

ALBANY TOUCH FOOTBALL ASSOCIATION

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BY-LAWS

1. Interpretation

- 1.1. The Touch Football Australia Playing Rules shall apply unless otherwise provided for in these By-Laws.
- 1.2. Day to Day interpretation of these By-Laws shall be at the responsibility of the most senior official present on the field (i.e. referee).

2. ATFA Committee

- 2.1. All ATFA Committee positions are unpaid, voluntary positions.
- 2.2. Committee positions are nominated for, and filled, as required at the Annual General Meeting which is held at the end of each playing season in compliance with the ATFA Constitution.
- 2.3. New ATFA members that are interested in joining the Committee are encouraged to contact the Committee throughout the year for more information.
- 2.4. The ATFA Committee is responsible for administering the objects of the Association in an equitable, transparent and efficient manner in the best interest of all its members.

3. Nomination

- 3.1. Teams must be registered by the date indicated by the Albany Touch Football Association (ATFA) Committee.
- 3.2. All team nominations are subject to grading by the AFTA Committee.
- 3.3. For a team to be eligible for fixtures they must have a minimum of 6 registered places by close of team registration.

4. Registration

- 4.1. Each team must register all players prior to the commencement of the first round.
- 4.2. A player is not permitted to register in more than one team. A player is also not permitted to play across grades.
- 4.3. New players may be introduced at any time during the season provided they comply with By-Law requirements.
- 4.4. New players introduced during the last three (3) matches of the season must be registered but are not eligible for finals match selection.
- 4.5. Players must be a minimum of 13 years of age for all Senior Teams, unless a parent or guardian is on the same team, then a player must be a minimum of 12.
- 4.6. A registration product may not be transferred to another player.



5. Vouchers

- 5.1. If a team requires any fill in players, they may play on a voucher:
 - By purchasing the voucher they agree to both the code of conduct and the AFTA voucher policy including an understanding that they will not be covered under the ATFA insurance policy and that they take full liability for themselves on the field. This agreement is also stated on the printed voucher.
 - Pay a \$10 fee per voucher or as fee determined by the Executive committee prior to the season commencing.
- 5.2. A person can only play on a voucher twice before need to register and pay the corresponding fees.
- 5.3. A unregistered player can only play on a maximum of 2 vouchers prior to registration.

6. Transfers

- 6.1. A player may transfer from one team to another team provided that:
 - They have requested in writing via email to the committee
 - That the committee have authorised this transfer. The approval is at the discretion of the committee
 - A minimum of 7 days has been allowed for transfer

7. Eligibility of Players

- 7.1. Penalty for including the names of players who are not present and ready for play in the match is loss of all premiership points accrued for that match.
- 7.2. Late arrivals of players who are ready to play may have their name included on the official score sheet, or during the play without penalty (as long as play has already commenced). Should it be discovered during the course of a match that the name of an on-field player does not appear on the scoresheet, this players must be removed from the field and the team automatically loses 3 premiership points.
- 7.3. Whilst the ATFA Committee recognises the need for teams to introduce new players during the season, they reserve the right not to allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by introduction of such players.

8. To Play

- 8.1. A team must have a minimum of four (4) registered players entered on a scoresheet who are ready to take the field at the commencement of the game.
- 8.2. The maximum number of males allowed on the field for a team at any time is three. The minimum number of males required on the field for a team at any time is one.
- 8.3. A scratch match may be played if the teams involved so desire. AFTA is not liable for any unregistered players that take the field.
- 8.4. In case of doubt, clarification may be requested through the team captain and only through him/her in a sportsperson like conduct. This can be done at half time or at the end of the match but not during.
- 8.5. Participants must behave respectfully and courteously to the referees, other officials, opponents, team mates and spectators. No foul language under any circumstances shall be displayed on the field. Players may be asked to leave the field if foul language continues. Players may be suspended due to this misconduct.



9. Team Responsibilities

- 9.1. The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment and healthy competition. Spectators can be sent from the Grounds. Due to this, the game can be called off and considered a forfeit.
- 9.2. No participants can wear jewellery, pins, or other dangerous items. Fingernails may be taped or cut at the discretion of the referees.
- 9.3. Any player/spectator deemed under the influence of drugs/alcohol (other than prescribed medication) shall be denied entry to the playing area and will be subject to report. Any player/spectator that does not leave the field when asked can cause the game to be cancelled or for the opposing team to receive tries/points.
- 9.4. Team delegates are encouraged to all team delegate meetings, any decision made in the absence of team delegates are final.

10. Referees

- 10.1. Referees can nominate to be members of the ATFA without being a member of a team. No membership fees apply; however, all member benefits will apply, including insurance. Relevant nomination forms must be completed.
- 10.2. All teams are responsible for providing a referee or referees each week. The team allocated referee must report to the ATFA Committee member on duty 5 minutes prior to the commencement of the game start time.
- 10.3. Failure to comply will result in a warning, following the warning a loss of 3 premiership points for three consecutive times. Once a team has incurred three strikes for not providing a referee the team will not be eligible for finals. Teams captains are responsible for finding their own fill-ins if the team's referees are not available. Premiership points may be deducted in accordance with the ATFA's Failure to Supply a Referee Guidelines.

10.4. Responsibility of the referee/s are:

Prior to the match:

- Report to ATFA Committee member on duty for ground allocation, payment and signature.
- Ensure all players are wearing correct uniform.
- Check all players' nails and jewellery.
- Ensure scoresheets are filled out in full.
- Apply and inform both teams about late points/tries and uniform penalties.

During the match

- Sanction misconduct and delays.
- All faults and play.
- Record all tries against appropriate players on scorecards.

After the match

- Complete best on ground votes on score cards (1, 2, and 3).
- Sign the score card.
- Notify the ATFA Committee of any misconduct or injuries and complete any necessary paperwork.

- 10.5. The referee's decision is final. He/she shall not permit any discussion about his/her decision. However, at the request of the team captain, he/she will give an explanation on the application of interpretation of the rules he/she has based



his/her decision on. The explanation can only occur at an appropriate break in play.

11. Team Captain

11.1. Responsibilities of the team captain are:

Prior to the match

- Complete the scoresheet with numbers
- Represent team in coin toss
- During the match:
- To ask for an explanation of a rule interpretation (at half time or after match)
- To ask authorisation to change uniforms, equipment

After the match:

- Thank referee and the other team
- Sign the score card

12. Team uniforms

12.1. All players in each team are required to present themselves in conforming uniforms for each match. Uniforms are to have the same colour top and clearly state player numbers. Same colour bottoms are not compulsory but recommended. Bottoms may include shorts, skirts or track pants. No low cut or revealing tops permitted.

12.2. When two teams share the same/similar colour uniform, the longest standing teamname shall be given preference and the other team will wear coloured bibs for the referees benefit.

12.3. Three weeks grace will be allowed from the commencement of the season for players to procure conforming uniforms. After this period, players not in correct uniform will be penalised as per section.

13. Illegal Players

13.1. The penalty for playing illegal players is automatic forfeiture of the match in which the offence occurred or removal of 3 premiership points if the match resulted in a loss.

13.2. Illegal players will be defined as follows:

- Non registered players
- Players failing to pay the appropriate registration fee
- Players under suspension
- Players participating under an assumed name
- Non observance of transfer regulations
- Non observance of qualification criteria for finals matches

13.3. A player who knowingly plays under an assumed name, or a coach who plays a player under an assumed name, may be reported for misconduct to the ATFA Committee. From this a penalty will be delivered.

14. Timing

14.1. Games will be played on a time limit of two x 20-minute halves with a five-minute brake at half time.

14.2. A one-minute warning siren will sound before the start of the game.

14.3. The clock and siren will start at the stated time whether teams are ready or not.



15. Premiership Points

- 15.1. Premiership points are as such
- Win 3 points
 - Bye 3 points
 - Draw 2 point
 - Loss 1 points
 - Forfeit win 3 points
 - Forfeit loss 0 points
- 15.2. Position on the ladder is determined by the total premiership points earned,
- 15.3. If two or more teams are on the same number of points,
- try difference (percentage) will determine their position
 - If still equal, then it will be the team with the greatest number of wins
 - If still equal, then it will be the team with the most wins over the other team(s) with the same amount of points, try difference and wins.

16. Finals

- 16.1. To participate in finals a player must be registered, financial and have participated in a minimum of three games for that team.
- 16.2. Finals will be played as a knockout and may also involve consolation finals to determine the minor places.
- 16.3. In the event of a draw in any final match there will be a one minute break until overtime, which will be five minutes each way with no rest between
- 16.4. If a draw still occurs after this extra time a player is removed from each team and play will resume for a further two minutes of play. Players will continue to be removed every two minutes until teams are down to three players. The first team to score a try wins.

17. Abandoned Games

- 17.1. The final outcome of an abandoned game will be decided by the team leading at the time.
- 17.2. If a team is unable to continue playing due to injury of a player that cannot be removed from the field, the game will be ended, and the score will stand as it is at the stop of play.
- 17.3. If a team “chooses” to discontinue play although the game can continue after the injury, then the game will be called as a forfeit by this team. A win will be awarded to the opposition team. See Section 17 for information on forfeits.

18. Forfeits

- 18.1. Any team forfeiting twice in any one season may be withdrawn without notice at the discretion of the ATFA Committee. Partial refund of team registration fees may be requested by the team captain and will be considered at the discretion of the ATFA Committee.
- 18.2. The score for a forfeited game will be 5-0.

19. Fixtures

- 19.1. The ATFA Committee reserves the right to alter fixtures at any time. Teams will be notified with a minimum of 48 hours if there is a major change in fixtures. Circumstances may arise if a team is not able to play and the team on a bye is called in.



20. Protests

- 20.1. All protests are to be lodged in writing to the ATFA Committee on the day of notification. Teams that do not enter a protest on the day of notification of any offence, relinquish their rights for a protest.

21. Player Reports

- 21.1. Players and spectators shall be subject to report by the referee or by the ATFA Committee for any form of misconduct.
- 21.2. Misconduct shall include abusive language, unsporting conduct, rough play, resistance to obey or take reason from an official, striking and attempted striking.
- 21.3. Reported players will be required to answer allegations made, either by letter or appearing in person to the ATFA Committee.
- 21.4. Reported players and spectators will be advised of:
 - Date and incident report arose from
 - Date, time and venue of interview with the ATFA Committee
- 21.5. Non attendance to the interview or response in writing on the night of this offence (or the day to which they were informed of the offence) to the ATFA Committee shall be interpreted as an admission of guilt.
- 21.6. The ATFA Committee reserves the right to suspend or expel players or teams from the competition.
- 21.7. If a player is put on report, the official will notify the player immediately of this report. The official will then explain to the player that if they disagree with the report, they are to see the ATFA Committee member on duty about it. If a feedback form is lodged about the incident, an ATFA Committee member will be in contact with them in the next seven days.

22. Player Suspension

- 22.1. If necessary, a player may be disqualified by a referee without warning, at any time during the course of a game. See Section 22 for more details.
- 22.2. If a player is disqualified from a game more than three times throughout the season, they will be suspended for the remainder of the current season.
- 22.3. Any physical violence placed on another player, referee, association member or member of the public will be automatically suspended for the current season.

23. Technical Fouls

- 23.1. A player can receive a technical foul by an official for any such actions as outlined in the Touch Football Australia Playing Rules.
- 23.2. In addition to 22.1 a player can receive a technical foul by an official for any of the following such actions:
 - Disrespectfully addressing or contact with an official
 - Using offensive language or gestures towards players, officials or spectators
 - Baiting an opponent
 - Deliberately delaying the game

24. Working With Children Checks

- 24.1. All ATFA Committee members and officials (referees, coaches etc) must have a valid Working With Children Check (WWCC).
- 24.2. The ATFA will pay the application fee for a volunteer WWAA for its Committee members and officials.
- 24.3.



25. Insurance

- 25.1. All registered members are covered by the ATFA Sports Insurance Policy.
- 25.2. All members are responsible for their own insurance for property damage.
- 25.3. All injuries must be reported to the ATFA Committee Member on duty on the night.
- 25.4. An Incident Report Form must be completed by the injured member or authorised representative.
- 25.5. All insurance procedures as detailed by Touch Australia and the insurance provider must be followed.
- 25.6. It is not the responsibility of the ATFA Committee to complete necessary paperwork on behalf of members

26. Member Protection Policy

- 26.1. The ATFA has adopted the [Touch Football Australia Member Protection Policy June 2012.](#)

27. Life Membership

- 27.1. Nominations for Life Membership of the ATFA may only be considered at an Annual General Meeting in accordance with the ATFA Constitution.
- 27.2. Once a member has been accepted as a Life Member the following benefits will apply to that person:
 - Free registration to the ATFA as a member and/or player.
 - Free registration for up to one Touch Football WA accredited Referee Training Course held in Albany per year

