

Primary Rules of Touch

updated 23rd August 2007

1. A team consists of 6 players on the field at any one time plus reserves. Players can be interchanged on and off at any time in a game. A minimum of 4 players is needed to start a game.
2. The field of play is rectangular, 50m x 70m
3. Games will be 45 mins in duration, consisting of 2 twenty minute halves with a 5 min break in between.
4. The winner of the toss gets to take the centre tap to start the game and determines which direction they go in the first half.
5. The attacking team is to start the game with a centre tap (made by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than 1m and retrieving the ball cleanly.) with the opposition 10m back in line formation.
6. The player running with the ball must stop (and sometimes retreat back to the touch mark) and do a roll-ball(of not more than 1m) if touched by an opposition player.

A rollball can be done by either-

- a) placing the ball on the ground and stepping over it
 - b) Rolling the ball between the legs not more than 1m or
 - c) The inside of the foot can be used to guide the ball backwards.
- It can not be thrown backwards as it must touch the ground.

Yr 4/5

The defending team must be 7m away.

Yr 6/7

The defending team must be 5m away.

7. The attacking team has 6 plays with the ball. After the sixth touch they must hand the ball over to the other team who become the attacking team.
8. A player is not permitted to pass the ball forward.
9. The following circumstances warrant a rollball-;
 - a) when a touch has been effected.
 - b) when possession changes due to the sixth touch.
 - c) when possession changes due to the ball going to ground.
 - d) when possession changes due to an infringement by an attacking player at a penalty or a tap.
 - e) when possession changes when the acting half is touched (or places the ball on or over the scoreline) whilst in possession of the ball.
 - f) when possession changes due to a player in possession of the ball running across the sideline
 - g) when so directed by the referee

10. The following warrant a penalty tap and run-:

- a) The attacking throws a forward pass.
- b) The defending team are not all back the 7m (rollball) or 10m (penalty tap) and the offside player has effected a touch. The penalty is taken at the point of infringement and the defending team retreat 10m.
- c) The offending team uses a foot to kick or play at the ball. (Other than a tap or rollball.)
- d) If an acting half deliberately delays picking up the ball.
- e) If a player deliberately delays handing the ball over to the other team after the sixth touch.
- f) If a player in the eyes of the referee makes a touch which is not of "minimum force". ie it is overly aggressive. This must be stamped out quickly.
- g) If a player who has been touched does not retreat to the mark where they were touched. (Refs discretion)
- h) If a player passes the ball after a touch is made.
- i) If a player is deemed by the ref to be trying to get an unfair advantage by calling for a touch when no touch was effected.
- j) If a player deliberately keeps going and pretends he wasn't touched.
- k) If a defending player stops an attacking player from executing a rollball after a touch.
- l) For obstruction, where an attacking player runs behind the ref or attacking player to avoid a touch.
- m) For obstruction, where a defending player obstructs or interferes with the attacking players in support of the player in possession.

11) A player who continually breaches the playing rules may warrant more than a penalty-

- a) Dismissed for a period of time and cannot be replaced-they sit at the end of the field at least 5m away from the touchdown zone.
- b) After a) they continue to infringe so they may need to be dismissed for the rest of the game. This player cannot be replaced and would receive a 2 match suspension.

A player who is guilty of gross misconduct or a dangerous act can be dismissed as in 11b immediately.

12) The object of the game is to score touchdowns (not tries) which are worth 1 point. The winner is the team with the most touchdowns.

13) Extra info

- a) if a ball is knocked out of the hands during a touch, the touch counts, the player retains possession and they perform a rollball (Unless it is the 6th touch)
- b) if a ball is intercepted and does not touch the ground, play continues.
- c) attacking players cannot deliberately throw the ball at a defender in order to get a "knock-on" (especially on the 4th or 5th play)