

Touch Football Laws of the Game

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Table of Contents

1. Field Dimensions	3
2. Aim of the Game	3
3. Team Composition	3
4. Uniforms	4
5. Safety	4
6. Game Duration	5
7. Scoring	5
8. Start of Play	5
9. Possession	6
10. The Touch	7
11. The Roll ball	7
12. The Pass	8
13. Player Interchange	9
14. In Touch	9
15. Obstruction	10
16. Call for Ball	10
17. No Freeze	10
18. Advantage	10
19. Professional Foul	11
20. Discipline	11
21. Spirit of the Game	12
22. Tied Games	12
Tournament Rules * Exceptions to the laws of the game are shown below	13
Index	15

1. Field Dimensions

1.1. Field Measurements: Sidelines are to be 70 meters long with try lines at each end 50 meters long. Dead-ball lines should be marked 5 meters past the try lines with the sidelines then extending to the dead-ball lines.

1.1.1 Junior Fields: Sidelines are to be 50 meters long with try lines 38 meters long.

Commentary: The intention of these dimensions is to fit two touch fields, or four junior Touch fields on one Rugby League or Rugby Union field.

1.2. Field Markings: A field should be marked with solid lines for the sidelines, try lines, dead-ball lines and the halfway line. Broken or dotted lines should be used 10 meters on both sides of the halfway line and 5 meters infield from the try lines.

1.3. Interchange Boxes: If Competition Regulations require interchange boxes to be used they should be marked extending between the 10 meter lines either side of the halfway line and 3 meters deep. Interchange boxes will normally be used only for tournaments where space permits. See Tournaments located at end of document.

1.4. Variations: Field dimensions and other relevant rules may be varied to suit local ground conditions or particular tournament requirements.

2. Aim of the Game

2.1. The aim of the game is for players to score a try or touchdown by placing the ball on or over their opposition's try line. A point is awarded for each try and the team with the most tries at the end of the playing duration wins the game.

2.2. A specifically-designed touch ball is to be used.

3. Team Composition

3.1. Teams can comprise all male players, all female players or a combination of both depending on the competition regulations.

3.2. Team Numbers: Up to 18 players are allowed per team with no more than 7 players on the field at any one time. It is advisable that for A-grade, tournament and representative games a team consists of up to 12 players with no more than 6 on the field at any one time. Male teams may use female players but only one can be on the field at any one time. Infringement will incur a penalty where the extra player entered the field.

3.2.1 Junior Team Numbers: Maximum of 6 players on the field at once.

3.3 Mixed Teams: 7-player teams are to field no more than 4 males and 6-player teams are to field no more than 3 males at any time during normal play. A minimum of 1 male player is to be on the field at all times during normal play. Infringements will incur a penalty where the offending player entered the field. (NB: There are no mixed team requirements for the Junior competition)

Commentary: A Men's Team can include a maximum of 1 female player on the field. A Women's Team can play in a Mixed Competition if they choose.

3.4. Minimum Numbers: The minimum number of players for a game to commence for a 7-player team is 5. For a 6-player team the minimum number is 4.

3.5. Players injured during the game and sin-binned players remain part of team numbers but players who have been sent off the field of play are not. If team numbers fall below the minimum numbers the game is forfeited by that team.

4. Uniforms

4.1. Team members are to wear playing tops matching in colour with clearly visible, unique numbers.

Commentary: One player wearing a playing top with no number in a team shall be permitted as this is in itself a distinguishing feature. One player wearing a playing top not matching in colour but with a unique number in a team shall be permitted as this is in itself a distinguishing feature.

If the opposition captain agrees, a team may field a player/s with a non-matching playing top provided that it cannot be confused with the opposition's or referee's shirts. Agreement for this should be reached before the relevant player enters the field.

If the opposition captain disagrees with a team fielding a player/s with a non-matching playing top the referee shall make a determination whether to permit the player/s to take part in the match. An opposing captain's objections to the other team's uniforms should be raised as soon as practical and a determination made immediately.

4.2. Other clothing that must be worn are shorts (or one-piece uniforms for females), socks and grass-sport shoes. Shoes with cleats or screw-in tags are not permitted. Shoes with moulded soles are permitted provided that the grip features are no longer than 1cm. Referees are to prevent incorrectly dressed players from entering the field of play.

5. Safety

5.1. No jewellery or watches may be worn by any players. If any item cannot be removed it is to be covered with adhesive tape. Fingernails must be trimmed level with fingertips or taped over.

5.2. Glasses/Spectacles: Only prescription sports glasses may be worn. Players who choose to wear prescription glasses do so at their own risk and accept responsibility for any injuries inflicted on others. Players may wear sunglasses only if it is a requirement of a medical condition and do so at their own risk and accept responsibility for any injuries inflicted on others.

5.3. Injuries: If a player suffers an injury that results in that person being immobilised on the field the referee should have that player attended to at the first stoppage of play, i.e. after a touch, dropped ball, penalty, etc.

5.4. Blood Bin Policy: Any player with visible blood will be directed by the referee to be replaced immediately. The player can not return until the wound has been cleaned and covered and no further bleeding visible. Clothing with visible blood must be replaced.

6. Game Duration

6.1. Length of Play: A game consists of 20 minute halves with a 5 minute half time break. Game times may be reduced as required if time constraints exist or teams are playing multiple games in one tournament.

6.2. Start of Play: A game is deemed to have commenced when the referee blows the whistle.

6.3. End of Game: A game is deemed to finish when the referee blows the whistle and indicates the game has finished. If a central siren is employed the game will continue until the ball becomes “dead”, i.e. after the next touch, dropped ball, etc., and the referee blows the whistle and indicates the game has finished. If a penalty is awarded it is to be taken before the game is ended.

6.4. Injuries: There is no time off for injuries.

7. Scoring

7.1. A try can be scored by any player except the acting half (also known as the dummy half) by placing the ball with one or two hands with downward pressure on or over the opposition’s try line between the sidelines and before the dead ball line. If the ball touches any line it is deemed to be over that line.

Commentary: The ball may make contact with the ground short of the tryline and be slid or pushed on or over the try line to be awarded as a try provided that the player maintains contact with the ball with one or two hands.

8. Start of Play

8.1. Coin Toss: The referee will conduct a coin toss with both captains. The captain winning the toss chooses the direction of play for his team and which team has possession for the first half. The opposing team has possession to re-commence play for the second half and the teams change directions.

Commentary: The referee should check teams for jewellery, appropriate dress and footwear before commencing play.

8.2. Start of Play: After the referee’s whistle play is commenced with a tap kick taken at the middle of the field on the halfway line. This occurs at the beginning of the game, after halftime and after a try is scored.

8.3. The Tap Kick: The tap kick is taken at the commencement or re-commencement of play and for a penalty by placing the ball on the ground, releasing it, touching the ball with the foot and picking it up cleanly, i.e. without fumbling. The ball should not be moved more than one meter when tapped. If the tap kick is taken incorrectly a change of possession and roll ball occurs at the same mark.

Commentary: The ball can be tapped in any direction and the player taking the tap is deemed onside. Once the ball has been tapped any onside player may pick the ball up.

8.4. Penalty Mark: A player taking a penalty tap kick is to do so on the mark indicated by the referee. Failure to do so will result in a change of possession and roll ball on the original mark.

8.5. Attacking Onside Position: Players of the team taking a tap kick must not be in a position in front of the tap kick. An infringement will result in a change of possession and rollcall on the mark of the original tap kick.

8.6. Defending Onside Position: Players of the defending team must be 10 meters back from the mark of the tap kick and not move forward until the ball has been tapped. An infringement will result in a further penalty back to a mark where the offending player should have been, giving the attacking team an additional 10 meter advantage.

8.7. Delayed Re-commencement: A team unnecessarily delaying the re-commencement of play after a try has been scored against them will incur a penalty which will result in a change of possession and rollball in the middle of the field on the halfway line. If the team scoring a try delays making the ball available to the other team they will incur a penalty in the middle of the field on the halfway line and the offending player will be sent to the sin bin.

Commentary: The player will be sent to the sin bin because the non-offending team gains no advantage from the penalty because they would have a tap kick to re-commence play regardless.

9. Possession

9.1. Possession: A team can retain possession for 6 touches unless failing to comply with other rules.

9.2. Changeover: When possession is to be changed over the player losing possession must either pass the ball to the nearest opposition player, place it on the mark of the infringement or pass it to any opposition player who has asked for the ball. The ball must be made available without delay. Failure to comply with this rule will result in a penalty being awarded to the non-offending team at the mark of the infringement.

9.3. Dropped Ball: If the ball is dropped to the ground a change of possession is to occur either where the player last touched the ball or where it first hits the ground, whichever gives the non-offending team the better advantage.

9.4. Ball Placed on Ground: If a player places the ball on the ground in the field of play and does not release it from the hands that player can pick the ball up and continue. Control of the ball has not been lost.

Commentary: Acting half cannot continue play after placing the ball on the ground over the opposition's try line. A change of possession and roll ball is to occur 5 meters out from the try line. When a ball carrier other than the acting half dives over the try line but is touched and releases the ball in the attempt the touch will count, possession retained and a roll ball can be taken five meters out from the try line.

9.5. Juggling the Ball: When a touch is made on an attacking player while juggling the ball and retaining possession that player is deemed to be in possession and the touch is valid even if the ball is not in the hands of that player at the instance of the touch. If that player fails to retain possession a change-over and roll ball is to occur.

9.6. Kicking: The ball cannot be deliberately kicked. The non-offending team will receive a penalty at the mark of the infringement.

10. The Touch

10.1. Touch: A touch which can be effected by either the ball carrier or a defender will result in a roll ball, or if the sixth touch, a change of possession. A touch can be made with any part of the body, clothing or the ball. If unnecessary force, pushing or shoving occurs or a defender deliberately knocks the ball out of the ball carrier's hands a penalty is to be awarded to the non-offending team where the infringement occurred.

Commentary: Deliberate tripping will result in an immediate send-off.

10.2. Claimed Touch: A defender can only call a touch when one has been made otherwise it is deemed to be a "phantom touch" call and a penalty is to be awarded where the touch was claimed. Any player making repeated or deliberate phantom touch calls should be sent to the sin bin.

10.3. No Touch: A ball carrier should not perform a roll ball before a touch has been effected. If the ball is released before any contact is made a penalty is to be awarded to the defending team where the infringement occurred.

Commentary: The referee can only penalise the ball carrier for a voluntary roll ball when it is certain that no contact was made between the ball carrier and any defender otherwise play should be allowed to continue.

10.4. Acting Half: If there is a touch on the acting half while in possession of the ball a change of possession and roll ball will occur where the touch was made.

Commentary: The acting half is not to make deliberate contact with a retiring defender in an attempt to "milk" a penalty. Such an action will result in a change of possession and roll ball where contact was made.

10.5. Shadowing: A defender making the touch must retire to an onside position in a straight line without changing direction before becoming involved in the play. A toucher cannot pause to see which way the acting half or subsequent receiver moves before moving in the same direction to retire. Defenders infringing this rule will be deemed offside and a penalty awarded to the attacking team forward 8 meters to where the defender should have been to be in an onside position.

11. The Roll ball

11.1. Roll ball: When touched the ball carrier is to execute a roll ball facing the opposition try line and either roll the ball between or under the feet, place the ball on the ground and step over it or play the ball back with the foot rugby-league style. The ball is not to travel more than one meter. An infringement will result in a change of possession and roll ball on the same mark.

Commentary: If the ball is already on the ground as a result of being placed or dropped by the opposition the player intending to roll the ball does not have to pick it up first but can just step over the ball. If a player lets the ball drop to the ground instead of placing it the player will be deemed to have lost control of the ball and a change of possession will occur.

11.2. The Mark: The ball carrier is to roll the ball on the mark where the touch was made. Rolling the ball over the mark will result in a penalty to the defending team on the mark where the touch was made.

Commentary: The touched player can complete the pace when touched before releasing the ball, i.e. the front foot can come to the ground but the ball must be released before the rear foot leaves the ground.

11.3. Delayed Roll ball: The touched player can not unduly delay the roll ball. The referee is to instruct the player to roll the ball and if there is further delay a penalty will be awarded to the defending team on that mark.

11.4. Offside: Defending players are to retire 8 meters from the roll ball and cannot move forward until the acting half has touched the ball. Infringements will result in a penalty to the attacking team forward 8 meters where the offside player should have been before becoming involved in play. Attacking players are not offside if in front of their team's roll ball but must not interfere with the course of the defence.

Commentary: Offside defenders who are far enough away from the play as to have no effect on any outcome should not be penalised.

11.5. Offside at Try line: When defending their own try line defenders are offside unless both feet are on or behind the line until the ball is again in play.

11.6. Acting Half: If the acting half does not pick the ball up cleanly a change of possession and roll ball is to occur on the same mark. The ball cannot be dragged along the ground before being picked up. The acting half can use a foot to trap the ball before picking it up provided the ball is not propelled more than one meter.

Commentary: If the acting half deliberately delays picking up the ball the referee is to call "play on" and let onside defenders move forward.

11.7. No Acting Half: If an acting half is not within one meter of the roll ball onside defenders can move forward once the ball is released or stepped over. In this instance defenders can claim the ball by touching it before the acting half does. Once touched the ball is to be rolled for play to continue. If the ball is loose on the ground the defender can merely step over it to continue play without picking it up. The player rolling the ball cannot be an acting half in the same roll ball.

11.8. Roll ball at Penalty: A roll ball may be taken instead of penalty tap kick.

Commentary: The person picking up the ball in such a roll ball is deemed not to be an acting half and can be touched without change of possession, or can score a try.

11.9. Try line: The attacking team does not have to perform a roll ball within 5 meters or over the opposition try line. The ball carrier can retire to the 5 meter line to roll the ball. Similarly, the attacking team does not have to perform a roll ball within 5 meters or behind their own try line. The ball carrier may move forward to the 5 meter line to roll the ball.

11.10. Impeding the Roll ball: Defenders are to clear the roll ball area (also known as the ruck area) and not interfere with the ball carrier from rolling the ball or impede the acting half from picking the ball up cleanly. Infringements will incur a penalty forward 8 meters where the offender should have been to be deemed onside.

Commentary: If the ball carrier deliberately places the ball behind the toucher's foot in an attempt to "milk" a penalty a change of possession and roll ball is to take place.

12. The Pass

12.1. Pass: The ball can be passed sideways or backwards to any other attacking player. If the ball travels forward for any reason a penalty will be awarded to the defending team at the position of the ball carrier at the time of making the pass.

12.2. Late Pass: If the ball leaves the passer's hands after a touch is made a penalty will be awarded at the position of the passer when the touch was made.

Commentary: A pass will not be deemed late if the passer's hands have moved to deliver the ball and the pass could not be stopped when the touch was made.

12.3. Touched in Flight: If the ball is touched in flight by a defender and regained by the attacking team play is to continue and the touch count re-started, i.e. the next touch will be counted as the first.

12.4. Loss of Control: If the ball carrier loses control of the ball and it drops to the ground a change of possession and roll ball is to occur either where that player was or where the ball first hits the ground, whichever is the better advantage to the non-offending team. If control of the ball is lost and a defender is able to gain possession before the ball hits the ground that player will be allowed to play on. If control of the ball is lost and a defender attempts to gain possession but fails to do so action will be taken on the first error and the defender will be awarded possession and roll ball.

12.5. Knock Down: If a pass is knocked to the ground by a defender possession is retained by the attacking team and the touch count is re-started, i.e. the next touch will be counted as the first.

12.6. Pass Hits Defender: If a valid pass hits a defending player returning onside a penalty is to be awarded to the attacking team on that mark.

Commentary: If an attacking player deliberately passes the ball into a defender returning onside in an attempt to "milk" a penalty a change of possession and roll ball is to occur.

12.7. Intercept: If an onside defending player is able to intercept a pass without being touched play will be allowed to continue.

13. Player Interchange

13.1. Interchange: Players may interchange as many times as desired provided the substitute player does not enter the field until making physical contact with the player leaving the field by touching hands. If an interchange box is used the substitute player cannot leave the box until the player leaving the field has entered the box and physical contact has been made by touching hands. Substitute players must enter the field in an onside position before becoming involved in the play. Any infringement will result in a penalty being awarded where the incorrect substitution was made.

13.2. Try: When a try has been awarded players may interchange before the re-commencement of play without having to make physical contact or wait for the off-going players to return to the box.

14. In Touch

14.1. In Touch: A player is deemed to be in touch or out of the field of play if any part of the body or ball makes contact with the ground on or over the side line or dead ball line. A change of possession is to occur with the roll ball being taken five meters infield and in line with the infringement.

Commentary: An on-field player cannot step out of the field of play to deceive defenders and return to receive a pass and score a try. A penalty is to be awarded to the non-offending team where the player returned to the field.

15. Obstruction

15.1. Attacking Obstruction: If an attacking player deliberately or accidentally obstructs (shepherds) a defender from making a touch on the ball carrier a penalty is to be awarded to the defending team where the obstruction occurred.

Commentary: The obstructed defending player has to be attempting to make a touch and the referee has to be certain that a touch could have been made if the obstruction had not occurred before a penalty can be awarded.

15.2. Defending Obstruction: Defending players who deliberately obstruct attacking players from supporting the ball carrier will be penalised unless the stoppage disadvantages the attacking team.

15.3. Referee Obstruction: If a referee inadvertently obstructs play and either team is disadvantaged play should be stopped and re-commenced with a roll ball where the obstruction occurred without any addition to the touch count. If an attacking player deliberately uses the referee to obstruct defenders a penalty is to be awarded to the defending team at the position of the referee.

Commentary: If a pass hits a referee a change of possession and roll ball is to occur.

16. Call for Ball

16.1. Call for Ball: A defending player can not call for the ball in an attempt to deceive the ball carrier into passing the ball. A penalty is to be awarded where the infringement occurred.

17. No Freeze

17.1. No Freeze: When a team defends on its own try line referees will implement the “no freeze” rule requiring defenders to move forward to make a touch. Defenders must continue to move forward, irrespective of how far the ball carrier may retire, until a touch is made. An infringement will result in a penalty to the attacking team at a mark in front of the defender closest to the ball carrier.

Commentary: Referees should not penalise defenders who are not near the ball carrier for failing to move forward. If the ball carrier runs across field or passes the ball other defenders will be brought into the play and should be moving forward. If a defender in a “no freeze” situation pulls out of a touch to trap the ball carrier into a voluntary roll ball the defender and not the ball carrier will be penalised. The onus is on the defender to make the touch in this situation.

18. Advantage

18.1. Advantage: Wherever possible referees should wait before awarding a penalty to ascertain whether the non-offending team can gain an advantage by playing on. If no advantage is obtained play should be brought back to where the infringement occurred and a penalty awarded.

18.2. Offside Players: Wherever possible referees should warn any offside player and allow the ball carrier to play through. If no advantage is gained or the referee has not been able to

warn any offside player a penalty is to be awarded forward 8 meters to where the offending player should have been to be onside.

Commentary: In determining if an advantage has been gained referees are to consider both the distance gained and the touch count e.g. a ball carrier may have gained 10 meters by playing on but if it is the fifth touch it may be a better advantage to award a penalty and 6 more touches from where the infringement occurred. A too hasty penalty early in the touch count could also interfere with the flow of play of an attacking team.

19. Professional Foul

19.1. Professional Foul: A player committing a professional foul to stop a try being scored should be sent to the sin bin.

Commentary: An example of a professional foul would be when an offside defender who has been warned by the referee deliberately remains offside to make a touch or impedes the progress of an attacking player attempting to score. The referee should be certain that the infringement is deliberate.

19.2. Penalty Try: Referees can award a penalty try if a try would have been scored if not for a deliberate infringement or foul play that has been committed by a defender or spectator for the purpose of preventing that try.

Commentary: It would have to be certain that the try would have been scored and that no other defender could have prevented the try in fair play.

20. Discipline

20.1. Dissent: Continued or unacceptable dissent by a player will be dealt with by referees by subbing off and a penalty awarded for a first infringement, sin bin and a penalty for continued or more serious infringement or sending off and a penalty for continued or a very serious infringement.

20.2. Continued Infringements: A player who continues to make the same infringements after being penalised and warned should be dealt with in a similar manner as for dissent.

20.3. Abuse: Abuse of opposing players or referees is not acceptable and will be dealt with in a similar manner as for dissent.

20.4. Sub Off: Players instructed to leave the field by the referee as a disciplinary substitution can be replaced.

20.5. Sin Bin: Players sent to the sin bin for a period of time must stand adjacent to the sideline past the opposition's try line. These players cannot be substituted and can only return or be replaced when recalled by the referee. Any player in the sin bin is deemed to be recalled to the field of play at the end of normal game time.

20.6. Send Off: Players sent from the field of play for the remainder of the game can take no further part in that game, cannot be substituted and will receive an automatic 2 week suspension in accordance with the competition regulations. Serious breaches of discipline may incur longer suspensions under competition regulations. The game referee will advise the player and team captain that the player has been sent from the field of play. It is the responsibility of the team captain to apply the suspension to that player for that game and any further suspension period. The referee is to file an incident report with the venue organiser as soon as practicable after the game. If a breach of discipline that would normally

invoke an automatic 2 week suspension occurs but the referee is unable to advise the player the team captain is to be advised and an incident report completed as soon as practicable after the game.

20.7. Off-field Involvement: A referee's authority includes control over off-field players and team officials. Breaches of discipline are treated the same as if the person was an on-field player with a penalty being awarded to the non-offending team at the position of the ball carrier at the time of the infringement. An off-field player can be sent to the sin bin or dismissed from the game. In such circumstances the team captain must remove a player from the field to comply with correct team composition. A team official can be asked to leave the proximity of the field and take no part in the game.

20.8. After-game Involvement: A referee's authority includes control of players until they have dispersed after the completion of the game. If a breach of discipline is similar to one that would incur a send-off during a game then a referee can advise the captain and player that an incident report is being submitted and the player is to incur a suspension in accordance with competition regulations.

21. Spirit of the Game

21.1. Spirit of the Game: Actions by players which do not infringe a particular rule in this publication but are deemed by referees to be against the spirit of the game will attract penalties by the referees.

22. Tied Games

22.1. Tied Games: If the rules of a competition or tournament state that tied games have to be decided then this can be done by either the Drop Off or the Sudden Death system. The first team to score in extra time wins the game provided both teams have had possession. Normal substitution rules apply throughout the period of extra time.

22.2. Drop Off: At the completion of normal time a toss of the coin is done by the referees to determine possession of the ball and direction of play as in normal commencement of play but both teams will start with one less player. Mixed teams must alternate male/female drop-offs so that the same proportion is maintained as in normal play. If the game is not decided after 2 minutes of extra time the siren will be sounded, play paused, one player from each team is to leave the field and play continued. This procedure is to be continued until there are only 3 players from each team on the field after which play will continue until the game is decided. If a team cannot field the required number of players then that team will forfeit the game. For Tournaments See Tournaments located at end of document.

Commentary: If a player has been sent from the field during normal or extra time that team must play one short at all times. If a game reduces to 3 players per team a team with a send-off would have to forfeit the game because it would be allowed to have only 2 players, below the permissible team composition.

22.3. Sudden Death: The same rules apply for Sudden Death as for Drop Off except that teams commence extra time with only 3 players each. Mixed teams can field 1 or 2 males at any time. If a team cannot field 3 players for any reason including a player send-off then that team will forfeit the game. For Tournaments See Tournaments located at end of document.

22.4. First Try: The first try scored in extra time will determine the game provided both teams have had possession. If the team commencing play in possession scores a try in the first set of 6 touches the other team must have the right to reply, i.e. a set of 6 touches. If they

equalise in their first set of 6 touches play will continue until the next try is scored. If they do not equalize the game has been determined with the first try.

22.5. Conceding Possession: A team in possession in its first set of 6 touches will give up its remaining touches if it loses possession for any reason covered by the normal rules of the game, e.g. penalty, dropped ball, etc.

Commentary: A team in its first set of 6 touches will give up its remaining touches if a pass is delivered which is cleanly intercepted by a defender. The game will be decided if that intercept results in a try, both teams having had possession.

22.6. If in the first set of 6 touches a defender knocks the ball down the attacking team's first set will re-commence. If a try is scored the defending team will still have the right to reply.

Tournament Rules * Exceptions to the laws of the game are shown below

1. Teams with less than four (4) players, five [5] minutes past the game starting time will automatically forfeit their game
2. A maximum of eighteen players each of whom have signed the Insurance sheet prior to the start of the first Team Game will be eligible to play. Players may not shuffle from team to team and if a protest is lodged the players who signed on the Insurance sheet will be the only players allowed in the final series
3. Player interchange in the sub-box is permitted. The box will be marked 2 metre from side lines, 3 meters wide, between the 2 10meter defensive lines when possible. Retiring players must touch the hand of the new player in the sub-box before exiting the sub-box and entering the field.
4. Mens Teams are allowed one [1] female player on the field
5. Mixed Teams must have a minimum of three [3] female players on the field
6. **Fair Play Rule** - players may register in a team in one grade, same division. Players wishing to transfer up or down a grade in the same division may only do so after dispensation has been granted, and only one transfer is permitted. The tournament director will hear all requests for transfers and when approved register the player's name on the appropriate insurance sheet, to ensure compliance with point 2 above.

Ordinary Games

1. All ordinary games will comprise 2 x 10minute halves; teams will change ends once a try is scored. There will be no half time break.
2. All Teams will play with a maximum - Social Division 7 players, Competitive Division 6 players, Masters & Mens 30s Divisions 6 players on the field
3. If a game result is an equal score (i.e. 1 all, 2 all etc.), the Team who scored the first Touchdown will be the winner [Referees will record the Team with the first Touchdown of the Game Score card]
4. If a game result is scoreless, the game will proceed to a Sudden Death Playoff to ensure a winner

Finals – Quarter/Semi

1. All games will comprise 1x 20minute game; teams will change ends once a try is scored. There will be no half time break.

2. All Teams will play with a maximum - Social Division 7 players, Competitive Division 6 players, Masters & Mens 30s Divisions 6 players on the field
3. If a game result is scoreless, or an equal score, the game will proceed to a Sudden Death Playoff to ensure a winner

Grand Finals

1. All ordinary games will comprise 2x12 minute halves; teams will change ends once a try is scored. There will be a 2 minute half time break.
2. All Teams will start play with a maximum - Social Division 7 players, Competitive Division 6 players, Masters & Men's 30s Divisions 6 players on the field
3. If a game result is an equal score or scoreless, the games will proceed to a Drop-off to ensure a winner.

Sudden Death Playoff

1. When a Sudden Death Playoff is required the Referee must advise the Central Registration Desk who will control Time keeping.
2. Games will restart immediately after the Referee has explained the Sudden Death Playoff Rules to the Teams – there is to be no break. The Referee will signal this with a raised hand.
3. A coin will be tossed to decide the Team to tap off and play direction.
4. There will only be a maximum of three [3] players of the field. Mixed Teams must consist of two [2] males and one [1] female.
5. Player interchange may occur any time.
6. The Team first to tap off that makes a Touchdown in the first six plays will be challenged by the opposition who will equally attempt to Touchdown in their six plays. Should the Team loose possession then the next scoring Team will be declared the winner.
7. The Playoff will continue until one Team has scored.

Drop Off

1. When a Drop off is required the Referee must advise the Central Registration who control Time keeping.
2. Games will restart immediately after the Referee has explained the DropOff Rules to the Teams – there is to be no break. The Referee will signal this with a raised hand.
3. A coin will be tossed to decide the Team to tap off and play direction.
4. At commencement of the game, there will only be a maximum of six, seven [6, 7] players on the field in the competitive & social grades respectively. Mixed Teams must consist of three [3] males and three [3] females.
5. At 2-minute intervals timed by the hooter, a player will retire from the game. For Mixed Teams, the retiring player will be in the set order of man, woman, man, woman, man, woman until there are 3 players consisting of [2] men, [1] women.
6. The Team first to tap off that makes a Touchdown in the first six plays will be challenged by the opposition who will equally attempt to Touchdown in their six plays. Should the Team loose possession then the next scoring Team will be declared the winner.
7. The Dropoff will continue until one Team has scored.
8. Player interchange may occur any time the Team is in possession of the ball.

Scoring

- A win will be 3 points, a loss 1 point, a win on forfeit 3 points, a loss on forfeit 1 point.
- After round two games, the 8 teams on the highest points, then for and against total (difference) will go through to the Quarter Finals.
- Games abandoned will cause both teams to be allocated one point (they will not be replayed)

Index

Abuse 20.3
Acting half 7.1, 9.4, 10.4, 11.6, 11.7, 11.8
Advantage 18
After-game involvement 20.8
Aim of game 2.1

Ball 2.2
Ball touches ground 9.4
Blood bin 5.4

Call for ball 16
Change of possession 8.3, 8.4, 9.2
Clearing ruck 11.10
Claimed touch 10.2
Coin Toss 8.1, 22.2
Continued infringements 20.2

Dead ball line 1.1, 7.1, 14.1
Delayed re-commencement of play 8.7
Delayed roll ball 11.3, 11.6
Discipline 20
Dissent 20.1
Drawn game 22
Dropped ball 9.3, 11.1
Drop off 22.1, 22.2

End of game 6.3

Field dimensions 1
Field markings 1.2
Fingernails 5.1
First error 12.4
Forfeit 3.5, 22.2, 22.3
Forward pass 12.1

Game duration 6, 22
Glasses/spectacles 5.2

Incident report 20.6, 20.8
Intercept 12.7, 22.5
Interchange 13 (also see substitute players)
Interchange box 1.3, 13.1
Injuries 3.5, 5.3, 6.4
In touch 14

Jewellery 5.1
Juggling ball 9.5

Kicking ball 9.6
Knock ball down 12.5, 22.6

Late pass 12.2
Loss of ball control 11.1, 12.4

Mark 8.4, 11.2
Milking a penalty 10.4, 11.10, 12.6
Minimum player numbers 3.4, 22.2, 22.3
Mixed teams 3.3, 22.2, 22.3

No acting half 11.7
No freeze rule 17
No touch 10.3

Obstruction 15

Off-field involvement 20.7
Offside 10.5, 11.4, 11.5, 18.2, 19.1
Onside 8.5, 8.6
Out of the field of play 14
Over the mark 11.2

Pass 12
Pass hits defender 12.6
Pass hits referee 15.3
Penalty 8.4, 11.8
Penalty try 19.2
Phantom touch 10.2
Possession 8.1, 9, 10.1, 10.4, 22.5
Professional foul 19

Referee authority 20.7, 20.8
Referee obstruction 15.3
Roll ball 10.1, 11
Roll ball for penalty 11.8
Roll ball near or over try line 11.9

Safety 5
Scoring 7, 22.1
Send off 20.1, 20.6, 20.7, 20.8
Serious breaches of discipline 20.6
Shadowing 10.5
Shepherd 15.1
Sin bin 20.1, 20.5
Spirit of the game 21
Start of play 6.2, 8, 8.2
Sub off 20.1, 20.4
Substitute players 13.1, 20.4, 20.5, 20.6, 22.1 (also see interchange)
Sudden death 22.1, 22.3

Tap kick 8.2, 8.3, 8.4
Team composition 3, 22.2, 22.3
Team numbers 3.2, 3.3, 3.4, 3.5, 22.2, 22.3
Team officials 20.7
Tied game 22
Touch 10
Touched in flight 12.3
Tournaments
Tripping 10.1
Try 7.1, 13.2, 22.4, 22.5, 22.6

Uniform 4

Voluntary roll ball 10.3, 17.1

Watches 5.1