

Condensed Rules for Touch

- The attacking team must start with a tap ball from the middle of the field.
- The defending team must be back 10m for the start of play, and after each try.
- After a team scores the play begins again with a tap in the middle.
- The dummy half can not score. Dummy half is the person who picks the ball up from a Roll Ball.
- If the dummy half is touched while possessing the ball it is a turnover. ROLL BALL.
- After being touched, the player who was touched must roll the ball between their legs. Shoulders must be squared up facing their attacking tryline.
- The attacking team continues play until they have had 6 touch's.
- After being touched 6 times the ball is handed over to the opposition. ROLL BALL.
- After touching the attacking player with the ball, all defending team members must retreat 5m from where the touch was made.
- Drop Ball: When the ball is dropped on the ground it is a turnover. ROLL BALL.
- Turnover: When the attacking side loses the ball to the opposition. ROLL BALL.
- No control: When the ball is thrown, dropped, knocked on, in a touch. ROLL BALL.
- When someone is penalized, their team must then retreat 10m from where the penalty was called.
- NOTE: PENALTY / RESTART / TAPOFF: set ball on the ground - let go of the ball - touch the ball with your foot - then pick up the ball and continue play.
- Ball played off the Mark: If an attacking player is touched and over steps the mark and plays the ball (rolls the ball) it is a PENALTY. Ball MUST be played where the touch was made. The only time this rule does not apply is when a touch has been made inside the attacking 5 meter line and the tryline and a ball turnover to the defending team defending their own tryline. If a touch has been made inside these lines, the attacking team is allowed to take the ball back to the 5 meter line to give them room or the defending team who has received a turnover is allowed to bring the ball out to the 5 meter line begin their rollball.
- If a touch is considered to be too strong or hard. PENALTY

- Offside: when the defending players have not retreated 5m. PENALTY
- Forward Pass: When the ball is passed in front of the player who possessed the ball. PENALTY
- Touch and Pass: When the person who is touched then passes the ball. PENALTY
- Voluntary Rolled Ball or No Touch: When the player is not touched and rolls the ball between their legs. PENALTY
- More than a Meter: The ball must not be rolled more than one meter from where the touch was made. PENALTY
- Shepherd or Obstruction: Obstructing a touch from the defending side. PENALTY
- Deviation: When a defender has made a touch and changes their direction before retreating straight back 5m. PENALTY
- For minor offences i.e. bickering with refs, shouldering, leg trips etc... the player will be sin binned for five minutes without replacement.
- Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field without replacement.
- Defending the tryline: Once a touch has been made on the 5 meter line on the attacking tryline, the defensive team MUST move off the tryline to the 5 meter line. If defence is caught hanging on the line, this will result in a PENALTY.
- Ball touched in Flight: If the ball goes to ground following a defenders attempt to gain possession, the attacking team retains the ball and the touch count restarts. This also applies if the defending player deliberately knocks the ball to ground. If an attacking player attempts to gather the ball after a deflection by a defender and the ball goes to ground, the attacking team retains possession and the touch count restarts. ROLL BALL.