



# LOGAN SCHOOLS CUP – SECONDARY V2

Conditions of Entry (2024)





## 1. EVENT DETAILS

The 2024 Logan Schools Cup – Secondary has been designed to provide consistent interschool competition for schools in the Logan area. This competition is designed to support schools in their development of players throughout the year, and as a lead-up program for the South Queensland and Gold Coast Titans All Schools events. We hope that this event will also provide a platform of support for referees, and for all involved to continue to enjoy their touch football and make new friends in the process. Any schools from across South Queensland may enter, however, only schools from within the Logan City Council area may be crowned Logan Schools Cup Champions.

**The winning team from each division will be given FREE entry into the South Queensland All Schools competition.**

Dates:	Friday 10 May 2024
Time:	9:00am first game commences 2.00pm games conclude
Locations:	Yarrabilba Touch Association, McKinnon Sports Park South, Woodward Avenue, Yarrabilba
Nominations open:	22 January 2024
Nominations close:	27 March 2024
Primary Contact:	Lee Rossow 0428182238 <a href="mailto:lee.rossow@qldtouch.com.au">lee.rossow@qldtouch.com.au</a>

## 2. DIVISIONS & AGE CRITERIA

- a) The divisions offered for the 2024 Logan Schools Cup will be:
- All Abilities Mixed (any age school students)
  - Under 13 Boys
  - Under 13 Girls
  - Under 15 Boys
  - Under 15 Girls
  - Under 18 Boys
  - Under 18 Girls
  - Under 18 Mixed
- b) At the close of nominations, entries for divisions in which there may be insufficient teams for a competition will be notified of the options available to those teams (e.g. combined divisions).
- 2) It is the responsibility of the school to ensure the students participate for their team in the correct division. At the request of SQBD, the school must be able to provide evidence of a student's school year when requested. If an ineligible person is found to have participated, the team may be disqualified from the remainder of the Logan Schools Cup.





- 3) Where a school may have extenuating circumstances in terms of the school year criteria, the school must make a written application to [lee.rossow@qldtouch.com.au](mailto:lee.rossow@qldtouch.com.au) by 27 March 2024 to allow due consideration by the SQBD Management Team.

### 3. PLAYER ELIGIBILITY

Nominating players must meet the following criteria:

- a) Players in each team must be bona fide students of the school they represent, as at any round participated in of the tournament.
- a) Players cannot compete in more than (1) one team in (1) one division, with the exception of playing in their own age division, as well as the All Abilities division. See additional conditions for All Abilities below.
- b) The use of un-registered / ineligible players may result in the team being disqualified from the event.

### 4. REFEREES

Schools must **provide one Referee with each team** nominated for the event.

- a) Each school is responsible for providing Referees capable, in total, of meeting the needs of officiating the number of games the school has to play (e.g. 1 team may have 3 games per day and so a referee must do 3 games; a school may enter 10 teams, so will need enough referees to cover their 30 games per day). If uncertain, please contact Lee Rossow on [lee.rossow@qldtouch.com.au](mailto:lee.rossow@qldtouch.com.au).
- b) Each game will have two Referees allocated.
- c) All referees will be under the control of the Tournament Organiser.
- d) Referees must hold a minimum TFA Level 1 referee accreditation.
- e) Referees nominated by their school are required to attend for the duration of the tournament (or notification of changes provided by the school prior to arrival at the fields).
- f) Students can play for one team and referee for another if the draw permits.
- g) Referees will receive referee coaching at no additional cost from members of the SQBD Referee Panel.

### 5. TEAM COMPOSITION

Teams must comply with the following:

- a) A maximum of 16 players per team can register for the event with a maximum of 6 players taking the field at any one time. Should there be only one team nominated in a division, South Queensland Touch Football have the right to play this team in another division with consultation with the school.





- b) Schools may not have players from another school within their team without prior approval from the Tournament Organiser and South Queensland Touch Football.

#### 6. TEAM NOMINATIONS

- a) Online [team nominations](#) will open on **22 January 2024**.
- b) Online team nominations will close on **27 March 2024**.
- c) After nominations are received an invoice will be raised for the nominated school and made payable to South Queensland Touch Football for \$50 per team (GST exclusive).
- d) All invoices must be paid in full by **24 April 2024**
- e) There will be no refund of fees for any teams withdrawing from the competition after **24 April 2024**.

#### 7. TEAM REGISTRATION (individual player details)

Team Registrations will be subject to the following:

- a) Coaches/ team managers must complete the official team sign on sheet and lodge it with tournament control prior to the first game on the morning of **Friday 10 May 2024**. Please email completed team registration sheets to [lee.rossow@qldtouch.com.au](mailto:lee.rossow@qldtouch.com.au) or submit to tournament control prior to first game. **These team sheets are extremely important as they are required to confirm our COVID-19 contact tracing requirements for Coaches, Managers, Referees and Players for every game throughout the day. Only players on your team sheet will be permitted to play at this event.**
- b) A maximum of 16 players must be correctly identified on the team registration form supplied. Once the form has been submitted and accepted at the team manager's meeting no additions or replacements will be permitted for that round. Any changes required for a future round must be provided prior to the commencement of that round.
- c) Where team numbers (through injury or an extenuating circumstance) fall below the minimum (required to take the field) a school may seek the approval of the Tournament Organiser to make additions or replacements.
- d) Schools should take all necessary steps to ensure that players are available for the duration of the event. Where a player will be arriving late it is the responsibility of the school to ensure that the player is correctly registered.





## 8. COMPETITION FORMAT

The event game format will be based on the following:

- a) For all round robin games, competition points will be awarded on the results obtained. The following points will be awarded:

Win	=	Three (3) points
Draw	=	Two (2) points
Loss	=	One (1) point
Forfeit	=	Zero (0) points for the offending team
Bye	=	Zero (0) points – so long as there are equal number of byes within the pool
Bye	=	Three (3) points – if there are an unequal number of byes within the pool.
- b) Teams must be in attendance at their playing fields **at least five minutes before** the commencement of their match. It is the responsibility of each captain to report to the referees before the two-minute siren 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 toss, the attending team can be awarded the winning of the toss. The offending team will receive a maximum of five 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 minutes has expired, the game may be deemed a forfeit and the non-offending team may be awarded the win with a 5–0 score at the discretion of Tournament Management. The offending team will receive a 0–5 score and receive negative points as indicated above at the discretion of Tournament Management. The team will potentially then be ruled ineligible to participate in the respective final series.

## 9. GAME DURATION

- a) All games will be 25-minutes long with no half-time. All games will have a 5-minute break between them. There will be no time off for injury.
- b) The tournament timekeeper will control the start and finish time of games. A hooter will be used to signal the commencement and completion of each half.

## 10. COMPETITION INFORMATION

- a) Game Card – At the conclusion of games the referees will seek the signature of the team official (coach/manager or other designated person) to verify the game was played correctly, and scores are agreed to.
- b) Protests / Appeals should be written and in the hands of the Administration within twenty minutes of the game in question. (Please note – protests regarding referee decisions will not be accepted).
- c) All protests shall be adjudicated on by the Tournament Committee.







## 11. RULES

- a) All games to be played under the current TFA (8<sup>th</sup> Edition) rules.
- b) The games will be played on a standard size Touch Football field.
- c) Games will be a maximum of 6 players on the field from one team at any time. Teams are permitted to have up to 16 players registered in their team.
- d) Shared Substitution Box (Interchange Area)  
In the unfortunate circumstance where a shared Substitution Box is required, teams will be allocated to the Substitution Box at the defending end of the field.
- e) Interchange boxes will be used for this tournament. Substitute players must remain in their interchange area for the duration of the match.  
All interchanges must occur at or within the team's interchange area, and only after the substituted player has crossed the boundaries and entered the interchange area.
- f) During games teams may have up to 16 players in the sub box in playing attire. No other similarly attired individuals may be in the box area at any time during the game.  
This applies to all spectators, team supporters and personnel other than coaching and managing staff. Failure to comply will see forfeiture of that game's points.
- g) All divisions are to comprise six (6) to a side, on the field. Mixed teams are to be played with a minimum of 3 girls and maximum of 3 boys on the field at any one time.

## 12. UNIFORMS

- a) All playing uniforms must include numbered shirt and safe enclosed footwear (refer TFA Rules for more information). Numbered shirts must correspond to the team registration sheet and duplicate numbers are not allowed.
- b) School playing colours are desirable, but teams are permitted to wear their team/club uniform if the school uniform is unavailable.
- c) All playing uniforms must match. Any player who does not comply will not be permitted to participate in any match until he/she does comply.

## 13. TOURNAMENT CONTROL

- a) All tournament disputes are to be resolved by the Tournament Organiser.

## 14. TEAM MANAGERS INFORMATION

- a) The school contact identified with the school teams nomination will remain the point of contact for all of your school teams in the lead up to and on the days of the Logan Schools Cup event.





15. ALL ABILITIES

- a) Teams can be comprised of a maximum of 6 non-verified students.
- b) On the field, you can field a maximum of 3 non-verified students at any given time.
- c) Verified student tries are worth two (2) points
- d) Only verified students can run from half; non-verified students can only move up to 1m from the roll ball before passing it
- e) Defenders cannot move until the half has either passed the ball or moved outside of 1m from the roll ball
- f) Verified students will be asked to return to the mark and re-roll the ball in the instance of over the mark
- g) Grace will be awarded of 1m when interchanging
- h) When a try results in a team having a lead of ten (10), the score will be assigned as the final result.

16. DRAW

- a) The FINAL DRAW will be issued no later than Friday 3 May 2024 for the entirety of the event and posted on the [SQBD Touch Football](#) Website. It will also be emailed to all registered team contacts.
- b) SQBD reserves the right to amend the draw.
- c) Where amendments are necessary, every effort will be made to provide schools with amended draws before the event.

17. CODE OF BEHAVIOUR

- a) It is the responsibility of each school to ensure team officials and players act in an appropriate manner and in the spirit of the game. South Queensland Touch Football will have the power to control behaviour at the tournament and disqualify players/teams for misconduct.
- b) South Queensland Touch Football has the power to impose penalties should behaviour on and off the field not be deemed appropriate. This applies to spectators and parents alike.
- c) Players sent from the field for the remainder of a game in a match shall be required to serve a two-game penalty. Note – two periods of time offences in one game will constitute a two-game penalty also.

18. MEDICAL

- a) SQBD will provide first aid trained staff, and a first aid kit will be available from the Administration Area. However, we recommend each school has their own first aid qualified member in attendance (e.g. coach).
- b) In the event of a serious injury where an ambulance is required to transport the player, the organisation will be under the control of the school contact person as per team nomination forms.





19. BLOOD BIN

- a) 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 bloodstained clothing must also be either cleaned or replaced.
- b) 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).
- c) 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.
- d) If bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.
- e) TFA Blood Bin Policy guidelines apply at all times.

20. INJURIES & INJURY TIME POLICY

- a) Any injuries incurred during the tournament will not be the responsibility of South Queensland Touch Football. Players eligible to participate are required to be financial under the rules of this tournament (which includes insurance cover).
- b) The following Injury Time policy will apply:
  - In the event that a player is seriously injured during a game, there is to be NO attempt to remove the injured player until it has been ascertained by a suitably qualified injury assessment person that it is appropriate to move that player.
  - In instances where the medical staff examines a participant and it is indicated that they should not participate for a certain amount of time, the participant will be deemed to be ineligible to do so. Therefore, if the participant does participate, the team may be disqualified. In addition, there also may be some insurance issues due to the participant being deemed as ineligible.
  - In the event of a game being stopped due to a player being seriously injured and unable to be moved from the field of play, refer item 22 – match reschedule.

21. WEATHER

- a) SQBD reserves the right to organise affected games in whatever format will assist the games to occur in as equal conditions as possible.
- b) SQBD will use the [Extreme Weather Guidelines](#) in the case of Hot Weather, Wet Weather and Storms.

22. MATCH RESCHEDULE

If, due to any other extraordinary circumstances, a game cannot be completed to full time the game will be cancelled. There will be no replaying or rescheduling of the game. The draw will continue with the next available game as scheduled.







23. WITHDRAWALS

- a) Any team that withdraws their nomination after paying the team nomination fee **will not be refunded.**

24. INSURANCE

- a) More information to come.
- b) Please ensure your school insurance covers your members for participating in school events such as this.

25. RIGHT TO AMEND

- a) SQBD reserves the right to amend any of the above conditions of entry. Should there be an amendment, the nominated team contact and the school contact will be advised.

26. PHOTOGRAPHY

- a) All persons accept that, by participating in SQBD events, they may be photographed/filmed and these images/ may be used by SQBD for promotion of the sport. SQBD will not pass any images/film onto a third party unless prior approval is sought. If there are any students who should not be photographed, please indicate on the team registration sheet by placing an asterix next to their name in the Media Release section of the form. This will allow our photographer to be fully informed.

27. CLARIFICATION OF CONDITIONS

- a) Any situations requiring clarification and not covered in the above conditions will be determined by SQBD staff. They reserve the right to make all final decisions as required in the interests of the tournament and all participants.

28. COVID-19

The Logan Schools Cup will be run in accordance to the Approved Industry COVID safe plan – field sports. More details can be found here: <https://qldtouch.com.au/return-to-touch-football/>

It is the responsibility of the school contact to ensure their participants are abiding by the QTF COVID Safe guidelines including ;  
Social distancing





Hand Hygiene  
Participants staying home if they are unwell.

a) COVID-19 Planning

All attendees include participants, team managers, officials, spectators and staff are required to abide by all COVID-19 requirements that will be set by SQBD pre, during and post the event.

Attendees must not attend the event if they are unwell or have COVID like symptoms or have traveled to a COVID hotspot within the past 14 days.

All attendees must practice social distancing and correct hygiene practices and understand that everyone has a part to play in stopping the spread of COVID -19.

b) Tents

Tents can be set up by Schools to provide shelter and shade for participants however the school must advise SQBD of the size of tent they are looking to provide by 27 March 2024.

The School contact must ensure structures are secured appropriately and as to manufactures guidelines.

Any School found to be not abiding by COVID 19 restrictions will be asked to leave the venue.

