

TERM 1

R1 - Monday, 13 Feb

R2 - Monday, 20 Feb

R3 - Monday, 27 Feb

R4 - Monday, 6 Mar

R5 & R6 - Monday, 13 Mar*

R6 & R7 - Monday, 20 Mar*

*Round 6 Split

Grand Final - Monday, 27 Mar

TERM 2

R1 - Monday, 24 Apr

R2 - Monday, 1 May

R3 - Monday, 8 May

R4 - Monday, 15 May

R5 - Monday, 22 May

R6 - Monday, 29 May

R7 - Monday, 5 Jun

Grand Final - Monday, 19 Jun

TERM 3

R1 - Monday, 17 Jul

R2 - Monday, 24 Jul

R3 - Monday, 31 Jul

R4 - Monday, 7 Aug

R5 - Monday, 14 Aug

R6 - Monday, 21 Aug

R7 - Monday, 28 Aug

Grand Final - Monday, 4 Sep

TERM 4

R1 - Monday, 9 Oct

R2 - Monday, 16 Oct

R3 - Monday, 23 Oct

R4 - Monday, 30 Oct

R5 - Sunday, 5 Nov

R6 - Monday, 6 Nov

R7 - Monday, 13 Nov

Grand Final - Monday, 20 Nov

WASHOUT CONTIGENCY TERM 1, 2, 3 & 4

Sunday 19th March Sunday 11th June Sunday 30th July Sunday 27th August

IMPORTANT DATES - JUNIORS & LITTLE LEGENDS

TERM 1

R1 - Friday, 17 Feb

R2 - Friday, 24 Feb

R3 - Friday, 3 Mar

R4 - Friday, 10 Mar

R5 & R6 - Friday, 17 Mar*

R6 & R7 - Friday, 24 Mar*

*Round 6 Split

Grand Final - Friday, 31 Mar

TERM 2

R1 - Friday, 28 Apr

R2 - Friday, 5 May

R3 - Friday, 12 May

R4 - Friday, 19 May

R5 - Friday, 26 May

R6 - Friday, 2 Jun

R7 - Friday, 9 Jun

Grand Final - Friday, 16 Jun

TERM 3

R1 - Friday, 21 Jul

R2 - Friday, 28 Jul

R3 - Friday, 4 Aug

R4 - Friday, 11 Aug

R5 - Friday, 18 Aug

R6 - Friday, 25 Aug

R7 - Friday, 1 Sep

Grand Final - Friday, 8 Sep

TERM 4

R1 - Friday, 7 Oct

R2 - Friday, 13 Oct

R3 - Friday, 20 Oct

R4 - Friday, 27 Oct

R5 - Friday, 3 Nov

R6 - Sunday,5 Nov

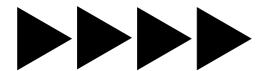
R7 - Friday, 10 Nov

Grand Final - Friday, 17 Nov

WASHOUT CONTIGENCY

TERM 1, 2, 3 & 4

Sunday 19th March Sunday 11th June Sunday 30th July Sunday 27th August



\$75 INDIVIDUAL PER TERM

JUNIORS

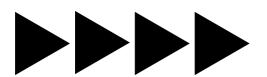
- Online payment only through MySideline
- Fair Play Vouchers can be used

\$50 INDIVIDUAL PER TERM



LITTLE LEGENDS

- Online payment only through MySideline
- Fair Play Vouchers can be used



\$85 INDIVIDUAL PER TERM

SENIORS

- Online payment only through MySideline
- Fair Play Vouchers can be used

HOW TO REGISTER WITH A VOUCHER

Email Voucher to ngctouchcomp@gmail.com or use the link on our website.

Receive \$75 discount code from noreply@nrl.com

Follow standard registration process and use code at the end



FAIR PLAY VOUCHERS

The \$150 Fair Play Vouchers can be used for the Senior & Junior Competitions. Juniors & Seniors can be used for 'Back to Back' terms i.e. 1&2 / 2&3 / 3&4 / 4&1

NB: Vouchers cannot be used for merchandise

TEAM DELEGATE

- Nominate a team at https://northern-gold-coast-touch.weeblysite.com
- Have players register in accordance with the terms and conditions with their correct information.
- Ensure all players are familiar with the conditions of entry and 8th edition rules.
- Ensure no team members take the field that are not on the team sheet
- Have a committed member of your team to be the duty referee.
- Be responsible that all players in the team behave in an appropriate manner on and off the field before, during and after the game.
- · Attend Team Delegates meeting
- Make sure all team members are in correct uniform.
- Report any facility concerns to Competition Manager.
- · Must bring a game ball to the fields

COACHES

- Must register online as a coach
- If any players under the age of 18, coaches must have a Qld Blue card or if a Teacher must have an 'exemption' card.

JUNIOR PLAYERS

- Parent/Guardian Nominates Child online and agrees to TFA & NGCT Declarations
- Parent/Guardian of participants must be present at the venue
- Parent/Guardian must abide by all club & sport policies
- Parent/Guardian cannot drink or smoke at the venue

PARENTS/GUARDIANS SPECTATORS

- Must not spectate within the sub box area
- Must remain 5m back from all field lines.
- Parent/Guardian Nominates Child online and agrees to TFA, QTF & PBT Declarations
- Parent/Guardian of participants must be present at the venue
- Parent/Guardian must abide by all club & sport policies
- Parent/Guardian can not drink at the venue including card park
- Parent/Guardian can not smoke at the venue
- All pets must remain on a leash and be be held in your control.

PLAYERS ATTIRE

- All players must be in team uniform by round
 Shirts must be numbered on the back with a 16cm number.
- · Shorts must not have external pockets
- Light leather or synthetic boots with moulded soles are permitted.

REFEREES

- Must be registered with the Referee Director
- Referee in accordance with the 8th edition rules
- Be at the field 5 minutes before their game
- Mark the scorecard or game sheet correctly
- Seniors: Ensure Captains or coaches sign off on scorecard
- Juniors: Ensure Coach or Team Delegate sign off on scorecard

NRL ACCOUNT

 All participants are to create their own membership through www.nrl.com/account/signup

SCHOOL TERM TOUCH SINGLETS











SIDE 2

ALL OF OUR NGCT PHOENIX TEAMS WEAR OUR
REVERSIBLE NGC SINGLET. OTHER
TEAMS ARE WELCOME TO PURCHASE THESE IF THEY WISH
OR ORDER THEIR OWN
PLAYING STRIPS.



ALL OF OUR NGCT PHOENIX TEAMS WEAR OUR NGC PHOENIX SINGLETS, AT PRESENT WE HAVE PHOENIX FIRE, PHOENIX ICE AND PHOENIX BLACK.

Can our team bring our own Singlets

- Yes, providing
- Numbers are on the back
- They are ALL the same



HOW TO USE MYSIDELINE MANAGER

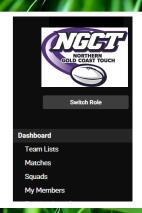
Go to www.manager.mysideline.com.au/login and use your NRL login details to gain access



2 Click on menu at the top left corner for more options



Click on **SWITCH ROLE** to select the correct team you require and then enter the **MY MEMBERS** option for your current registered players



My Members

Your current list will display registered players. You may need to refresh your role to update the list.

MY MEMBERS /

COMPLETE

Game Times

- Seniors Games are scheduled 20 minutes each way.
 3 minute half time & 7 minutes between games.
- Senior Timeslots: 6:00pm / 6:50pm / 7:40pm / 8:30pm
- **Juniors** Games are scheduled 20 minutes each way. 3 minute half time & 7 minutes between games.
- Junior Timeslots can vary depending on teams in the competition: 5:30pm is usually the first game.

Minimum Age & Divisions

- Juniors At request of the Competition Manager or Committee, parents must be able to provide birth certificate if needed
- Juniors All players must not be over the age of the division nominated as of 31st December. E.g. If you are born in 2010 in the year 2023 you are turning 13, you must play U14 not U12.
- Any junior team may not consist of more than 5 representative players, *conditions will apply.
- A representative player is a DIVISION 1 player who participated in SQBD representative fixtures during the previous 12 months, representing any SQBD Affiliate

Mutual Respect Policy

- Referees will be instructed to enforce zero tolerance rules regarding referee abuse from players, coaching staff and spectators.
- Teams/Players are bound by the Disciplinary
 Regulations Manual un-sportsman like behaviour eg
 sledging and or acting in an abusive manner towards
 the referee or opposing team.
- Teams/players/spectators that consume or introduce alcohol at the venue outside the laws associated with liquor license requirements will be asked to leave.

Insurance

 Any player injured at the venue is to report through to manager. Claim forms are available online at https://northern-gold-coast-touch.weeblysite.com

Wash-Out Games & Wet Weather Policy

- The committee reserves the right to nominate date or dates that may be required to play rounds that may be called off due to weather conditions.
- Wet weather policy is displayed on the NGCT website.
- It is the team delegates responsibility to check the website and inform players of cancellations.
- Games will be cancelled no earlier than 3pm of game day.

Team Numbers

 Nominated teams are required to have a minimum of 10 players and a maximum of 14 players before the commencement of competition. Team who require registering more than 14 must apply in writing to Northern Gold Coast Touch Committee outlining the reasons to exceed 14 for approval.

Competition Points

Win = 4 - Loss = 0 - Draw = 2 - Bye = 4Forfeit Loss = 0 - Forfeit Win = 4

Forfeits

- Teams must be in attendance at their playing fields five
 (5) minutes before the commencement of their match.
- Any team that fails to give notice by 10am that day of the game will be bound by breaches.
- It is the responsibility of each captain to report to the referees two minutes before the start of the game so the coin toss 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 4 competition points.
- If a team is late, 1 point may be awarded to the opposition team for every minute up to and including 5 points. Referee will determine allocated time.
- Any team that forfeits without notice more than once during the course of competition rounds WILL NOT be eligible for FINALS.

Forced Majeure

- If NGC Touch are unable to perform, in whole or part in any obligation under these regulations of a Force Majeure Event, NGC Touch is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.
- In addition to this, NGC Touch 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 purposes 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 or Act of Terrorism; or
- · Riot or civil disturbances; or
- Permanent injunction of any duly constituted court of competent jurisdiction; or
- Any fact, circumstance, matter or thing beyond the reasonable control of NGCT / TFA.

Lost & Found Policy

- All items found at the fields are subject to the following Lost & Found Policy
- Water Bottles Are available for collection for 7 days before thrown out
- Articles of Clothing Are available to the end of the season before donated to Salvation Army
- · School Clothing donated to school at end of term
- Valuables such as but not limited to wallet, phone, watch, ipad, sunglasses will be handed in to Palm Beach Police station for collection no later then 48 hours after being found

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

Protest

- Protests will be heard and determined by the Judiciary and or designated Protest Committee. The Competition Committee will form the Protest Committee. It will include at least three committee members or persons designated by the committee.
- Protests must be lodged in writing within twenty (20)
 minutes of the conclusion of the event in question, to
 the Competition Manager or to an official designated by
 the Competition Manager.
- The protest is to be lodged and signed by the Team Manager or their nominated representative.
- The protest will then be investigated by the Protest Committee. The Team Manager or their nominated representative will be notified of the decision.
- Any notice to be served on any person to attend a hearing, will be served on the Team Manager or nominated representative of the team involved, and any such service is deemed to be served on all parties or persons under the control of that Team Manager or their nominated representative

Northern Gold Coast Touch reserves the right to determine and/or interpret matters not covered or specified by the Conditions of Entry and take appropriate action

SCHOOL TERM TOUCH

Any junior team may not consist of more than 5 representative players, conditions will apply

What are the conditions?

- Knowledge of the 'representative rule applies from the start of Term 1 to the start of the Term 4 yearly cycle.
- Teams that have had players 'start' with their team as a non-representative player and 'instantly renew' registration with the same Team for the previous 2 Terms (e.g Term 1 to Term 2 to Term 3) will not have to reduce the number of representative players. However, if they are over the 5-player rule, they cannot bring any more rep players into their team. This is re-set each year
- Brand new teams can only start with a maximum of 5 rep players.
- A player that has been selected in a 'B' or 'Development' rep team is not classed as a rep player.
- A player that plays rep for another association counts towards the 5-player rule.
- Any Schools that enter School teams into NGC Junior Touch, and are bonafide students of the school are exempt from the above rules

Northern Gold Coast Touch reserves the right to determine and/or interpret matters not covered or specified by the Conditions of Entry and take appropriate action

RULES & DEVELOPMENT

MEMBER PARTICIPATION DECLARATION

https://touchfootball.com.au/media/4763/tfa-member-protection-policy-v2.pdf

JUDICIARY & SUSPENSIONS

• https://touchfootball.com.au/media/4761/tfa-disciplinary-regulations-v1.pdf

CONCUSSION POLICY

• www.touchfootball.com.au/rulesandpolicies



EXTREME WEATHER POLICY

• https://touchfootball.com.au/media/4770/extreme weather guidelines april 2015.pdf



LEARNING & MANAGEMENT STSEM

https://touchfootball.etrainu.com/

ENROL

Coaching Courses Referee Courses Online Training

8TH EDITION RULES

https://tfa-cms.nrl.digital/media/4424/tfa-8th-edition-rulebook-a5-v6.pdf

VIDEO LINKS TO RULES

https://touchfootball.com.au/volunteer/8th-edition-rules/





QLD TOUCH UNDER 8 & UNDER 10 RULES

- Teams play five (5) a side at any one time, max 12 in a team
- Field Size is 50m x 35m
- · Acting Half can not run with the ball, they must pass off
- Defense can not move up until first receiver has touched the ball



Coomera Sports Park Complex 53 Beattie Road Coomera Q 4209



LITTLE LEGENDS FIELD 2A

UNDER 10'S play on Half Fields where indicated ie: Field 1A, Field 1B etc

Become a Referee

- We welcome any new or previous referees to join our wonderful group of officials
- Referees get paid per game and paid into their account each Wednesday.
- Our club offers Referee coaching, Referee support and Panel members to upgrade your Badge level.
- Contact: Millz Turner via ngctouchcomp@gmail.com



















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