



# METRO CUP 2021



## Conditions of Entry

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Presented by



**Brisbane Metropolitan  
Touch Association**

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SECTION 1: COMPETITION INFORMATION		
Item 1.1 – COVID-19		
1.1.1	<p>The following 'Metro Cup 2021 – Conditions of Entry' document has been written under the assumption that COVID-19 will have not have a disruptive effect on the 2021 season.</p> <p>Should any regulations, issued by a Touch Football governing body or the State/Federal Government, affect any element of BMTA's ability to run a standard Metro Cup season than any of the following Sections may be updated if BMTA deems necessary.</p>	
1.1.2	<p>All attendees at BMTA must comply with all laws, directions and guidelines with respect to COVID-19, including but not limited to border closures, quarantine and self-isolation directions and hotspot declarations.</p> <p>Any player, official or spectator who is found to have breached the above rule will result in forfeiture of the match plus any other penalties as determined by BMTA.</p>	
Item 1.2 – Competition Terminology		
1.2.1	<p>For the purposes of this document, the following definitions shall apply:</p> <p><b>Club:</b> Is the term used to describe a collective of teams playing under the same name, uniform and organisation in the Metro Cup competition. Clubs may be formed by existing affiliates, regions or other groups/organisations. All clubs must be approved by BMTA as a part of the nomination acceptance procedure.</p> <p><b>Division:</b> Is the unique term used to describe a specific combination of competition gender and grade within the Metro Cup competition, for example, Men's Premier; Women's Division 2.</p> <p><b>Club Contact:</b> Is a person designated as one of the two primary contacts for a specific club. They are accountable for all important communication between their Club and BMTA and accept additional responsibilities as prescribed by <a href="#">Sub Section 2.4.</a></p> <p><b>Team Delegate:</b> Is a person who has been appointed one of the following roles for a team within a club; Coach, Assistant Coach, Manager or Captain.</p> <p><b>Finals Series:</b> Is the term used to describe the collective of rounds following the regular season. The Finals Series will include the Semi Final, Preliminary Final and Grand Final round.</p> <p><b>Finals Match:</b> Is the term used to describe any one match within a single round of the Finals Series.</p>	
Item 1.3 – Venue and Dates		
1.3.1	<p>The venue for all competition rounds of Metro Cup will be the Brisbane Metropolitan Touch Association located at Whites Hill Reserve, 258 Boundary Rd, Camp Hill, 4152.</p>	
1.3.2	<p>Metro Cup is a 10 Round Competition plus a 3 Round Finals Series, the dates of each round are as follows:</p> <table><tr><td>2021 Dates</td></tr></table>	2021 Dates
2021 Dates		



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		<b>Date</b>	<b>Round</b>
		30/07/2021	Round 1
		6/08/2021	Round 2
		13/08/2021	Round 3
		20/08/2021	Round 4
		27/08/2021	Round 5
		3/09/2021	Round 6
		10/09/2021	Round 7
		17/09/2021	Round 8
		24/09/2021	Round 9
		1/10/2021	Bye Round - NYC
		8/10/2021	Bye Round - QAS
		15/10/2021	Round 10
		17/10/2021	Wet Week - <b>Sunday</b>
		22/10/2021	Semi-Finals
		29/10/2021	Preliminary Finals
		30/10/2021	Grand-Finals
		5/11/2021	Preliminary Finals Wet Week
		6/11/2021	Grand Final Wet Week
	No Games will be played on 1/10 and 8/10 due to National Youth Championships (NYC) and Queensland All Schools (QAS).		
1.3.3	Each round, games will generally be scheduled at the following times:		
	6:30pm		
	7:20pm		
	8:10pm		
	9:00pm		
All Albitites games only may be scheduled at 5:40pm.			
Applications for game time requests may be made to the Competition Coordinator at least 14 days in advance of the first round of games. While BMTA will endeavour to fulfil all successful time request applications, <u>there is no guarantee that requests will be able to be met.</u>			
Item 1.4 – Divisions and Age Requirements			
1.4.1	The divisions offered for the Metro Cup competition will be:		
	<b>Men's</b>	<b>Women's</b>	
	Men's Open Premier	Women's Open Premier	
	Men's Division 1	Women's Division 1	
	Men's Division 2	Women's Division 2	
	Men's Division 3	Women's Division 3	



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	Metro Cup will also offer an All Abilities division, the rules for this division can be found under <a href="#">Section 1.5</a> .
<b>1.4.2</b>	<p>Any one Club may nominate a <b>maximum</b> of:</p> <ul style="list-style-type: none"> <li>• 1 team per Premier competition</li> <li>• 1 team per Division 1 competition</li> <li>• 2 teams per Division 2 competition</li> <li>• 2 teams per Division 3 competition</li> <li>• Unlimited All Abilities teams</li> </ul> <p>Where field availability limits the number of team nominations BMTA is able to accept, BMTA reserves the right to refuse any team nominations as per <a href="#">Sub Section 2.1.1</a>.</p>
<b>1.4.3</b>	<p><b>Premier Division</b></p> <p>Players must be born in or before 2006.</p> <p><b>Division 1, 2 and 3</b></p> <p>Players must be born in or before 2007. Dispensation may be considered for players born in 2008 who played for the QLD or NSW U12 State team in the previous year.</p>
<b>1.4.4</b>	Male players can only be nominated for male divisions. Female players can only be nominated for female divisions. In any other circumstances, including transgender or non-binary participation in Metro Cup, BMTA will refer to Touch Football Australia.
<b>Item 1.5 – All Abilities (AA) Division</b>	
<b>1.5.1</b>	Clubs will be permitted to nominate AA teams as a part of their team nominations. AA involvement in Metro Cup should be viewed as a high level of representation within the national Touch Football Specialised framework.
<b>1.5.2</b>	Where nomination numbers permit, a separate division in the Metro Cup competition may be created for AA teams. If nomination numbers are not sufficient to establish a separate division, AA teams will be included in the Men's 3 Division competition.
<b>1.5.3</b>	<p>Where AA teams are competing in Men's Division 3, games will be played and the score recorded as per a usual game except where an AA team is beaten by more than 2 try's.</p> <p>In this situation, the score will be recorded as a 2 try win for the Non- AA team, this is to encourage competitive games by capping the total For and Against differential a team can achieve against an AA side to +2.</p> <p>To make the adjustment for the purposes of recording the result on the competition ladder, the number of try's scored by the AA side will not change, but the number of try's scored by the opposition will be reduced to 2 more try's then the AA side.</p>



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	<i>For example, if a game results in an 8-4 victory to Team B over Team AA. The score will be recorded as 6-4 to Team B over Team AA.</i>
<b>1.5.4</b>	<p>Player eligibility for AA will be determined by the Touch Football Specialised framework developed by TFA.</p> <p>Players who do not qualify for AA, but have been organised by an AA representative to assist the team, are permitted to play for AA and also play in one other non-AA team.</p>
<b>1.5.5</b>	Where team numbers are sufficient to establish an AA division, the division will adopt the All Abilities rules created by TFA for use at NTL.
<b>Item 1.6 – Playing Rules</b>	
<b>1.6.1</b>	<p>The Metro Cup competition is conducted under the Touch Football Australia (TFA), <b>8th Edition Rule Book</b>.</p> <p>TFA Rules can be found on the TFA website at <a href="http://www.touchfootball.com.au">www.touchfootball.com.au</a></p>
<b>1.6.2</b>	Subsequent sub-sections specify supplementary competition rules and procedures to be applied by BMTA. Teams participating in competitions conducted by BMTA agree to be bound by TFA and Metro Cup Conditions of Entry, which can be found on our website <a href="http://www.bmta.com.au">www.bmta.com.au</a>
<b>Item 1.7 – Referees</b>	
<b>1.7.1</b>	<p>Referees will be under the control of the BMTA Management. The Referee Coordinator will coordinate the organisation and appointments to each game in conjunction with the assigned referee panel and in accordance with the Metro Cup Referee Manual.</p> <p>Clubs and Teams are not required to supply referees.</p>
<b>Item 1.8 – Scheduling and Rescheduling of Fixtures</b>	
<b>1.8.1</b>	<p>The full season fixture will be released in advance of the season. The fixtures will be structured as per the season dates in <a href="#">Sub Section 1.1.2</a>.</p> <p><b>No requested rescheduling of fixtures will be permitted to take place.</b></p>
<b>1.8.2</b>	<p>In the event of cancelled rounds, due to weather or other circumstances, every effort will be made to make up the cancelled round(s) using the allotted Wet Weather round and other available dates, if practical, to ensure all competition games are played.</p> <p>BMTA reserves the right to adjust the fixture as deemed appropriate. There will be no appeal over the rescheduling of fixture matches.</p>
<b>1.8.3</b>	<p>In the event of a total power failure, washout or other circumstance where games that have commenced cannot be completed, the following will apply:</p> <p>If the event occurs during the first half, the result will be declared void and the game will be replayed at a time and date to be advised or cancelled if rescheduling is not possible.</p>



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	<p>If the event occurs during half time or in the second half, the result at the time of cancellation will stand.</p> <p>Where disruptions are temporary, the evening's schedule may be postponed or altered as instructed by BMTA staff.</p>
<b>Item 1.9 – Division 1, 2 and 3 Forfeits</b>	
<b>1.9.1</b>	Should it be necessary for a team in Division 1, 2 or 3 to forfeit its scheduled fixture, the club contact must advise the Competition Coordinator <b>by the close of business on the day before the scheduled game</b> . Teams who forfeit after this time may be deducted competition points.
<b>1.9.2</b>	If a team is not at the field ready to play 5 minutes after the scheduled starting time (as indicated by the siren), the result will be a forfeit.
<b>1.9.3</b>	In the result of a forfeit, 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 zero (0) competition points. Further penalties may also apply at the discretion of BMTA.
<b>Item 1.10 – Premier Division Forfeit Rules</b>	
<b>1.10.1</b>	<p>For Premier divisions, <b>forfeits are prohibited</b>. Clubs must promote their lower grade players to prevent Premier forfeits.</p> <p>Premier division teams may be fined up to \$200 per forfeit, be deducted competition points and have teams in lower divisions receive forfeit results for the same round of games, at the discretion of BMTA.</p> <p>The result will be recorded as per <a href="#">Sub Section 1.8.3</a>.</p>
<b>SECTION 2: NOMINATION REQUIREMENTS</b>	
<b>Item 2.1 – Nomination Eligibility</b>	
<b>2.1.1</b>	<p>Any approved Club is permitted to nominate teams for Metro Cup provided they are able to enter a <b>minimum of 4 teams across at least 4 different divisions</b>.</p> <p>Acceptance of all team nominations is at the discretion of BMTA Management. <u>BMTA reserve the right to refuse Club's entry into the Metro Cup or individual teams within a Club if circumstances permit.</u></p>
<b>2.1.2</b>	<p>Clubs wishing to nominate teams in either Premier division are required to submit a squad list of 14 or more players for elite standard assessment by a BMTA in conjunction with TFA/QTF by July 12<sup>th</sup> 2021.</p> <p>Club Contacts should indicate to the competitions coordinator as early as possible that they wish to nominate Premier teams so the team can be set up online for players to register into for the Elite Squad Assessment.</p>
<b>Item 2.2 – Nomination Process</b>	
<b>2.2.1</b>	<p>Team Nomination must be completed online no later than July 12<sup>th</sup> 2021.</p> <p>Following receipt of team nominations, BMTA will issue clubs an invoice for the \$300 per team deposit, this must be paid within 7 days of the team nomination deadline.</p>



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	<p>Clubs must have two designated Club Contacts who are aware of and accept the responsibilities outlined in <a href="#">Sub Section 2.4</a>. Full details for each contact must be completed on the team nomination form.</p> <p>As per <a href="#">Sub Section 2.1.1</a>, acceptance of team nominations is at the discretion of BMTA Management. In the event that a team's nomination is not accepted the \$300.00 deposit will be refunded in full.</p>
<b>Item 2.3 – Team Fees</b>	
<b>2.3.1</b>	<p>The Metro Cup fees for 2021 are <b>\$1,540 per team</b>.</p> <p><i>If All Abilities numbers are sufficient to create a separate division then their fees may be altered if season length or game times are adjusted.</i></p> <p>The balance of team fees owing after the nomination fee has been deducted is due <b><u>before the day of the second round of competition, Thursday 6<sup>th</sup> August 2021</u></b>.</p> <p>Clubs with outstanding fees from the 6<sup>th</sup> August 2021 may have <b>two competition points deducted</b> from each of their teams. Two competition points will continue to be deducted each week that fees remain outstanding.</p> <p>Please note that any team that withdraws on or after the first competition night is liable to pay the full balance of team fees owing, regardless of the number of games actually played.</p>
<b>Item 2.4 – Club Contact Responsibilities</b>	
<b>2.4.1</b>	<p>The two Club Contacts nominated on the Team Nomination Form are the sole representatives responsible for all correspondence between BMTA and their club.</p> <p><b>Club contacts are to ensure that:</b></p> <ul style="list-style-type: none"> <li>• Team fees are paid in-full by the due date</li> <li>• All players taking the field are registered by the due date</li> <li>• The Competition Coordinator is advised immediately of any changes to Club Contacts contact details</li> <li>• All players abide by BMTA's rules and procedures</li> <li>• The nominated email address and mobile phone number for the team is monitored as all communication will be conducted electronically</li> <li>• Accurate names of players for identification are supplied to BMTA if required (ie participants TFA insurance/affiliation compliance, referee incident reports)</li> <li>• Team Delegates are aware of their responsibilities regarding team sign on sheets</li> </ul> <p><b>These matters are the sole responsibility of the Club Contacts.</b></p>
<b>SECTION 3: PLAYER ELIGIBILITY, REGISTRATION AND SIGN ON</b>	
<b>Item 3.1 – Player Eligibility, Restrictions and Playing in Multiple Teams</b>	
<b>3.1.1</b>	<p>A Club may select any player to represent a team within their club provided the player:</p> <ul style="list-style-type: none"> <li>• Meets the minimum age requirement</li> </ul>



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	<ul style="list-style-type: none"> <li>Has not represented or committed to representing another club without being granted a release (as per <a href="#">Sub Section 3.1.4</a>)</li> <li>Is not serving a current suspension</li> <li>Complies with all registration and sign on procedures</li> </ul>
3.1.2	Players may only play for and represent one Metro Cup participating club during the season. Players may also participate for an AA team from their own, or another club.
3.1.3	<p>Players are permitted to play for multiple teams within their Club throughout the season under the following conditions:</p> <ul style="list-style-type: none"> <li>Players only play in one game per round (not including AA)</li> <li>Players only play in one team per division (for example, if a Club has two teams competing in division 2, any one player may only play for one division 2 team <u>over the course of the competition</u>)</li> <li><b>No player Premier registered player is permitted to play in a Division 2 or 3 team</b> <ul style="list-style-type: none"> <li>- An exception will be made if Club does not have a Division 1 side nominated, then the player may play in Division 2</li> </ul> </li> </ul> <p>Any Club found to have teams with players breaching the conditions above will be asked to show cause, in writing, as to why the offending teams should not be forfeited or deducted competition points.</p>
3.1.4	<p>Any player who wishes to change clubs/team, either before* or after the commencement of the season must submit a written request to the Competition Coordinator, together with a release in writing from the player's current club. No release can be granted after the half-way point of the season.</p> <p>Any release must include confirmation that there are no outstanding fees owed by the player to the releasing club.</p> <p>Any club that will not supply a written release will be asked to provide a written statement showing cause for refusing the release of the player.</p> <p>*Any player registered to a Premier team as part of a Elite Squad Assessment is deemed committed to that club for the season. A player must seek a release if they choose to change clubs before the commencement of the season.</p>
3.1.5	<p>Any player who has played <u>only</u> in the Men's or Women's Premier competition may not play in any other division (excluding AA) when their Premier team has a bye.</p> <p>Exemptions to this rule will be only be considered where legitimate 'fringe' players may need to play between divisions. Applications must be submitted to the Competition Coordinator no later than 4pm on the day preceding the match.</p>
<b>Item 3.2 – Player to Team Registration</b>	
3.2.1	<p>In any one Metro Cup game, a maximum of 14 players are allowed to sign on and play. However, there is no limit to how many players a team may have registered.</p> <p>As per <a href="#">Sub Section 3.1.2</a>, players may only register for one Metro Cup club each season.</p>



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<b>3.2.2</b>	<p><b>All players must register using the online registration system before they first take the field.</b></p> <p>No players are permitted to register after <b><u>Round 5, 27<sup>th</sup> August 2021.</u></b></p> <p>Any players with incomplete details on the online registration form or whose club has not paid fees in full will not be deemed to be registered.</p>
<b>3.2.3</b>	<p>Players are permitted to play for multiple teams within the same club over the duration of the season in accordance with <a href="#">Sub Section 3.1</a>.</p> <p>Players are only required to register for one team. Players should register for the team they are selected to or intend to play the majority of the season for at the time of registration.</p> <p>Team registration will not be a determining factor for finals eligibility, this will be determined by number of games played per team over the duration of the season as prescribed in <a href="#">Section 4</a>.</p>
<b>3.2.4</b>	<p>Teams playing an unregistered player may be forfeited or stripped of competition points.</p> <p>Additionally, if a player plays a game and is not registered, then the game may not be counted as a game played for finals eligibility purposes.</p>
<b>Item 3.3 – Player Sign On</b>	
<b>3.3.1</b>	<p>All players must fill out their required details on the team sign-on sheet before taking the field each round.</p> <p>Players must fill out their name as indicated on their online player registration form and complete their full signature.</p>
<b>3.3.2</b>	<p>Players may only sign on and play for one team per round.</p>
<b>3.3.3</b>	<p>Team sign on sheets will be used to determine how many games each player has played for each team throughout the competition, this will in turn determine finals eligibility as prescribed in <a href="#">Section 4</a>.</p>
<b>3.3.4</b>	<p>Players who do not complete the team sign on sheet correctly will not be credited with a game played for finals eligibility purposes. Club Contacts may also be asked to show cause as to why the team should not be subject to forfeiture of the match or a deduction of competition points.</p>
<b>Item 3.4 – Sign On Sheet Submission Process</b>	
<b>3.4.1</b>	<p>Immediately following the completion of each game, a Team Delegate must present their completed team sign on sheet to a Team Delegate from the opposition.</p> <p>Team Delegates should take adequate time to review their opposition's team sheet before signing off to indicate that their opposition's form is, to the best of their knowledge, completed correctly.</p> <p>If a Team Delegate has reason to believe their opponents team sheet is completed incorrectly or is in violation of the fair play rule (<a href="#">Sub Section 3.5</a>) then they should raise it immediately and seek clarification for the oppositions Team</p>



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	Delegate. If the issue is unable to be resolved then a complaint should be lodged with BMTA Admin immediately.
<b>3.4.2</b>	<p>Where both Team Delegates have signed their oppositions team sheets and no issues are raised, they should then immediately submit their team sheets to <b>the referee</b> when the Team Delegate signs the referees score card.</p> <p>The sign on sheets will then be collected from the field by BMTA Admin.</p>
<b>Item 3.5 – Fair Play Rule</b>	
<b>3.5.1</b>	A player should not sign on for a match if they do not intend to have a <b>regular and genuine playing involvement</b> , as part of rotation of players subbing on and off the field, over the full course of the match.
<b>3.5.2</b>	<p>The intent of the Fair Play rule is to stop players intentionally taking the field, for an insignificant amount of time or to only have a token involvement in a match, for the purpose of accruing a game played for finals eligibility as opposed to taking the field with the intent of having a regular and genuine involvement in the match.</p> <p>The intent of the rule is not to disallow players, who suffer an injury during a match or due to other extenuating circumstances are forced to leave a match early, from signing on and having the match counted as a game played for finals eligibility purposes.</p>
<b>3.5.3</b>	<p>Should a Club believe that there has been a breach of this rule, it must be raised with BMTA immediately following the match, including any supporting evidence.</p> <p>Where a breach of this rule has occurred, the player will be deemed not to have played the match for finals eligibility purposes, and other penalties may be imposed including a loss of points, fine or other penalty as deemed appropriate by BMTA.</p>
<b>Item 3.6 – Sign On for Forfeits</b>	
<b>3.6.1</b>	If a team forfeits a match then the offending team will not be permitted to complete a sign on sheet or have any players credited with a game played.
<b>3.6.2</b>	<p>If a team's opposition forfeit a match then the non-offending team will be permitted to complete a team sign on sheet, the sign on sheet will not be required to be signed individually by any team players. A team delegate is required to submit the team sign on sheet to <a href="mailto:competitions@bmta.com.au">competitions@bmta.com.au</a> or in person but must do so <u>on the same date as the match was scheduled to be played</u>.</p> <p>The team sign on sheet may only contain players who:</p> <ul style="list-style-type: none"> <li>• Have not signed on and played for another team in the same round of games</li> <li>• Are registered with the club</li> <li>• Are not serving a current suspension</li> <li>• <b>Have played at least 1 game for the team over the course of the season</b></li> </ul> <p>Where a team wishes to include a player who has not played at least 1 game for the team over the course of the season, a Club Contact will be required to submit an application to the Competition Coordinator. The application will be required to</p>



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	demonstrate that, while the player has not played for the team before, they were intending to play for them on the round of the forfeit.
<b>SECTION 4: PLAYER FINALS ELIGIBILITY</b>	
<b>Item 4.1 – Determining Finals Eligibility</b>	
<b>4.1.1</b>	<p>To be deemed eligible to play in the finals series a player must qualify by:</p> <ul style="list-style-type: none"> <li>• Having played at least 5 matches across any team in the club throughout the course of the regular season (excluding AA)</li> </ul> <p>If a player has played 5 or more games for the club across the course of the season, then:</p> <ul style="list-style-type: none"> <li>• The player will be deemed eligible <u>only</u> for the team they played the highest number of matches in</li> <li>• If the player's highest number of games played is equal across multiple teams, then they will be deemed eligible for multiple teams</li> </ul> <p>Once has a player has qualified and is deemed finals eligible for a team:</p> <ul style="list-style-type: none"> <li>• The player will always be permitted to play in a team in any higher division</li> <li>• The player may only be permitted to play in a team in the division below the division they have qualified for, if the conditions of <b>Full Squad Exemption</b> are met as outlined in <a href="#">Sub Section 4.2</a></li> </ul>
<b>4.1.2</b>	<p>To be deemed eligible to play in the finals' series in the Women's Premier competition, a player must qualify by either:</p> <ul style="list-style-type: none"> <li>• Having played at least 5 matches across any team in the club throughout the course of the regular season (excluding AA), or;</li> <li>• Having played 4 Women's Premier matches, provided they have not played in any other team during the regular season (excluding AA).</li> </ul> <p>This rule applies only to the Women's Premier competition, with no precedent applying for other divisions where multiple byes may occur.</p>
<b>Item 4.2 – Full Squad Exemption – Finals Eligibility Rule</b>	
<b>4.2.1</b>	<p>Should a team have more than 14 players eligible in a finals match, excess finals eligible players, who are do not make the playing 14, may play in a lower division provided the requirements of <a href="#">Sub Section 4.2.2</a> are met.</p>
<b>4.2.2</b>	<p>For a player to be eligible for the full squad exemption the following conditions must be met:</p> <ul style="list-style-type: none"> <li>• The player must be finals eligible for the higher division</li> <li>• The team in the higher division <b>must be playing a finals match on the same night</b> and have <b>a full squad of 14 players playing in the game</b></li> </ul> <p>Where a player is eligible for Full Squad Exemption, they are only eligible to drop one division below the division for which they have qualified for. For example, a player who qualifies for Premier Division may drop down to play in Division 1</p>



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	<p>(provided the conditions of Full Squad Exemption are met) but may not drop to Division 2 or 3.</p> <p><b>Being eligible for Full Squad Exemption for one finals match does not automatically qualify a player for the entire finals series.</b> The player must ensure all conditions of the Full Squad Exemption are met for <u>each finals match</u> that they wish to play in the lower division.</p>
<b>4.2.3</b>	<p>Where clubs are intending to have players become finals eligible through <b>Full Squad Exemption</b>, the Club Contact must notify the Competition Coordinator such that the player can be confirmed to qualify for the exemption and then added to the team sign on sheet for the lower division.</p>
<b>Item 4.3 – Examples</b>	
<b>4.3.1</b>	<p>The following examples are common scenarios of ways players may qualify for finals eligibility. Where Clubs are intending for players to qualify in ways other than those outlined below, they should seek clarification from the Competition Coordinator. This should be done well in advance of the start of the finals series to be sure that alternative methods will be successful.</p> <p><b>In any situation where a player qualifies to play finals in multiple divisions via any method of qualification, they are only permitted to play in one finals game per round.</b></p> <ul style="list-style-type: none"> <li>• Player A plays 7 games in Division 1. This player has qualified for Division 1 and therefore can also play up in Premier Division. If the conditions of Full Squad Exemption are satisfied then this player may also play in Division 2.</li> <li>• Player B plays 1 game in Premier Division and 4 games in Division 1. This player has qualified for Division 1 and therefore can also play up in Premier Division. If the conditions of Full Squad Exemption are satisfied then this player may also play in Division 2.</li> <li>• Player C plays 4 games in Premier Division and 1 game in Division 1. This player has qualified for Premier Division. If the conditions of Full Squad Exemption are satisfied then this player may also play in Division 1.</li> <li>• Player D plays 3 games in Premier Division, 2 games in Division 1 and 2 game in Division 2. This player has qualified for Premier Division. If the conditions of Full Squad Exemption are satisfied then this player may also play in Division 1. There is no way this player may become eligible for Division 2.</li> <li>• Player E plays 3 games in Premier Division, 3 games in Division 1 and 2 games in Division 2. This player has dual qualified for Premier Division and Division 1. If the conditions of Full Squad Exemption are satisfied then this player may also play in Division 2.</li> <li>• Player F plays 3 games in Division 1 and 2 games in Division 3. This player has qualified for Division 1. If the conditions of Full Squad</li> </ul>



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	<p>Exemption are satisfied then this player may also play in Division 2. There is no way this player may become eligible for Division 3.</p> <ul style="list-style-type: none"> <li>• Player G plays 2 games in Division 1 and 2 games in Division 2. This player is not eligible for finals as they have not played at least 5 games during the regular season.</li> </ul>
<b>Item 4.4 – Finals Eligibility Tracking</b>	
<b>4.4.1</b>	<p>Club Contacts will be provided with methods to track how many games players have played in each division across the season.</p> <p><b>It is the Club Contacts responsibility to have a working knowledge of the finals eligibility rules and ensure that relevant parties within their club are aware of how finals qualification works.</b></p> <p><b>While BMTA will endeavour to assist clubs, it is ultimately the responsibility of each club to ensure that players are eligible for finals.</b></p>
<b>Item 4.5 – Dispensation</b>	
<b>4.5.1</b>	<p>Dispensation, which may assist with finals series eligibility, may be granted for a player who has not played at least 5 games. The two forms of dispensation that can be applied for are <b>Injury</b> and <b>Exceptional Circumstances</b>.</p> <p>Where a successful application is made, players are likely to have a reduction in the number of season games required to become eligible, or in less likely circumstances have missed games credited as games played.</p> <p>All applications will be assessed by the General Manager, <b>Club Contacts should lodge applications at their earliest convenience</b> so they can understand the impact on a player's finals eligibility with as many rounds left in the season as practical.</p>
<b>4.5.2</b>	<p>For a dispensation application to be accepted and therefore considered by the General Manager, the following conditions must be met:</p> <ul style="list-style-type: none"> <li>• The application must be made by a Club Contact</li> <li>• The application must be made in a timely manner during or following the players injury or other circumstance that prevents them from playing games</li> <li>• For an injury application, there must be evidence to substantiate the injury and length of recovery required which must be provided by a Physiotherapist or other relevant Health Care professional</li> <li>• For an exceptional circumstance's application, there must be evidence to substantiate the reason the player was unable to play</li> </ul>
<b>SECTION 5: COMPETITION POINTS, LADDERS AND FINALS SERIES</b>	
<b>Item 5.1 – Competition Points</b>	
<b>5.1.1</b>	<p>For all round games points will be awarded on results obtained. The following points will be awarded:</p> <p>Win = Three (3) points</p>



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	Draw =	Two (2) points
	Loss =	One (1) point
	Forfeit =	Zero (0) points for the offending team Three (3) points for the non-offending team
	Washouts =	Two (2) points for both teams
	Bye =	Three (3) points

### Item 5.2 – Competition Ladders

#### 5.2.1

Positions for the Final Series will be determined as follows:

Teams at the completion of round games with highest competition points

If equal - Difference (for and against)

If equal – Percentages

If equal – Highest Try's For

If equal – Lowest Try's Against

If equal – Head to Head Round Game Result (if multiple consider all results and compare wins per team)

If equal – Head to Head Round Game Result Difference

If equal – Head to Head Round Game Result Percentage

If equal – Head to Head Round Game Result Highest Try's For

If equal – Head to Head Round Game Result Highest Try's Against

If equal – Coin Toss

**Difference**

The difference is determined by subtracting the total of Try's scored 'against' from the number of Try's scored for. The team with the best difference will obtain the higher position. If teams have the same 'difference' the percentage system would then apply.

**Percentage**

The percentage is determined by placing Try's 'for' over Try's 'against' and multiplying by 100.

### Item 5.3 – Finals Series

#### 5.3.1

At the conclusion of the regular season, all divisions will have a finals series to determine the Champion. The finals' series will comprise of three rounds, the Semi Finals, Preliminary Finals and Grand Finals.

The top 4 teams on the competition ladder will advance to the Semi Finals. The ladder will determine the seeding of the top 4 teams with 1<sup>st</sup> versus 2<sup>nd</sup> and 3<sup>rd</sup>



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	<p>versing 4<sup>th</sup>. The winner of 1<sup>st</sup> vs 2<sup>nd</sup> will advance straight to the Grand Final while the loser of 1<sup>st</sup> vs 2<sup>nd</sup> and the winner of 3<sup>rd</sup> vs 4<sup>th</sup> will play off in the Preliminary Finals with the winner advancing to the Grand Final.</p> <p>In Divisions with unusually low or high team numbers or other extenuating circumstances, the Competition Coordinator may adjust the configuration of the finals series at the beginning of the season.</p>
<b>5.3.2</b>	In finals series games where the result is drawn at full time, the Drop Off system will be used as per the TFA 8 <sup>th</sup> edition rules.

### Item 5.4 – Club Champions

After the completion of finals matches, the four semi-finalists will be assigned points according to the table below. These points will be accumulated across the divisions for each club, the club with the most points will be declared the Club Champion.

	Premier	Division 1	Division 2	Division 3
<b>First</b>	80	60	40	20
<b>Second</b>	70	50	30	15
<b>Third</b>	65	45	25	10
<b>Fourth</b>	60	40	20	5

5.4.1

The two teams who advance to the Grand Final will be ranked first and second based on the Winner and Runner Up of the Grand Final. The team who lost the Preliminary Final will be ranked 3<sup>rd</sup> and the team who lost in the Semi Final will be ranked 4<sup>th</sup>.

If two or more Clubs finish on equal points then the Club Champion will be determined in the following manner:

1. The Club with the most premierships, if equal
2. The Club with the most second places, if equal
3. The Club with the most third places, if equal
4. The Club with the most fourth places, if equal
5. The Club with the highest placing in the Premier divisions.

In the event that clubs can't be split after point 5, multiple winners will be awarded.

### Item 5.5 – Accessing Draws, Results and Ladders

<b>5.5.1</b>	<p>Fixtures, Results and Ladders will be displayed on the BMTA website, <a href="http://www.bmta.com.au">www.bmta.com.au</a></p> <p>The website will be updated once all game cards have been received.</p>
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Item 5.6 – Scoring and Score Disputes	
5.6.1	While the match referees will keep an official record of the score on the supplied score card, it is the responsibility of each individual team to have a team delegate keep score of each match. The team sign on sheet provided will have a designated area for the team delegate to keep a detailed record of the score.
5.6.2	<p>If, at the conclusion of any game, either team does not agree with the score recorded on the referees score card then the captain of that team should <u>not</u> sign the score card. The team delegate who kept score of the game should respectfully engage the referees immediately to notify them of the discrepancy between the official score card and the delegates score as recorded on the team sign on sheet.</p> <p>Every attempt should be made at the fields to rectify the score discrepancy with the referees and opposition team delegate present.</p> <p>If the discrepancy is unable to be rectified, then the team delegate should immediately lodge a score dispute with Competition Admin.</p>
SECTION 6: CODE OF CONDUCT, JUDICIARY AND OTHER POLICIES	
Item 6.1 – Code of Conduct	
6.1.1	All participants in the Metro Cup competition will be bound by the provisions of the Touch Football Australia Code of Conduct and supporting documents which can be downloaded from <a href="http://www.touchfootball.com.au">www.touchfootball.com.au</a>
6.1.2	<p>BMTA, Clubs, Teams, team delegates and participants agree to be guided in respect of judiciary and code of conduct matters by <i>TFA Disciplinary Regulations Manual</i> prepared by Touch Football Australia which can be downloaded from <a href="http://www.touchfootball.com.au">www.touchfootball.com.au</a>.</p> <p>This includes that any player sent from the field for the remainder of a game will receive an automatic 2 match suspension and may be called to appear in front of a Judiciary.</p>
6.1.3	<p>Spectators remain under the direction of match referees and BMTA officials while they are within a distance where they are able to have any impact on a game. Spectators who direct abuse to the match referees or players will be asked to move away from the playing field. If the spectator does not comply, the referee may stop the match until such time as the spectator moves away.</p> <p>The playing field (including sub box) is an area that is only accessible to teams and coaching staff competing in the relevant time slot. There is no spectator access to the sub box.</p> <p>Clubs and their responsible Contacts, Coaches, Managers and Captains are responsible for ensuring their spectators are acting in an appropriate manner.</p>
Item 6.2 – Team Uniform and Apparel Policy	
6.2.1	<p>All players must comply with the uniform policy outlined in this Item (Item 6.2).</p> <p>Any teams with players in breach of the provisions of Item 6.2 may be subject to forfeiture of competition points for the round during which the breach occurred.</p>



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	Players are permitted to wear skins or similar compression garments underneath their uniforms.
<b>6.2.2</b>	Playing shirts must be matching. All players are to wear identifying numbers, not less than 16cm in height, clearly displayed on rear of the top or one-piece outfit. No two players of the same team may wear the same number. Numbers cannot be temporarily taped to shirts. Swapping of shirts between team members is absolutely not permitted. <b>Predominately white or pink uniforms are not permitted as they are the same colour as the referee uniforms.</b>
<b>6.2.3</b>	Shorts/bottoms must be matching. This is to include colour and relative length, except that players within a team are permitted to wear a combination of shorts and bike pants provided they are matching designs and colours.
<b>6.2.4</b>	Playing socks and hats should also be matching. Clubs should encourage players to wear matching Club hats and socks or have a default colour selected to ensure that all players are matching.
<b>Item 6.3 – Sports Trainers and Other Medical Assistance</b>	
<b>6.3.1</b>	Teams are required to supply their own Physiotherapist, Sports Trainer or other medical staff. Any taping that is required must be supplied by the player or can be purchased from the administration office.
<b>6.3.2</b>	Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. 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, covered and any blood-stained clothing and equipment cleaned or replaced, the player may return to the field and continue to play.
<b>Item 6.4 – Alcohol and Smoking Policy</b>	
<b>6.4.1</b>	The Whites Hill Complex is a licensed area and it is illegal under Liquor Licensing Laws for any person to bring alcohol onto the complex or consume alcohol other than that purchased from the Canteen at Whites Hill.  Alcohol can also be only consumed in the Clubhouse or Reg Barr area unless otherwise indicated by BMTA Management.
<b>6.4.2</b>	Under the <i>Tobacco and Other Smoking Products Amendment Act 2004 (QLD)</i> , sporting venues must be smoke free, including the BMTA clubhouse, all playing fields and warm-up areas, the car park and surrounding Whites Hill Complex.
<b>6.4.3</b>	In situations where the alcohol or smoking policy are breached, offending parties will be asked to immediately dispose of the prohibited item or leave the venue immediately.  If instructions by BMTA management are ignored then Club Contacts will be required to assist with players or spectators involved with their Club.  If issues are ongoing then Police will be involved.



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Item 6.5 – Child Protection Act	
6.5.1	<p>In accordance with the Queensland Child Protection Act and instructions issued by the Queensland Sport and Recreation - “<i>Guidelines for Sport and Recreation Organisations – Working with Children Check and Child Protection</i>”, BMTA &amp; TFA will comply with this legislation.</p> <p>It is a requirement of this legislation that all Coaches, Assistant Coaches, Managers, Team Management, Medical Staff and Referees involved in the competition are compliant with this legislation.</p> <p><b>It is the responsibility of each Club to ensure all appropriate Team Delegates meet the blue card requirements.</b></p>
Item 6.6 – Social Media Policy	
6.6.1	All participants involved in the Metro Cup will be bound by the Queensland Touch Football ‘Social Media Policy’.
Item 6.7 – Photograph and Use of Images Policy	
6.7.1	All persons accept that by participating in this event that they may be photographed and that these images may be used by BMTA for promotion of the sport. BMTA will not pass any image/s onto a third party unless prior approval is sought. If you do not wish the BMTA be able to use your image/s you must notify BMTA in writing.
Item 6.8 – Force Majeure	
6.8.1	<p>If BMTA is unable to perform, in whole or part in any obligation under these regulations due to a Force Majeure Event, BMTA is relieved of that obligation under these regulations to the extent, and the period it is unable to perform.</p> <p>In addition, BMTA 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.</p> <p>Force Majeure Event, for the purposes of these regulations, includes but is not limited to any or all of the following:</p> <ul style="list-style-type: none"> <li>• Acts of God including flood, drought, earthquake, storm, cyclone, fire, explosion, epidemic</li> <li>• War or Terrorism</li> <li>• Riot or civil disturbances</li> <li>• Permanent injunction of any duly constituted court of competent jurisdiction</li> <li>• Any fact, circumstance or thing beyond reasonable control of BMTA</li> </ul>
Item 6.9 – Amendments to Rules and Procedures	
6.9.1	BMTA reserves the right to add, remove or amend any rules, procedures and conditions of entry at any time it deems appropriate.

