# The world's biggest and best biennial masters games.



### Competition Rules and PPMG By-Laws

#### **REGISTRATION OF PLAYERS:**

Please visit <a href="https://mastersgames.com.au/ppmg/sports/touch/">https://mastersgames.com.au/ppmg/sports/touch/</a> for all registration details.

Participants must attend the Pan pacific Masters Games check in centre prior to playing their first game. All players must have available, at all times, their Pan Pacific Masters Games accreditation as well as photo identification.

#### **TEAM SHEET:**

Every player must complete the Team Sheet prior to playing. This Team Sheet must be returned to administration before your team's first game. Players arriving late or after the first game must report to administration to register before playing.

#### **ELIGIBILITY**:

Only registered Pan Pacific players are eligible to participate. Any team utilising unregistered players will forfeit points and could face monetary fines or disqualification from the Games.

#### **FORMAT:**

- Round Robin all teams are guaranteed a minimum of 4 round games.
- Gold, Silver and Bronze Medals awarded.
- These Medals will be presented after each Bronze, Silver and Gold Finals are completed to all registered competitors and non-playing officials associated with the eligible team.

#### **AGE REQUIREMENTS:**

- Age is determined as at 2 November 2018 by the youngest player in the team.
- Minimum age for competition is 30yrs

#### **COMPETITION RULES:**

Current T.F.A. rules to apply - for current rules visit the following TFA link: <a href="http://touchfootball.com.au/wp-content/uploads/2017/03/7th">http://touchfootball.com.au/wp-content/uploads/2017/03/7th</a> Edtn Rule Book.pdf

- All divisions will play 6-a-side.
- Maximum 14 players per team to participate in a game.







#### **PLAYING ATTIRE:**

- Uniform coloured numbered shirts or singlets please stay away from predominantly white.
- Shorts to be of similar colour No Board Shorts.

#### **ELIGIBILITY FOR FINALS:**

• Players must have played a minimum of 1 round game.

#### **DURATION:**

- 30 minutes per game no interval straight turnaround at half-time.
- Grand Finals 2 x 15-minute halves half time interval.

#### PROGRESSION:

Drop-off to apply if necessary for progression to Finals at the end of the Round Robin.

#### **FINALS**:

The Drop-off Rule to apply to decide drawn Finals games.

#### **SUBSTITUTE BOXES:**

All players and officials not participating in the game are to remain in the Sub Box area. Players can interchange only when the on-field player has reached the Sub Box. All coaches must also remain in the Sub Box area.

#### **BLOOD BIN:**

Players who are bleeding are to take no further part in a game until bleeding has stopped and all signs of blood cleaned. This also applies to blood on players clothing.

#### **SUSPENSIONS:**

Dismissal for "remainder of game" will result in an automatic <u>TWO GAME</u> suspension to apply to the Tournament. Incidents of a more serious nature may be referred to a Judiciary whose decision will be final.

#### **PROTESTS:**

Any protests must be lodged in writing with Tournament Administration within 10 minutes of completion of game. Judiciary decision will be final.

#### **TOUCHBALLS:**

Teams to supply their own Touch ball.

#### **ALCOHOL:**

Liquor Laws require ALL alcohol to be purchased from and consumed at the Gold Coast Touch Clubhouse. <u>Teams not complying risk disqualification.</u>

#### **DISCIPLINE:**

Teams / players / officials risk disqualification in the event of actions, on or off the field, not considered to be in the best interests of the sport or the spirit of the Pan Pacific Masters Games.

THE GOLD COAST TOUCH ASSOCIATION RESERVES THE RIGHT TO AMEND ANY OF THE ABOVE CONDITIONS OF ENTRY AND TO REFUSE ANY PLAYER OR TEAM PARTICIPATION AT THESE GAMES.





## **TEAM SHEET**

SHIRT	PLAYER NAME	SIGNATURE
NO.	(PLEASE PRINT)	SIGNATURE
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	<u>l</u>	
		_ (Team Manager/Liaison Name) CERTIFY TH
		018 PAN PACIFIC MASTERS GAMES AND AF
AGE FOR THIS	DIVISION.	

TEAM SHEET MUST BE COMPLETED BY ALL PLAYERS PRIOR TO COMMENCEMENT OF GAME AND RETURNED TO ADMINISTRATION.

PLAYERS ARRIVING LATE OR AFTER FIRST GAME MUST COMPLETE AT ADMINISTRATION BEFORE PLAYING.

