

2026 GOLD COAST BEACH GALA DAY

CONDITIONS OF ENTRY (2026)
VERSION 1



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1. EVENT DETAILS

The 2026 Gold Coast Beach Gala Day will bring together teams from across South East Queensland for a fun and engaging day of Touch Football on the beach.

Date:	Thursday 12 November 2026
Time:	10am – 2pm (expected)
Location:	North Kirra Beach, Bilinga
Address:	Beachfront near 41 Pacific Parade, Bilinga
Nominations open:	6 October 2026
Nominations close:	2 November 2026
Entry Fee:	\$110 incl. GST
Primary Contact:	Jett Smith – Game Development Officer jett.smith@qldtouch.com.au 0478 124 872





2. DIVISIONS & AGE CRITERIA

2.1 The divisions offered for the 2026 Gold Coast Beach Gala Day will be:

- Year 7 & 8 – Boys
- Year 7 & 8 – Girls
- Year 9 & Over – Boys
- Year 9 & Over – Girls
- Year 9 & Over – Mixed

2.2 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).

2.3 It is the responsibility of the nominating school to ensure that students are entered and participate in the correct division. At the request of QTF, the schools 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 2026 Gold Coast Beach Gala Day.

2.4 Where a school may have extenuating circumstances in terms of the school year criteria, the school must make a written application to jett.smith@gldtouch.com.au by **26 October 2026** to allow due consideration by the QTF Management Team.

3. PLAYER ELIGIBILITY AND TEAM COMPOSITION

3.1 Players in each team must be bona fide students of the school they represent, as at the date of the tournament.

3.2 The nominating school is fully responsible to ensure that all players, coaches and officials register online through MySideline prior to the event. The TFA National Insurance Scheme covers all players and officials who are registered online. A team sign-on sheet must be confirmed with tournament control at check-in prior to the team's first game commencing.

3.3 Players cannot compete in more than (1) one team in (1) one division.

3.4 The use of unregistered / ineligible players may result in the team being disqualified from the event.

3.5 A maximum of 8 players per team can register for the event with a maximum of 4 players taking the field at any one time.

4. REFEREES

4.1 Each team is responsible for providing one Duty Referee per team per game. This person must remain one of the two duty Referees for the entire game. They cannot swap during the game and can only be replaced due to injury.

4.2 Each game will have two Referees allocated. One from each playing team.

4.3 All referees will be under the control of the Tournament Organiser.

4.4 Referees nominated by their team are required to attend for the duration of the tournament.

4.5 Participants can play for one team and referee for another (in a different division).

5. TEAM NOMINATIONS

5.1 Online team nominations will open on **Tuesday, 6 October 2026** and can be made via the [Online Form](#).

5.2 Online team nominations will close at **5pm on Monday, 2 November 2026** or once spots are filled, whichever comes first.

5.2.1 After nomination forms are received, an invoice will be raised for the nominated school and made payable to Queensland Touch Football for \$110 per team.



- 5.2.2 All invoices must be paid in full by **Monday, 9 November 2026 at 5pm.**
- 5.3 There will be no refund of fees for any teams withdrawing from the competition after **Monday, 2 November 2026.**

6. TEAM REGISTRATION

Team Registrations will be subject to the following:

- 6.1 All players must be registered online through MySideline to participate in the Gold Coast Beach Gala Day prior to Thursday 12 November 2026. A maximum of 8 players must be registered to each team.
- 6.2 Individual Player registration links will be emailed to the school on confirmation of Team entry to the event.
- 6.3 Coaches/team managers must check in and confirm teams with event staff on arrival.
- 6.4 Up to a maximum of eight (8) players may be registered to each team who are to be confirmed at check-in. Once the team has been checked in upon team arrival, no additions or replacements will be permitted.
- 6.5 Where a team fails to have enough players to take the field (through injury or an extenuating circumstance), a school may seek the approval of the Tournament Organiser to make additions or replacements.

7. COMPETITION FORMAT

- 7.1 A non-competitive round robin format will be utilised for all games.
- 7.2 Games will run every ten (10) minutes within the designated segment times (i.e. 10:00am, 10:10am, 10:20am ...) with adequate breaks provided.
- 7.3 All games will be 6 minutes long (no half time) with 4 minutes between games. All games will have no breaks, or time off for injury.
- 7.4 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 game.
- 7.5 There will be no game cards as this is a fun and friendly competition.

8. RULES

- 8.1 All games to be played under the current TFA (8th Edition) rules (with the adjustment to 4 vs 3).
- 8.2 The games will be played on a designated beach touch football field.
- 8.3 Games will be a maximum of 4 players on the field from the attacking team and 3 players from the defending team at any time. Teams are permitted to have up to 8 players registered in their team.
- 8.4 During games teams may have up to 5 players in the interchange area (near halfway) plus coaches/managing staff. All spectators, team supporters and other personnel not involved in the game must remain at least 2 metres back from the field of play. This is for both player and spectator safety.
- 8.5 All divisions are to comprise four (4) per attacking team and three (3) per defending team, on the field. Mixed teams are to be played with a minimum of 2 girls and maximum of 2 boys on the field at any one time.

9. UNIFORMS

- 9.1 All playing uniforms must include numbered shirts. Teams must choose either safe enclosed footwear or bare feet for all players for the duration of each game.
- 9.2 School playing colours are desirable, but teams are permitted to wear their team/club uniform if the school uniform is unavailable.



9.3 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.

10. TOURNAMENT CONTROL AND INFORMATION

- 10.1 All tournament disputes are to be resolved by the Tournament Organiser.
- 10.2 As this is a non-competitive event, no appeals or disputes in relation to score or game outcomes will be accepted.
- 10.3 The school contact identified in the team nomination will remain the primary point of contact for all of the school's teams in the lead up to and on the day of the Gold Coast Beach Gala Day event. This communication will be via phone.

11. CHILD SAFEGUARDING

- 11.1 It is a compulsory requirement that any official involved in coaching, managing, supervising, transporting, or otherwise working with junior team members is eligible to work with children under the requirements of the Blue Card services. This includes holding and maintaining a valid Blue Card or Exemption Card and complying with all relevant child safety legislation and regulatory requirements at all times.
- 11.2 Schools have a legal and moral duty of care to ensure the safety and wellbeing of children and young people. Schools are responsible for ensuring that all staff, contractors and volunteers engaged in junior activities comply with relevant child safeguarding requirements including taking all reasonable steps to verify, record, and monitor the compliance of staff, contractors, and volunteers engaged in junior activities.
- 11.3 Compliance is the responsibility of the school and includes ensuring that all relevant personnel:
- Are appropriately screened and authorised prior to commencing duties
 - Understand and adhere to child safeguarding policies, codes of conduct, and reporting obligations
 - Act in a manner that promotes a safe, inclusive, and respectful environment for all children
 - Immediately report any concerns, disclosures, or suspected breaches of child safety in accordance with mandatory reporting requirements
- 11.4 Failure to comply with child safeguarding requirements may result in removal from competition and/or referral to relevant authorities. Child safety and wellbeing are paramount, and zero tolerance applies to any conduct that places children at risk of harm.

12. DRAW

- 12.1 The final draw will be issued once all team invoices have been paid and will be posted on the [Queensland Touch Football](#) website. It will also be emailed to all registered team contacts.
- 12.2 QTF reserves the right to amend the draw.
- 12.3 Where amendments are necessary, every effort will be made to provide schools with amended draws before the event.

13. CODE OF BEHAVIOUR

- 13.1 It is the responsibility of each school to ensure team officials, spectators and players act in an appropriate manner and in the spirit of the game. Inappropriate on- or off-field behaviour will be subject to TFA Disciplinary Regulations.
- 13.2 Players sent from the field for the remainder of that match shall be required to serve a two-game suspension, and the behaviour may be referred to a Disciplinary Hearing.
- 13.3 Note – two ‘periods of time’ offences in one game will result in a two-game penalty, and the behaviour may be referred to a Disciplinary Hearing.

14. SAFETY

- 14.1 Under no circumstances may anyone registered for the event enter the water during the course of the event. At all times, it is the school’s responsibility to manage any activity on the beach or in/near the water for their members.
- 14.2 The Queensland Lifesaving Association/QTF will be providing a safety briefing at the commencement of the day.

15. MEDICAL

- 15.1 QTF will provide qualified First Aid staff to attend to injuries sustained at the tournament. A first aid kit and tent facilities will be available for players requiring treatment.
- 15.2 In the event of a serious injury where an ambulance is required to transport the player, the response will be under the control of the Tournament Medical Officer and Event Manager.

16. BLOOD BIN

- 16.1 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.
- 16.2 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.
- 16.3 If bleeding cannot be controlled and the wound securely covered, the player must not continue in the game.

17. INJURIES

- 17.1 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.
- 17.2 In instances where medical staff examine 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. Participation contrary to medical advice may also affect insurance coverage.

18. WEATHER

- 18.1 QTF reserves the right to organise affected games in whatever format will assist the games to occur in as equal conditions as possible.
- 18.2 QTF will use the [TFA Electrical Storm & Wet Weather Guidelines, TFA Extreme Heat Guidelines & TFA Air Quality Guidelines](#) in the case of Hot Weather, Wet Weather and Storms.

19. MATCH RESCHEDULE

- 19.1 If, due to any other extraordinary circumstances, a game cannot be completed, 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.

20. FORFEITS

- 20.1 Teams must be in attendance at their designated playing field two (2) minutes before the commencement of their match.
- 20.2 It is the responsibility of the referees appointed for the game to adhere to the time frames set down in this clause.
- 20.3 If a team does not arrive within one (1) minute of the game commencing, the game will be cancelled with the Referee and non-offending team to facilitate an exhibition match for the remainder of the scheduled game clock for that round.

21. WITHDRAWALS

- 21.1 Any team that withdraws after 2 November 2026 will not be refunded.

22. INSURANCE

- 22.1 The TFA Accident Insurance Scheme covers all players, referees and officials who are registered online for the event.
- 22.2 Unregistered players are not insured and are not permitted to enter the field of play.

23. RIGHT TO AMEND

- 23.1 QTF 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.

24. PHOTOGRAPHY

- 24.1 All persons accept that, by participating in QTF events, they may be photographed/filmed and these images may be used by QTF for promotion of the sport. QTF 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 writing details next to their name in the Media Release section of the form. This will allow our photographer to be fully informed.

24.2 Please note that this event takes place in a public space, and therefore photographs and videos may also be captured by members of the public.

24.3 Any professional photography or filming of players must be registered with tournament management, have prior permission to film, have completed QTF safeguarding training, hold a current Blue Card, and be registered on the QTF Blue Card portal.

25. CLARIFICATION OF CONDITIONS

25.1 Any situations requiring clarification and not covered in the above conditions will be determined by QTF staff. QTF reserves the right to make all final decisions as required in the interests of the tournament and all participants.

26. FORCE MAJEURE

26.1 If QTF is unable to perform, in whole or part, any obligation under these Conditions of Entry, as a result of a Force Majeure event, QTF is relieved of that obligation to the extent and for the period that it is unable to perform. QTF 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.

26.2 For the purpose of these Conditions of Entry, 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, erosion, 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 QTF.

27. TENTS

27.1 Tents can be set up by Schools to provide shelter and shade for participants however the school must advise QTF via email to jett.smith@qldtouch.com.au of the size of tent they are looking to provide.

27.2 The School contact must ensure structures are secured appropriately and in accordance with the manufacturer's guidelines.

27.3 Tent locations will be allocated, and this information will be provided to schools with the draw.



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