



## TOUCH RULES 2016

### 1) Field, Ball and Game

- a) Games are played on a regulation size touch field, with boundaries and key areas identified by marked lines and cones.
- b) A regulation size 4 touch ball will be used
- c) Games will consist of 2 x 15 minute halves, with a 2 minute break for half time.
- d) Each game will be officiated by a Social Sport referee.

### 2) Team and Players

- a) Six players are permitted on field at any one time. There must be a **minimum of two people of each gender** on field at all times.
- b) A team must have a minimum of four players, and meet gender requirements for the game to commence.
- c) A maximum of twelve players are allowed per team including substitutions.
- d) **All teams must wear a coordinated team uniform/colour.**
- e) All players must have appropriate sporting footwear. Any players without appropriate footwear will not be permitted to play.
- f) All players must remove any loose jewellery prior to the game commencing, and keep fingernails short.

### 3) Substitutions

- a) Teams may substitute players at any time so long as the gender requirements outlined above remain in place.
- b) Players coming on to the field may not do so until the player being replaced has come off.
- c) Substitutions must only be made from the halfway line.

### 4) Scoring

- a) A try is awarded when an attacking player places the ball securely on or over the try line.
- b) In the event a female scores a try, this will be worth two points (to a males' one).
- c) The dummy half is not permitted to score at any time.



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### 5) Start/Restart of play and Boundaries

- a) The game will be started with a tap at halfway, with the opposing team behind the 10m mark. The opposing team will then do the same after half time.
- b) In the event of a turnover/change of possession or penalty, the game will restart with a roll or tap ball, awarded to the non-offending team. The offending team must retreat at least 5 metres for a roll ball, and 10 metres for a penalty.
- c) In the event a player with the ball travels over the side line boundary without being touched, the opposing team will be awarded a roll ball 5metres inside the boundary to restart play (if a touch is affected prior to the player travelling out, the touch will count).
- d) In the event a player runs on or over, or places the ball on or over the dead ball line, a roll ball will be awarded to the opposing team on their defensive 5m line, as close as practical to the point where the player was deemed to have 'gone dead'.

### 6) Touching a Player

- a) A touch will be affected when a defending player makes contact with any part of the attacking player with their hand and/or fingers.
- b) Players cannot affect a touch with any other part of their body.
- c) The ball is deemed to be part of the attacking player, and thus a touch affected on the ball will count as a touch.
- d) Attacking players are permitted to affect a touch themselves using their hand and/or fingers.
- e) Once a touch has been affected, the attacking player must perform a 'roll ball' not more than one metre from the point they were touched.
- f) Players should signal when they have made a touch
- g) An 'honesty' system will be implemented whenever necessary to determine whether a touch was made. This will be implemented at the referee's discretion.
- h) Any excessive force used in affecting a touch will be penalised, both against attacking and defending players.
- i) Each team are allowed six touches to attempt to score.



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### 7) Dummy Half

- a) The 'dummy half' is deemed as the player who picks up the ball once a roll ball has been performed.
- b) The dummy half is free to run with the ball, however may not be touched or score a try.
- c) In the event the dummy half scores a try, or is touched with the ball, a roll ball will be awarded to the opposing team.

### 8) Roll Ball

- a) In the event of a touch, turnover or change of possession, the non-offending team will restart play with a roll ball.
- b) To perform a roll ball, the attacking player must position themselves square to the try line, place the ball securely on the ground, then step over it.
- c) The ball may not travel further than a metre when performing the roll ball.
- d) All defending players must have retreated 5 metres at a roll ball before affecting a touch (offside).

### 9) Turnover and/or Change of Possession

- a) A turnover or change of possession will result in the non-offending team being awarded a roll ball.
- b) The following instances constitute a turnover or change in possession;
  - Any instance where the ball is played at, and subsequently goes to ground (this includes any sort of kick)
  - The dummy half is touched while in possession of the ball
  - The dummy half scores a try
  - A roll ball is performed incorrectly
  - The sixth touch is made
  - A player is deemed to have run over any of the boundary lines, including the dead ball area
  - A tap is performed incorrectly

### 10) Tap Ball

- a) A tap ball is used to start play at the beginning of each half, as well as to restart play when a penalty is awarded.
- b) A player must place the ball on the ground, and make contact with the ball with their foot, before picking it up.



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- c) A player may not hold the ball and proceed to make contact with their foot. This will result in a roll ball to the opposing team.
- d) At all tap balls, the opposing team must retreat 10 metres before affecting a touch.

### 11) Penalties

- a) A penalty will result in a tap ball being awarded to the non-offending team.
- b) A penalty will be awarded in the following instances;
  - Forward pass
  - Touch and pass (where a player has been touched, and subsequently attempts to pass the ball).
  - Roll ball performed off the mark (not to be confused with an incorrect roll ball)
  - Performing a roll ball prior to a touch being affected
  - Players offside
  - Obstruction
  - Delaying play
  - Falsely claiming a touch
  - More than six players on the field
  - Unsportsmanlike conduct (excessive force to make a touch, verbal abuse etc).

### 12) Offside

- a) Defending players must retreat 5 or 10 metres to 'the mark' respectively before affecting a touch.
- b) Players must retreat square to the try line, and cannot pursue attackers / drift across the field while retreating.
- c) The 'mark' will be clearly communicated by the referee to the defending team
- d) When a team is defending on their goal line, all defending players must retreat to and touch the goal line, and subsequently continue to advance in defence once play has been restarted.
- e) Ultimately, it is a players' responsibility to retreat to the 'mark'.
- f) Offside will be called at the referee's discretion.



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### 13) Obstruction

- a) Players may not use their body or run in a line that so disadvantages an attacking or defending player.
- b) Players performing a roll ball after a touch is affected are granted some space to over-run the ball, however any excessive over-running that results in an advantage to an attacking player will be penalised.
- c) Attacking players running dummy lines must not interfere with a defending player.
- d) Defending players may not interfere with attacking players who are running support lines.
- e) All obstruction will be called at the referee's discretion.

### 14) Advantage

- a) Referees may, at any time, award an advantage to a team who is deemed to have had an infringement performed against them if, in the referee's opinion, the team is in an advantageous position.
- b) Examples of an advantage may but are not limited to;
  - *A defending player being offside, but the attacking player has made a break*
  - *A forward pass/touch and pass, that has been intercepted by the defending team*
  - *Defending players are not advancing off of their goal line*

### 15) Referees

- a) All games will be officiated by a minimum of one referee per field.
- b) Referees reserve the right to substitute or remove any players who bring the game into disrepute, or are deemed to have acted in an unsportsmanlike manner.
- c) The referee's decision is final in all instances.

### 16) Competition

- a) Teams will be penalised one try/point every minute if they are late to a game, or until they meet minimum requirements for the game to commence.
- b) After five minutes, the opposing team will be awarded/offered the default, regardless of if players arrive after this time.



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- c) Teams may agree to play under new parameters in the event a team does not meet the team requirements of the league, but this must be agreed upon by both teams and the referee prior to the game starting.
- d) In the event of a default, the score will be recorded as a 5 – 0 win to the non-offending team.
- e) Teams who default twice may be removed from the league, with no refund of entry fee.