



TOUCH RULES

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 20 minute halves, with a 2 minute break for half time.
- d) Games to be controlled by the teams playing.

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) Kids that are under 13 years old can count as Female players
- c) A team must have a minimum of four players, and meet gender requirements for the game to commence.
- d) A maximum of twelve players are allowed per team including substitutions.
- e) All teams must wear a coordinated team uniform/colour.
- 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.

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. TOUCH RULES

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. TOUCH RULES
- 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. TOUCH RULES

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. TOUCH RULES
- 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.
- f) Teams are paired up to play against teams who are in a similar position on the ladder as they are. The last two weeks of competition are used for SemiFinals and Finals. Semi-final/Final playoffs are the only games that cannot end in a draw. If a draw occurs the game will play with the drop-off to determine who wins.

Tukapa Holds the right to Ban any person or team who are not playing to the rules of its all for fun and is a Social Comp. So don't be a Willie