

## Touch Rules 2017

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**Module start date:** 17<sup>th</sup> February

### **Simplified Rules of Touch**

#### ***Scoring:***

A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one point. If a Dummy half scores it will result in a change of possession.

#### ***Sub Box:***

Teams may interchange players at anytime. Players coming onto the field may not do so until the player being replaced has come off. Substitutions must occur at or in the teams' sub box.

#### ***Possession:***

Change of possession starts with a roll ball and shall occur:

- After the sixth touch
- When the dummy half is touched while in possession
- After an incorrect plant
- When the ball goes to ground
- When a player in possession steps out of the field of play
- Whenever the referee indicates
- Play is started with a roll ball at the change of possession.

#### ***Passing***

A player in possession of the ball may pass, knock, throw or otherwise deliver the ball to any on side player in the attacking team. Passing forward is not permitted.

#### ***The Tap***

The tap is taken by placing the ball on the ground next to the mark, releasing the ball from both hands, tapping the ball with the inside of either foot a distance no more than a meter and retrieving it cleanly. Any player from the attacking team may take the tap. A tap is also a way of restarting play after a try is scored.

#### ***The Penalty***

A player/team will be penalised when they have made an infringement. When a player/team is penalized, the opposing team shall restart play with a tap. The defending team must retire ten meters from the mark until the ball is tapped.

#### ***Plant (Roll Ball)***

A means of restarting play. Players must perform the plant (roll ball) on the mark while facing their opponent's defending score line, by rolling the ball backwards between their legs a distance of no more than one meter. Players must not delay in performing the plant (roll ball).

### ***The Touch***

Players from both the attacking and defending team are permitted to effect the touch. A touch constitutes the contact with any part of the body, ball, clothing or hair. A minimum force is to be used at all times. The team in possession is entitled to 6 touches unless another infringement has taken place.

### ***Touch and Pass***

A player is not to pass the ball after a touch has been made.

### ***The Dummy Half***

The dummy half is the person who picks up the ball after a team mate has performed a roll ball.

### ***Offside/onside***

After a touch has been made all defending players must retire five meters from the mark. Defenders cannot move until the dummy half has touched the ball.

### ***Sideline***

If a player with the ball crosses the sideline s/he is deemed to be out of play and a change of possession will occur. Play starts with a plant (roll ball) five meters from where the player went out. If a touch is made before the player goes out, then the touch counts.

### ***Obstruction***

Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

### ***The field of Play***

The field is 70m x 50m (scoreline to scoreline) substitution boxes measuring 20m x 5m shall be situated on both sides of the field. The touch down zone is the area beyond the scoreline.

### ***Team Composition***

A team may consist of up to 12 players. A max of 6 players is allowed on the field at any one time. A minimum of 4 is required to start the game. **For this module mixed teams must have a minimum of 2 girls on at all times**

### ***The Toss***

The captain winning the toss shall receive the possession of the ball and a choice of direction and substitution box. The referee will supervise the toss.

### ***Duration***

The match shall be 12 minutes each way with a 1 minute half time. Associations may alter the duration of matches to suit their particular requirements.

### ***Player Attire***

All team members must be correctly attired in team uniforms. Footwear with molded soles is permitted. **Bare feet, spikes and footwear with screw in studs are not permitted. Players are not to wear any item of jewelry.**

