



2024 QUEENSLAND STATE CUP DRAW STRUCTURE

VERSION 1.0

UNITE. INSPIRE. GROW.

Forward Thinking | Stronger Together | Leading with Humility | Passionately Proud | Fostering Fun



Queensland Touch Football (QTF) has endeavoured to deliver a draw structure that is fair and equitable to all participants for this year's event. The guiding principles used at previous QTF events inform this year's event draw as follows:

Determination of Round Games and Pools (where possible)

- › Minimum five (5) games played per Division.
- › All Teams (excluding Inclusive Division) will play on the first day of competition (Friday).
- › All Inclusive Division matches (including Finals) will be played on Saturday
- › Teams will play a maximum of four (4) games per day.
- › Teams are to have a minimum of two (2) games break between games, other than Quarter Finals, Semi Finals and Finals, where this may not be possible due to time constraints.
- › Invitational/International/Interstate teams are unable to accrue points, but teams must defeat them in order to earn maximum points and/or points for a draw.
- › Finals will commence on Sunday morning.

Playing Times

All games in the event will be 15 minutes each way with a five (5) minute half time break. Five (5) mins between games. [Time slots 40 minutes]. The Inclusive Division games are 20 minutes straight duration.

- › QTF Tournament Management reserves the right to alter duration of games based on any specific tournament requirements and in the best interests of player welfare.
- › All finals games must result in an outright winner. In the event of a drawn match at the end of full-time, a drop off will determine the match winner.
- › There is no "time off" for serious injury during any Round Matches or Finals.

Determination of Finals Rankings Across Pools

The overall positioning of teams into Quarter Finals and Play-Off matches is determined by the following assessment.

- › Highest Competition Points – if equal;
- › Difference (For and Against) – if equal;
- › Percentage – if equal;
- › Result of Round Game – if draw;
- › Most Try's For – if equal;
- › Least Try's Against – if equal;
- › Coin Toss





MEN'S PREMIER

MP
BMTA Mustangs
Gold Coast
Redlands
Rockhampton
Samoa*
Townsville
UQ Rebels

*International

Structure

- Total teams 7
- 1 pool of 7
- 6 round games + bye
- Minimum number of games 6
- Maximum number of games 8

**International/Invitational teams are unable to accrue points. However, teams must defeat them in order to earn maximum points. For example, if an invitational team wins, neither team will receive any points for that particular game. Invitational teams will finish at the bottom of their respective pool.*

Progression

Top 4 teams progress to Semi Final

- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o 1st v 2nd



WOMEN'S PREMIER

WP
BMTA Mustangs
Caboolture
Gold Coast
Kawana
Redlands
UQ Rebels

Structure

- Total teams 6
- 1 pool of 6
- 5 round games
- Minimum number of games 6
- Maximum number of games 7

Progression

Top 4 teams progress to Semi Finals

- Play Off
 - o 5th v 6th
- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



MIXED PREMIER

MXP
Brothers
Coolum Bluefins
Palm Beach
Toowoomba
UQ Rebels

Structure

- Total teams 5
- 1 pool of 5
- 4 round games (+ bye)
- Minimum number of games 5
- Maximum number of games 6

Progression

1st progresses to Grand Final, Preliminary final, playoffs for remaining teams

- Play off
 - o 4th v 5th
- Preliminary Final
 - o PF – 2nd v 3rd
- Grand Final
 - o 1st v Winner PF

MEN'S 20S

Team Nominations
Arana
BMTA Mustangs
Cairns Pirates
Gold Coast
Kawana
Japan*
Redlands
Rockhampton
Townsville

*International

Structure

- Total teams 9
- 1 pool of 5, 1 pool of 4
- Pool A: 4 round games (+ bye); Pool B: 3 round games
- Minimum number of games 5
- Maximum number of games 7

**International/Invitational teams are unable to accrue points. However, teams must defeat them in order to earn maximum points. For example, if an invitational team wins, neither team will receive any points for that particular game. Invitational teams will finish at the bottom of their respective pool.*

Progression

Positions 1st to 4th in Pool A and Pool B will progress to Quarter Finals, playoff for LQF1 and LQF3 against Japan

- Quarter Finals
 - o QF 1 – 1st Pool A v 4th Pool B
 - o QF 2 – 3rd Pool A v 2nd Pool B
 - o QF 3 – 2nd Pool A v 3rd Pool B
 - o QF 4 – 4th Pool A v 1st Pool B
- Semi Finals
 - o SF1 – Winner QF1 v Winner QF2
 - o SF2 – Winner QF3 v Winner QF4
- Playoff
 - o Japan vs Loser QF1
 - o Japan vs Loser QF3
- Grand Final
 - o Winner SF1 v Winner SF



WOMEN'S 20S

W20
BMTA Mustangs
Brothers
Caboolture
Gold Coast
Kawana
Redlands
Rockhampton
UQ Rebels

Structure

- Total teams 8
- 1 pool of 8
- 7 round games
- Minimum number of games 7
- Maximum number of games 9

Progression

Top 4 teams progress to Semi Final

- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



MIXED 20S

MX20
Bundaberg
Caboolture
Gold Coast
Labrador Dodgers
Noosa
Palm Beach

Structure

- Total teams 6
- 1 pool of 6
- 5 round games
- Minimum number of games 6
- Maximum number of games 7

Progression

Top 4 teams progress to Semi Finals

- Play Off
 - o 5th v 6th
- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



MEN'S OPEN

Team Nominations
Australian Defence Force
Caboolture
Gladstone
Ipswich
Labrador Dodgers
Noosa
Palm Beach
Redlands
UQ Rebels

Structure

- Total teams 9
- 1 pool of 5, 1 pool of 4
- Pool A: 4 round games (+ bye); Pool B: 3 round games
- Minimum number of games 6
- Maximum number of games 8

Progression

Positions 1st to 4th in Pool A and Pool B will progress to Quarter Finals, playoff for 5th Pool A

- Quarter Finals
 - o QF 1 – 1st Pool A v 4th Pool B
 - o QF 2 – 3rd Pool A v 2nd Pool B
 - o QF 3 – 2nd Pool A v 3rd Pool B
 - o QF 4 – 4th Pool A v 1st Pool B
- Semi Finals
 - o SF1 – Winner QF 1 v Winner QF 2
 - o SF2 – Winner QF 3 v Winner QF 4
- Playoff
 - o 5th Pool A vs Loser QF 1
 - o Loser QF2 v Loser QF3
- Grand Final
 - o Winner SF1 v Winner SF2



WOMEN'S OPEN

WO
Australian Defence Force
BMTA Mustangs
Ipswich
Labrador Dodgers
Palm Beach
South Pine

Structure

- Total teams 6
- 1 pool of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 7

Progression

Top 4 teams progress to Semi Finals

- Play Off
 - o 5th v 6th
- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



MIXED OPEN

Team Nominations
Australian Defence Force
Caboolture
Coolum Bluefins
Dalby Eagles
Gold Coast
Kawana
Labrador Dodgers A
Labrador Dodgers B
Mackay
Noosa
Redlands

Structure

- Total teams 11
- 1 pool of 6, 1 pool of 5
- Pool A: 5 round games; Pool B: 4 round games + bye
- Minimum number of games 5
- Maximum number of games 8

Progression

Positions 1st to 4th in Pool A and Pool B will progress to Quarter Finals, playoff for 5th Pool B.

- Quarter Finals
 - o QF 1 – 1st Pool A v 4th Pool B
 - o QF 2 – 3rd Pool A v 2nd Pool B
 - o QF 3 – 2nd Pool A v 3rd Pool B
 - o QF 4 – 4th Pool A v 1st Pool B
- Semi Finals
 - o SF1 – Winner QF 1 v Winner QF 2
 - o SF2 – Winner QF 3 v Winner QF 4
- Playoff
 - o 5th Pool A vs 5th Pool B
- Grand Final
 - o Winner SF1 v Winner SF2



MEN'S 30S

M30
Bundaberg
Gold Coast
Redlands
Rockhampton
UQ Rebels

Structure

- Total teams 5
- 1 pool of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 6

Progression

1st progresses to Grand Final, Preliminary final, playoffs for remaining teams

- Play off
 - o 4th v 5th
- Preliminary Final
 - o PF – 2nd v 3rd
- Grand Final
 - o 1st v Winner PF



WOMEN'S 30S

W30
Bundaberg
Redlands
South Pine
Toowoomba

Structure

- Total teams 4
- 1 pool of 4
- 6 round games
- Minimum number of games 6
- Maximum number of games 7

Progression

Top 2 teams progress to Grand Final

- Grand Final
 - o 1st v 2nd



MIXED 30S

MX30
Brothers
Caboolture
Coolum Bluefins
Kawana
Labrador Dodgers
Palm Beach
Toowoomba
Townsville

Structure

- Total teams 8
- 1 pool of 8
- 7 round games
- Minimum number of games 7
- Maximum number of games 8

Progression

Top 2 teams progress to Grand Final

- Grand Final
 - o 1st v 2nd



MEN'S 40S

M40
BMTA Mustangs Blue
BMTA Mustangs Red
Bundaberg
Gold Coast
Kawana
Noosa
Palm Beach
Townsville

Structure

- Total teams 8
- 1 pool of 8
- 7 round games
- Minimum number of games 7
- Maximum number of games 8

Progression

Top 2 teams progress to Grand Final

- Grand Final
 - o 1st v 2nd



WOMEN'S 40S

Team Nominations
Arana
BMTA Mustangs
Caboolture
Gold Coast
Kawana
Noosa
Palm Beach
Redlands
Townsville

Structure

- Total teams 9
- 1 pool of 5, 1 pool of 4
- Pool A: 4 round games (+ bye); Pool B: 3 round games
- Minimum number of games 5
- Maximum number of games 7

Progression

Positions 1st to 4th in Pool A and Pool B will progress to Quarter Finals, playoff for 5th Pool A.

- Quarter Finals
 - o QF 1 – 1st Pool A v 4th Pool B
 - o QF 2 – 3rd Pool A v 2nd Pool B
 - o QF 3 – 2nd Pool A v 3rd Pool B
 - o QF 4 – 4th Pool A v 1st Pool B
- Semi Finals
 - o SF1 – Winner QF 1 v Winner QF 2
 - o SF2 – Winner QF 3 v Winner QF 4
- Playoff
 - o 5th Pool A vs Loser QF 1
- Grand Final
 - o Winner SF1 v Winner SF2



MIXED 40S

MX40
Arana
Labrador Dodgers
Palm Beach
Toowoomba

Structure

- Total teams 4
- 1 pool of 4
- 6 round games
- Minimum number of games 6
- Maximum number of games 7

Progression

Top 2 teams progress to Grand Final

- Grand Final
 - o 1st v 2nd



MEN'S 45S

M45
Arana
BMTA Mustangs
Gold Coast
Kawana
Redlands
Rockhampton
Toowoomba

Structure

- Total teams 7
- 1 pool of 7
- 6 round games (+ bye)
- Minimum number of games 6
- Maximum number of games 7

Progression

Top 2 teams progress to Grand Final

- Grand Final
 - o 1st v 2nd



MEN'S 50S

M50
BMTA Mustangs
Caboolture
Cairns Pirates
Gold Coast
Mackay
Redlands

Structure

- Total teams 6
- 1 pool of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 7

Progression

Top 4 teams progress to Semi Finals

- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



MEN'S 55S

M50
BMTA Mustangs Blue
BMTA Mustangs Red
Coolum Bluefins
Gold Coast
Gordonvale
Redlands

Structure

- Total teams 6
- 1 pool of 6
- 5 round games
- Minimum number of games 5
- Maximum number of games 7

Progression

Top 4 teams progress to Semi Finals

- Semi Finals
 - o SF1 – 1st v 4th
 - o SF2 – 2nd v 3rd
- Grand Final
 - o Winner SF1 v Winner SF2



INCLUSION DIVISION

Team Nominations
Ballina
BMTA Mustangs Red
BMTA Mustangs Blue
Gold Coast A
Gold Coast B
Redlands
Toowoomba A
Toowoomba B
Toowoomba C
UQ Rebels

Structure

- Total teams 10
- 2 pools of 5
- 4 round games + bye
- Minimum number of games 5
- Maximum number of games 7

Progression

Top 2 teams in each pool progress to Quarter Finals. Play Offs/Semi Final, and Grand Final

- Play Off
 - o PO1 – 3rd Pool A v 3rd Pool B
 - o PO1 – 4th Pool A v 4th Pool B
 - o PO1 – 5th Pool A v 5th Pool B
- Semi Final
 - o SF1 – 1st Pool A v 2nd Pool B
 - o SF2 – 2nd Pool A v 2nd Pool B
- Grand Final
 - o Winner SF1 v Winner SF2



100% SYNTHETIC
MADE IN INDIA

THE STRIPE DEVICE IS A REGISTERED TRADE MARK

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Passionately Proud
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Government