released approximately one (1) week prior to the event. Any further updates or changes to the draw will be sent through to the school coordinator accordingly.

**4.** STATE FINAL

Winning teams from each division at the regional events will automatically qualify for the State Final. Automatic qualifiers must confirm (or decline) their acceptance to the State Final by the deadline set by NSWTA. If an automatic qualifier is unable to attend, the opportunity will be extended to the non-automatic qualifiers being the second placed team overall. Second place is the grand final runner up. If the second-place team is unable to attend, the opportunity will be extended to the next non-automatic qualifier being the third-place team who is determined by the team with a higher for and against during the finals.

**It is important that the State Final has representation from teams in all 11 regions in the State, therefore, schools can only qualify for the State Final through their local regional event.** NSWTA recognises that there can be clashes in the school calendar. If a school cannot participate in their local regional event but still wishes to take part in a carnival, they must apply for an exemption from NSWTA before entering any events outside their region. It is at the absolute discretion of NSWTA if the exemption will be granted. **Should your school request an exemption, this competition will serve as the qualifying event for entry into the state final, contingent upon your victory. Please note, should you not achieve the desired outcome in this competition, you will not be eligible to participate in any other competitions for qualification.** A school's local regional event is the event closest to the school in distance (Km).

NSWTA understands and appreciates that some schools or teams may choose to participate in more than one All Schools event. For schools or teams wishing to attend multiple events, qualification for the State Final can only occur through their local regional event. Any participation in additional events will categorise them as invitational teams, and they will not be eligible for finals.

If a qualifying team declines their spot in the State Final, an invitational team may be considered for qualification at the discretion of NSWTA.

**5.** WASHED OUT EVENTS

In the event that a Regional All Schools Competition is cancelled due to weather and cannot be rescheduled, State Final qualifiers will be determined based off the official results from the corresponding 2025 regional event.

The qualification process will be as follows:

- Highest-ranked teams from the same 2025 regional event that were registered for the cancelled 2026 event
  - Allocated in order of finishing position (1st Place onwards)
- Highest-ranked team from the same 2025 regional event that were *not* registered for the cancelled 2026 event
  - Allocated in order of finishing position (1st Place onwards)

For example:
In the 2025 Northern Rivers Open Girls division, St John's placed 1st and St Mary's placed 2nd. St John's did not register for the 2026 event due to a scheduling clash; however, St May's did. If the 2026 event is cancelled and cannot be rescheduled, St Mary's, being the highest-ranked 2025 team registered for the 2026 event- will receive automatic qualification to the 2026 State Final.

**6.** TEAM NOMINATIONS

Team nominations will close two (2) weeks prior to the event or when competition reaches capacity. Nominations must be completed through JotForm via the link provided in email communication. **IT IS IMPERATIVE TO NOTE THAT ANY TEAM WITHDRAWALS AFTER THE CLOSING OF REGISTRATIONS WILL MEAN THAT YOUR ENTRY FEE IS FORFEITED AND NO REFUND IS AVAILABLE.**

**7.** 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.**

**8.** ENTRY FEES

The entry fee to the NSW All Schools Championships is $100 (GST Inclusive) per team.
This payment is required no later than one (1) day prior to the event. After registration, an invoice will be sent to your nominated email address.

**9.** 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.

**10.** MAXIMUM NUMBER OF TEAMS ENTERED
Multiple teams from each school are encouraged to enter the 2025 NSW All Schools Championships.
If multiple teams are entered by schools in the same division; the stronger of the teams will be known as Team No. 1 and the others will be known as Team No. 2, Team No. 3 etc.
If a school has multiple campuses, it is not permitted to combine students from different campuses to create a team.

**11.** TEAM COMPOSITION
NSW Touch Football All School Championships 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

**12.** REFEREE NOMINATIONS
During the team nomination process, one (1) Referee per team MUST be included with each team nominated. NSWTA can source referees for schools on request, at a cost of $225 (GST Inclusive) per referee.

This will be invoiced to the relevant school. All fees are to be paid no later than two (2) weeks prior to the date of the event, unless otherwise agreed upon.

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

**13.** 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; whether it be a student or teacher to substitute into their place.

If the above conditions cannot be met, the school will be invoiced **$225.00 (GST Inclusive) for non-compliance per referee**.

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.

**14.** LATE NOMINATIONS

Team nominations close two (2) weeks prior to each event. Any schools wishing to register after registrations close must contact the event coordinator.

Late nominations will be reviewed on a case-by-case scenario, registrations are not guaranteed to be accepted after nominations are closed.

**15.** REFUND

If a school enters teams and subsequently withdraws after the closing date, the team entry fee, including any NSWTA requested referee fees **will not be refunded,** as by this stage NSWTA has already incurred the costs of your team's registration. We aim to deliver draw structures and information promptly. Team withdrawals can disrupt the administration of effective event communication, which is why this penalty is enforced.

**16.** 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.

**17.** 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.

**18.** 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.

**19.** PROOF OF ENROLMENT

The nominated contact person for all teams must have proof of enrolment for all players in their team upon request.

**20.** 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.

**21.** 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.

**22.** 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.

**23.** PROTEST / DISPUTES

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

**24.** 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.

**25.** 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.

**26.** 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.

**27.** 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.

**28.** RULES

As per the 8th Edition Rule Book.

**29.** PRIZES

Winners in each division will be awarded with NSWTA branded merchandise, winners, and runners up of each division will each receive a plaque.

**30.** DRAW FORMULA

All teams will be scheduled a minimum of 4 matches.

**31.** 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.

**32.** 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 Tries scored 'against' from the number of Tries 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 Tries scored against them would obtain the higher position. However, if the 'difference' is in the 'minus' situation, the team that has scored the most Tries (for) would obtain the higher position.
The percentage system is calculated by placing Tries 'for' over Tries 'against' and multiplying by 100 over 1.
Example:

$$\text{Team A} = \frac{50}{10} \times \frac{100}{1} = 500\% \qquad \text{Team B} = \frac{60}{20} \times \frac{100}{1} = 300\%$$

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 36).

**33.** FINAL SERIES
The final series will be determined by the Tournament Co-ordinator and advised at the release of the draw; one (1) week prior to the event.

**34.** MEDICAL
It is the school's responsibility to ensure duty of care for their students. A qualified First Aid Officer will be provided at the NSW All Schools Championships to assist with any injuries throughout the event.

**35.** 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.

**36.** FIELD LAYOUT

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

**37.** 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.

**38.** BLOOD BIN

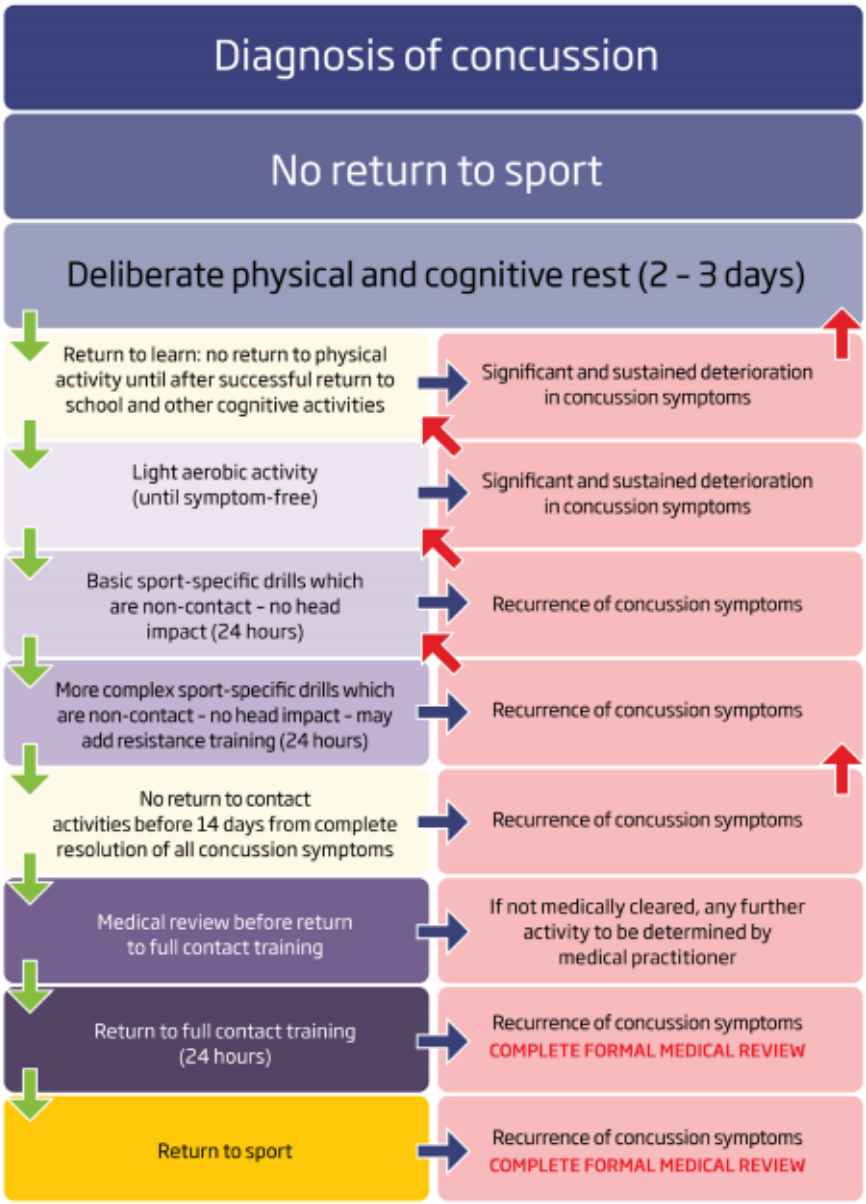
Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood-stained clothing must also be either cleaned or replaced.

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.

**39.** CONCUSSION IN SPORT POLICY

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




End.