



## **2025 SQBD PRIMARY ALL SCHOOLS CONDITIONS OF ENTRY**

Tuesday 5 August

## Conditions of Entry

The 2025 SQBD Primary All Schools is for the enjoyment of all Primary schools' teams within Queensland in particular and not limited to South Queensland.

**Date:** Tuesday 5 August 2025

**Time:** 9:00am first game

**Location:** Bill Norris Oval, Beenleigh

**Nominations open:** Friday 15 November 2024

**Nominations close:** 5pm Friday 6 June (unless team nominations have been filled prior)

### 1. DIVISIONS & AGE CRITERIA

- a) The divisions offered for the 2025 SQBD Primary All Schools Championships will be:
- YEAR 5/6 BOYS & GIRLS DIVISIONS – 12 years and under division born 2013 or after.
    - i. Teams may nominate players providing they attend the Primary School nominated, are in Year 5 or 6, and are clearly identified on the registration sheet. If you wish to nominate any 10-year old's completing Year 4, approval must first be requested and submitted to the tournament committee prior to nominating. Minimum age for this tournament shall be 10 years, that is, born 2015.
  - YEAR 3/4 BOYS & GIRLS DIVISIONS – 10 years and under division born 2015 or after.
    - i. Teams may nominate players providing they attend the Primary School nominated, are in Year 3 or 4, and are clearly identified on the registration sheet. If you wish to nominate any 8-year old's completing Year 2, approval must first be requested and submitted to the tournament committee prior to nominating. Minimum age for this tournament shall be 8 years, that is, born 2017.

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).

- b) Players are required to register individually into teams with links provided by the SQBD Touch Football Tournament Director via their School Delegate. These will be provided on Tuesday 17 June and are required to be completed by 22 July 2025. It is the responsibility of the nominating school/coach to ensure every player meets the age criteria and has registered by this time. Should a dispute be raised regarding a player's age eligibility, the player may be required to provide their school identification.

If a school identification is not available the following forms of identification will be accepted:

- Birth Certificate
- Current Passport

No other evidence is permissible without the consent of the school.

**IT IS THE RESPONSIBILITY OF THE SCHOOL TO SIGHT THE DOCUMENTATION AND RECORD THE DETAILS FOR EACH PLAYER.**

1. Should a player not be able to provide any of the accepted forms of identification, this may result in the player being disqualified from participating in the event further.
2. If an ineligible player is found to have played in the round games, the team may be disqualified from the championship.
3. Where a school may have extenuating circumstances in terms of the age criteria, the school must make a written application to SQBD Touch Football by **5pm Friday 23 May** to allow due consideration by the SQBD Touch Football Tournament Committee.

## **2. 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 the date of the tournament.
- b) Player INSURANCE – Schools are fully responsible to ensure that all players, coaches and officials are registered online via MySideilne. The TFA National Insurance Scheme covers all players and officials who have met the insurance criteria of a current TFA affiliated competition. For this tournament, the player must be a student of the school and be a registered player listed online in their respective team.
- c) Players cannot compete in more than one (1) division.
- d) Requests for dispensation must be within the timeframe outlined in these rules. SQBD Touch Football reserves the right to invoke disqualification rules where a school has failed to comply.
- e) The use of unregistered / ineligible players will result in championship points being forfeited and the team possibly being disqualified from the event.

### 3. REFEREES

To ensure SQBD Touch Football are able to provide enough referees, there is a referee levy automatically built into this years' levy, that being \$100. This means that schools are not expected to provide referees.

Should a school be able to provide referees, SQBD Touch Association is more than happy to pay their referees to officiate at the event.

Referee names are required to be submitted via email to [lee.rossow@qldtouch.com.au](mailto:lee.rossow@qldtouch.com.au) by **5pm Friday 6 June** and registered [here](#) by **3pm Friday 20 June**.

### 4. TEAM COMPOSITION

Teams must comply with the following:

- a) A maximum of 14 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, SQBD Touch Football have the right to play this team in another division in consultation with the school.
- b) Schools may not have players from another school within their team without prior approval from the SQBD Touch Football Tournament Committee.

### 5. TEAM NOMINATION

Online nomination forms close at **5pm Friday 6 June**. After nomination forms are received, an invoice will be raised and made payable to SQBD Touch Football. All invoices must be paid in full by no later than **Tuesday 17 June**. Please note: There will be no refund of fees after this date for any teams withdrawing from the competition thereafter. The 2025 entry fee is \$220 (GST incl) per team with expectation that any team supplies a referee.

### 6. TEAM NOMINATIONS (individual player details)

Team Nominations will be subject to the following:

- a) Coaches/ team managers must ensure all players and coaching staff are registered via MySideline by **Tuesday 22 July**.
- b) 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 committee to make additions or replacements.

## 7. COMPETITION FORMAT

The competition will be based on the following:

- a) A round robin format will be utilised for preliminary rounds, where possible.
- b) Where pools are required, crossover semi-finals will be played to determine grand finalists, where possible.

Position for the Final Series will be determined as follows:

Teams will be ranked at the completion of the round games based on points and their finishing position. Where Teams are tied for places, the following shall apply:

If equal – For & Against Differential (i.e. points 'for' minus points 'against')

If equal – Percentages (i.e. points 'for' divided by 'against', multiplied by 100)

If equal – Drop Off or coin toss

Drawn quarter finals, semi-finals and finals will be determined by Drop Off.

Player qualification for finals: Players will be required to have played a minimum of 2 round games to be eligible for the final series.

Game Duration:

- a) All games (INCLUDING FINALS) will be 1 x 25-minute game). All games will have no breaks, or time off for injury.
- b) All drawn quarter finals, semi-finals and grand finals will be decided by DROP OFF.
- c) The tournament timekeeper will control the start and finish time of games. A hooter will be used to signal the various start and completion times.
- d) Tournament control will control DROP OFF times with the referees.
- e) The Tournament Committee reserves the right to alter game duration depending on team nominations and draw structure.

## 8. COMPETITION POINTS

For all round games competition points will be awarded on the results obtained:

Win	=	Three (3) points
Draw	=	Two (2) points
Loss	=	One (1) point
Bye	=	Two (2) points
Forfeit	=	Zero (0) Points

Game Card – At the conclusion of games the referees will seek the signature of the team

official (coach/manager or other designated adult) to verify the game result. Results need to be confirmed prior to signing. There will be no appeal or discussion relating to incorrect scores once a card has been signed – that result will stand.

Protests / Appeals should be written and in the hands of the administrator within twenty minutes of the game in question. (Please note – protests regarding referee decisions will not be accepted).

All protests shall be adjudicated on by the SQBD Touch Football Tournament Committee.

## **9. RULES**

- a) All games to be played under the current TFA (8<sup>th</sup> Edition) rules.
- b) Interchange boxes will be used for this tournament. Substitute players must remain in their interchange area for the duration of the match.
- c) During games, teams may have up to 14 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.
- d) 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.
  - a. All interchanges must be made on the one side of the field and without delay.
  - b. Physical contact does not have to be made between interchanging players and players leaving or entering the field of play shall not hinder or obstruct play and must enter from an onside position.
  - c. An infringement will result in a penalty being awarded to the non-offending team five (7) metres infield from where the substituted players left the field or where the substituting player entered the field, whichever the greater advantage.
  - d. Following the scoring of a touchdown, players may interchange at will without having to wait for the substituted player to enter the interchange area.
- e) All divisions are to comprise six (6) to a side, on the field.

Drop Off:

The standard TFA drop off rule will apply.

A one minute break at the conclusion of the game will occur. This will allow referees to determine the final score and indicate to the tournament control or a tournament official that the game is drawn.



The team that did not commence the game with possession of the ball is to take the ball to the centre of the half way to tap off. The teams will continue to play in the same direction as the game finished. Each team is to start the game with 4 players on the field, the Drop-Off will commence with a two (2) minute period of extra time. Should a Team be leading at the expiration of the two (2) minute period of extra time then that Team will be declared the Winner and Match complete.

Should neither Team be leading at the expiration of two (2) minutes, a signal is given and the match will pause at the next Touch or Dead Ball. Each Team will then remove another player from the Field of Play.

The Match will recommence immediately after the players have left the field at the same place where it paused (i.e. the Team retains Possession at the designated number of

Touches, or at Change of Possession due to some Infringement or the sixth Touch) and the Match will continue until a Try is scored.

## 10. UNIFORMS

- a) All playing uniforms must include numbered shirt, shorts and socks (socks must be visible) and regulation footwear (refer TFA Rules). 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.

## 11. TOURNAMENT OFFICIALS

- a) Referees:

Referees will be under the control of the SQBD Touch Football Referee Director. Referees must hold a minimum TFA Level 1 referee accreditation to officiate at this tournament.

Interested referees are to be registered via the following online registration – [referee expression of interest form](#) - this needs to be completed by **3pm Friday 20 June**.

- b) Tournament Control:

All tournament issues will be controlled by SQBD Touch Football or the Tournament Coordinator appointed by SQBD Touch Football.

- c) Judiciary / Disputes Committee:

A judiciary/disputes committee will be appointed by the SQBD Touch Football Tournament Committee or appointed Tournament Coordinator.

## 12. COACH/OFFICIALS REQUIREMENTS

It is a compulsory requirement that any official involved in coaching/managing junior team members is eligible to work with children under the requirements of the Commission for Children and Young People. Volunteer compliance by schools is a lawful direction that is required to be met by schools. Compliance is the responsibility of the school.

## 13. DRAW

- a) The FINAL DRAW will be issued on Tuesday 22 July (or before) and posted on the [SQBD Touch Football website](#). It will also be emailed to all registered School Delegates.
- b) SQBD Touch Football 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.
- d) The final draw will be confirmed at the team manager's meeting.
- e) Results will be posted live throughout the day and can be accessed through COMPETITIONS at [www.touchfootball.com.au](http://www.touchfootball.com.au)

## 14. 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. SQBD Touch Football will have the power to control behaviour at the tournament and penalise players/teams for misconduct.
- b) SQBD 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 (not a period of time) in a match shall be required to serve a two-game penalty. Note – two periods of time offences in games will constitute a two-game penalty also.

## 15. COACH REQUIREMENTS

When coaches position themselves at the end of the field, they must remain five (5) metres behind the end zone line. Where a fence prevents this, they must remain at the fence. **COACHES cannot coach and give verbal instructions from the end zone of the field. This rule applies to all members of a team, including parents, staff, and other team members. It will be strictly enforced.**

Where there is a common end zone, coaches must not take up a position at the end of the field if there is a game in progress on the adjacent field.

Coaches are reminded they are under the control of the referees regardless of whether they are in the sub box or at the end of the field.



## **16. MEDICAL**

SQBD Touch Football will provide qualified medical staff (St Johns and/or qualified sports trainer and/or physiotherapist) to attend to injuries sustained at the tournament. A comprehensive first aid kit and tent facilities will be available for players requiring treatment.

In the event of a serious injury where an ambulance is required to transport the player, the organisation of the ambulance will be under the control of the Tournament Medical Officer.

## **17. 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.

## **18. INJURIES & INJURY TIME POLICY**

- a) Any injuries incurred during the tournament will not be the responsibility of SQBD Touch Football or its tournament committee. Players eligible to participate are required to be financial under the rules of this tournament (which includes insurance cover).

The following injury time policy will apply:

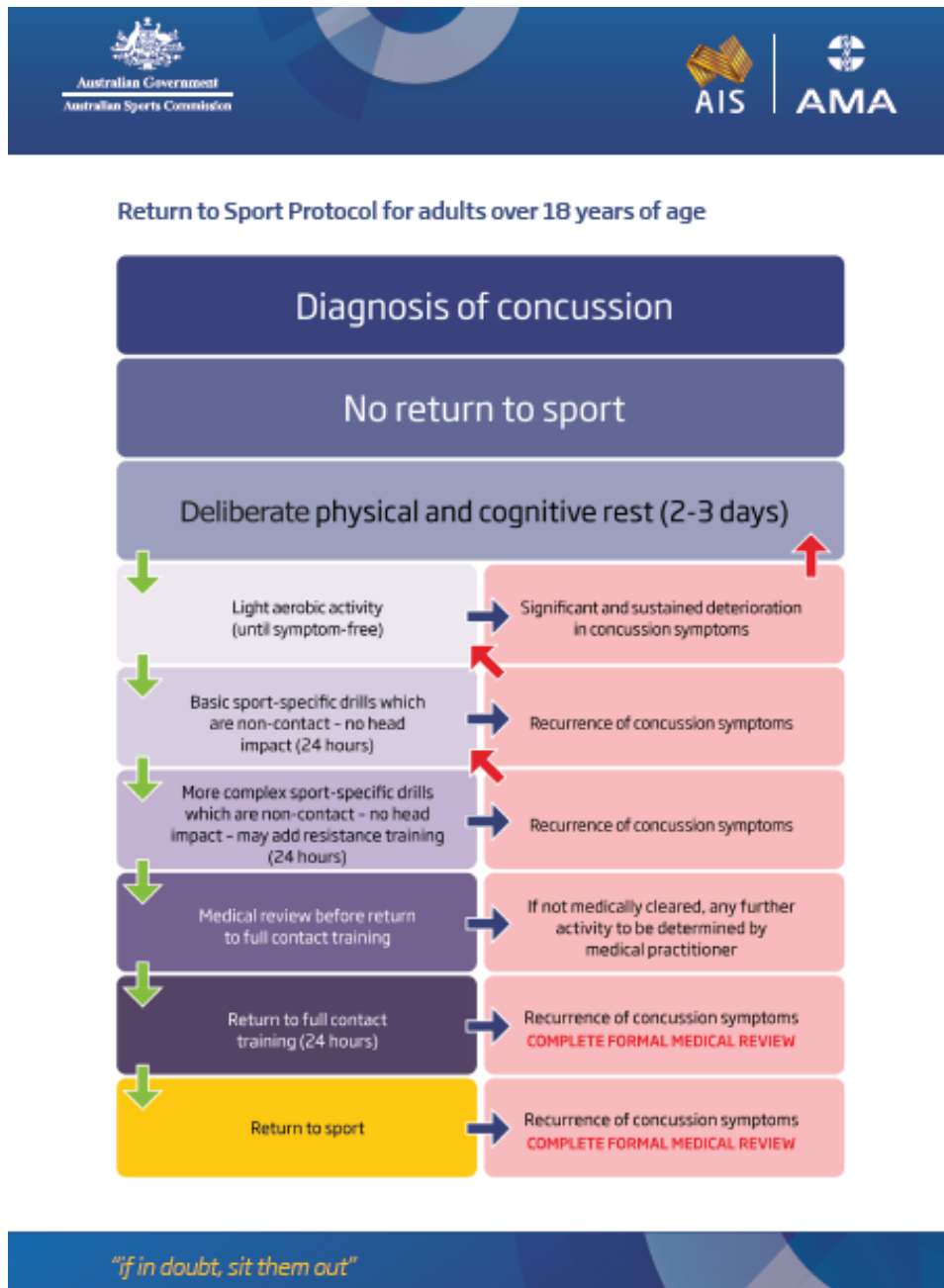
- In the event that a player is seriously injured during a game, there is to be NO attempt to remove the injured player until it has been ascertained by a suitably qualified injury assessment person that it is appropriate to move that player.
- In instances where the medical staff examines a participant 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 21 – match reschedule.

## 19. CONCUSSION POLICY

The Australian Institute of Sport (AIS) and the Australian Medical Association (AMA) have established a joint Position Statement on Concussion in Sport and have launched [concussioninsport.gov.au](http://concussioninsport.gov.au) – an Australian-Government funded website providing simple but specific advisory tools for athletes, parents, teachers, coaches and medical practitioners.

How to recognise concussion and what are the symptoms / signs of concussion and further information can be found here <https://concussioninsport.gov.au/>

The TFA approved Concussion in Sport Policy will now align as follows:



## 20. WEATHER

SQBD Touch Football reserves the right to organise affected games in whatever format will assist the games to occur in as equal conditions as possible.

SQBD Touch Football will use the following TFA Guidelines in the case of Electrical Storms, Wet Weather, Extreme Heat and Air Quality.

- [Electrical Storm and Wet Weather Guidelines](#)
- [Extreme Heat Guidelines](#)
- [Air Quality Guidelines](#)

## 21. MATCH RESCHEDULE

If, due to any other extraordinary circumstances, a game cannot be completed to full time the game may be rescheduled as soon as possible at a time and on a ground arranged by tournament management.

If the game has commenced and the half way mark of the game has not been reached the following will apply:

- a. The game will start from the beginning and must be completed up to the regulation full time.
- b. The score will commence at 0–0.

If at least the half way mark of the game has been reached and the game cannot continue, the following will apply:

- a. The result will be the score at the point in time when the stoppage occurred.  
NOTE: Tournament management reserves the right to judge and adjust to suit the conditions as required.

If, due to time constraints or any other reason, a game cannot be rescheduled the following will occur:

- a. Games that did not reach the half way mark will be abandoned and a 0–0 score will result.

## 22. FORFEITS

- a) Teams must be in attendance at their designated playing field five (5) minutes before the commencement of their match. It is the responsibility of each team captain to report to the referees **two (2) minutes** before the commencement of the game so that the toss of the coin can be affected without loss of time.
- b) It is the responsibility of the referees appointed for the game to adhere to the time frames set down in this clause.

- c) 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 (hooter/whistle) to position the team on field and be ready to commence play.
- d) 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 0-5 score, no competition points and incur a \$50 fine.
- e) Should the non-offending team agree to participate in the match following the expiration of the FIVE (5) minute time limit the game result will stand.
- f) The appointed representative of an offending team may be required to meet with the SQBD Touch Football Tournament Committee to determine the team's further participation.
- g) Forfeits for any reason in the final series, negates the forfeiting team's right to participate further in the tournament, and will again incur a \$50 fine.

## **23. WITHDRAWALS**

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

## **24. INSURANCE**

The TFA Accident Insurance Scheme covers all players, referees and officials who have met the insurance criteria. For this tournament the player must have registered via MySideline for the team for which they are playing in. The school must have met the financial payment required to cover the players for insurance during the tournament.

## **25. RIGHT TO AMEND**

SQBD Touch Football 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**

SQBD Touch Football will be taking photos on the day of the event to use for promotional purposes on their social media sites and in future promotions. If there are any students who should not be photographed, please indicate this via email to [lee.rossow@qldtouch.com.au](mailto:lee.rossow@qldtouch.com.au) prior to Tuesday 22 July 2025. This will allow our photographer to be fully informed.

## **28. CLARIFICATION OF CONDITIONS**

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

## **29. FORCE MAJEURE**

If SQBD Touch Football is unable to perform, in whole or part any obligation under these regulations of a Force Majeure event, SQBD Touch Football is relieved of that obligation under these regulations to the extent and the period it is unable to perform.

In addition to Policies, SQBD Touch Football has no obligation to refund to any individual or team any fees paid if it is unable to perform by reason of a Force Majeure event.

Force Majeure event

For the purpose of these regulations a force majeure event includes but is not limited to any or all of the following:

- Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic or;
- War;
- Terrorism;
- Riot or Civil Disturbances;
- Permanent injunction of any duly constituted court;
- Any fact, circumstance, matter or thing beyond the reasonable control of SQBD Touch Football.