

Tournament Guidelines

Rev 6

Revision History			
Item	Section	Description	Date
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1.0	INTRODUCTION	4
1.1	Contact E-mail.....	4
1.2	User-group address	4
1.3	History	4
1.4	Aim.....	4
1.5	Behaviour	4
1.6	Liability.....	4
2.0	TOUCH TOP-TEN RULES	5
3.0	REGISTRATION FEES	6
4.0	REFEREES	6
5.0	REFEREE TRAINING COURSES.....	6
6.0	FIRST AID.....	6
7.0	CARS	6
8.0	TOURNAMENT & EVENT DATES	6
9.0	THE FACILITY	7
10.0	THE TOUCH-UP BALL.....	7
11.0	FAIR PLAY AWARD.....	7
12.0	THE USER GROUP	7
13.0	THE GUIDELINES	7
14.0	THE TOURNAMENT FORMAT	ERROR! BOOKMARK NOT DEFINED.
14.1	Summer League Competition.....	Error! Bookmark not defined.
14.2	Summer Cup Competition	Error! Bookmark not defined.
14.3	A draw... ..	9
15.0	THE GAME	7
15.1	Set-up.....	7
15.2	Rules	8
15.3	Personal Dress.....	8
15.4	Borrowing Players	8
15.5	Points system	8
15.6	Timing.....	8
16.0	DISCIPLINARY POLICY.....	10
16.1	Players Code of Conduct	10
16.2	Referees Code of Conduct	10

Aberdeen Touch Rugby
Guidelines
27/04/2011

17.0	F.I.T RULES	11
17.1	RULE 1 - DEFINITIONS AND TERMINOLOGY	11
17.2	RULE 2 - THE FIELD AND THE BALL	11
17.3	RULE 3 - PLAYER ELIGIBILITY AND ATTIRE	13
17.4	RULE 4 - MODE OF PLAY, DURATION AND SCORING	13
17.5	RULE 5 - TEAM COMPOSITION AND SUBSTITUTION	14
17.6	RULE 6 - COMMENCEMENT AND RECOMMENCEMENT OF PLAY	15
17.7	RULE 7 - POSSESSION	16
17.8	RULE 8 - PASSING	16
17.9	RULE 9 - THE ROLLBALL	17
17.10	RULE 10 - THE TOUCH	18
17.11	RULE 11 - BALL ON OR OVER SIDELINE/SCORELINE	19
17.12	RULE 12 - BALL TOUCHED IN FLIGHT	20
17.13	RULE 13 - OFFSIDE	20
17.14	RULE 14 - OBSTRUCTION	21
17.15	RULE 15 - PENALTY	21
17.16	RULE 16 - ADVANTAGE	22
17.17	RULE 17 - DISCIPLINE AND PLAYER MISCONDUCT	22
17.18	RULE 18 - THE REFEREE, LINE JUDGES AND TOUCHDOWN ZONE OFFICIALS	23

1.0 INTRODUCTION

The guidelines have been developed over many years to assist all tournament participants.

1.1 Contact E-mail

info@aberdeentouch.com

1.2 User-group address

All competitors should join the user group by sending an email to:

aberdeentouch-subscribe@yahoogroups.co.uk

Individual updates are not issued.

1.3 History

The Aberdeen Touch Leagues were created and are “owned” by Aberdeenshire R.F.C. (ARFC). Since 1994/5 Touch Rugby has grown in popularity from six all men’s teams to the current level. Woodside Sports Complex is rented by ARFC to run the Leagues. All profit from the tournament is invested in supporting local “community” sport provision.

1.4 Aim

ARFC under the “section name” of Aberdeen Touch Rugby aim to administer the tournament in an efficient, well organised manner as far as the restrictions of volunteer organisation allow. To achieve this aim the goodwill and cooperation of all participants is essential.

1.5 Behaviour

The Tournament is intended to be a FUN event and as such all competitors MUST behave in an friendly, honest, and cooperative manner. Verbal or physical abuse directed towards any individual player, organiser, competitor or referee will be severely dealt with by the tournament committee. This can result in some or all of the following measures:

- Individual Suspension
- Individual Expulsion
- Team loss of points
- Team Suspension
- Team Expulsion
- Combination of the above.

To date most teams have been self-regulating with no real action being required, we hope this continues. In the event of any individual or team suspension or expulsion no refunds are given.

1.6 Liability

Participants should read, understand, agree and promise to uphold the Aberdeen Touch Rugby Tournament guidelines and will comply with the rules and regulations in place at Woodside Sports Complex. All individuals agree that participation in any of the above events is at their own risk. The organisers, committees and owners of Aberdeen Touch Rugby, Aberdeenshire RFC, Woodside Sports Complex and the competing individuals and companies bear no liability for loss, damage or injury to any competitor, spectator, referee or any other individual connected with the associated programme of events.

All competitors must ensure that they are fit enough to take part.

All competitors should inform their team mates of any medical condition that may require specialist attention.

2.0 TOUCH TOP-TEN RULES

1. It's for **FUN**
2. Everyone takes part at their own risk
3. **First Teams arriving assist with equipment set-up**
4. Every team and referee **must** sign-in by ticking off their fixtures each night/day
5. Every team must supply at least 1 referee (STA Qualified or not)
6. Teams & Referees must take to the field and be ready for the hooter
7. **Last teams of the Night/Day put away the equipment**
8. Referees must return score cards **immediately** after each game
9. Mutual respect for other players, officials and referees is expected as the norm.
10. Car share when possible, park responsibly and leave **NOTHING** of value on show

3.0 REGISTRATION FEES

- All cheques are to be made payable to “**Aberdeen Touch Rugby**”
- Send to: **Tournament Director, 5 Ashdale Close, Westhill, Aberdeenshire, AB32 6LN**
- Fees are non-refundable 2 weeks before tournament start
- Teams are not fully registered until fees are received

4.0 REFEREES

- All Team captains and referees must at the beginning of each night sign off their games
- Every team is expected to provide at least one referee, failure to do so may result in a loss of points
- **Continued failure to provide referees may result in expulsion from the tournament.**
- In areas of dispute the decision of the Tournament Director as advised by the tournament Umpire is final.
- Referees may warn offending players and teams that they may lose a fair play point although Fair-play points may also be deducted without notice.

5.0 REFEREE TRAINING COURSES

- Are run by the local Association. Registration is required.

6.0 FIRST AID

- A First-Aid kit is available at the control point and some of the regular competitors are trained in first aid.
- It is advised that all teams carry their own First Aid and other team supplies.
- Individuals should inform their team Coordinator/other players of any pre-existing conditions and the care required if an “event” occurs.
- **Usually** the NHS team are available to assist in **emergency** situations.

7.0 CARS

- Car share when practical, parking at Woodside is **VERY** limited.
- Drive **VERY** slowly on approach roads. (children play nearby and people walk in the shadows of the trees)
- Park considering others access and egress, an ambulance or fire engine may need through **FOR YOU.**
- Do not use resident’s parking spaces or block access to Mill Court
- **Please remove anything of value from sight and lock your cars.**

8.0 TOURNAMENT & EVENT DATES

Are available by emailing: info@aberdeentouch.com

The following competitions are currently run:

1 Day tournaments:

Winter – January- Indoors

Spring – May – Outdoors

Summer – July – Outdoors

Autumn – September – Indoors

Leagues

Summer – May to July – 10 weeks (6weeks for Men and Novice)

Autumn – August to September (6 weeks Mixed only)

Aberdeen Touch Series:

Points for position reached in each 1-day tournaments as well as those gained by entry to the Scottish touch series events in Edinburgh Glasgow and Stirling will count towards the Aberdeen Touch Series Awards at the end of the season.

9.0 THE FACILITY

- The facility is run privately by volunteers.
- Players must observe the playing and non-playing areas as instructed
- The lounge should be used for purchase of refreshments.
- A selection of sandwiches and cakes will be available to buy after the games.
- Please return glasses to the bar - it's a club
- Do not walk into the lounge with playing boots on
- Litter - If you bring it - take it away, especially plastic water bottles.
- Dogs - No dogs are permitted to foul the training areas or playing fields at Woodside Sports Complex.
- Changing rooms - Male and Female changing rooms and showers are available for use
- Personal Property - Do not leave any property unattended at Woodside Sport Complex.

10.0 THE TOUCH-UP BALL

- Venue Forum
- Date September
- Time 19:30 Reception
- Cost TBD
- Music Ceilidh Band & Disco
- Dress Formal

11.0 FAIR PLAY AWARD

- The team thought to be the most sporting during the tournament will be awarded the Fair play award at the Ball.

12.0 THE USER GROUP

- To keep up to date send an email to: aberdeentouch-subscribe@yahoogroups.co.uk this is the primary method of communication with the Touch community in Aberdeen.

13.0 THE GUIDELINES

- The Tournament Committee welcomes any constructive feedback related to the better running of the tournament
- The guidelines may be updated without notice.

14.0 THE GAME

14.1 Set-up

To ensure that the tournament gets underway and runs in a timely fashion:

- **Teams are requested to help set up and put away pitch equipment (flags and post protectors)**
- Teams must stand in their starting half in preparation of the hearing the “hooter”.
- Referees are must stand in the middle of the field wearing a “referees” vest/shirt and hold the match ball.
- **If a referee has failed to turn up for a game or is late then the Captain (or a delegated team mate) from one of the competing teams will referee the first half and the captain of the other team will referee the second half.**
One of the teams should inform the Event Manager.
- All referees are expected to wear a yellow referee shirt and have/use their own equipment – some spares and score cards are provided at the control point.
- **If a team has not taken to the field within 5 min’s of the hooter, they are permitted a grace period of 5 minutes, after which the points are awarded to the opposition. If in the case of a genuine error the fixture may be played in the remaining time or rescheduled.**

14.2 Rules

- Federation of International Touch Rules will be used throughout the tournaments unless stated otherwise.
- If an area of dispute arises between FIT rules and those being employed by a particular referee during a game the referee's interpretation will apply for the duration of the game, unless the matter can be resolved quickly at half time or by a brief stoppage of the game to all parties satisfaction.
- The Tournament Umpire and ultimately the tournament Director/ Committee will have the final say on the application of the rules.

14.3 Personal Dress

- No metal studded boots (or faces)
- No jewellery or watches
- Players must wear a recognisable consistent team strip and have numbered tops.
- Long finger nails should be taped over

14.4 Borrowing Players

- Teams may only borrow up to 2 players for any game.
- Although accepted, borrowing of players is not encouraged and should only be done as a last resort, common sense should prevail and the players borrowed should not be of too high a calibre as to make the contest unfair towards the team which has a fully registered compliment.
- No Expert players are permitted to play at Novice level
- If a team suspects another team of having more than 2 non-registered players, who are registered to other teams
 - Should inform the referee and the tournament organiser BEFORE the match commences or as soon as possible.
 - The referee will take note of all names in the squad and report these to the organiser after the game for investigation.
 - Any team found to have more than 2 non-registered players who are registered for other teams may face disciplinary action and disqualification.
- Teams and especially Captains are encouraged to be honest to avoid wasting time through name checking, by declaring whether or not they have met the borrowing players criteria. The game will be treated as a no Show but a fair-play point may be retained unless that is lost during course of the game.

14.5 Points system

Description	Points awarded / Penalty
Team No show	-3 points, Other Team gets 3 -0 win
Referee No show	-2 points
Unfair play	-1 point
Win	+3 points
Lose	+1 point
Draw	+2 points
Dangerous/Violent play and other misdemeanours	At Tournament Directors discretion
Fair play points are awarded within the win, lose or draw.	

14.6 Timing

- Games will be approximately 25 minutes long
- There will be a hooter to signal the start of the game and one to signal the end of the game
- Referee will call half time

14.7 A draw...

- If at the end of the game in the knock out stage the score is a draw the following procedure will be adopted to decide the game.
- The drop off procedure
If, when the match finishes, the scores are equal, sudden death extra time is played, with the drop off procedure used.

At the final Hooter each team is told by the referee to remove one player from the pitch, thus reducing the team to 5 people. Extra time is immediately started (i.e. no break) with a tap at half way. The team who started the first half take the tap. Play continues for 2 minutes, and then the referee blows the whistle, the ref stops play at the next opportunity i.e. the next touch or turnover. Each team again drops one player, and play restarts immediately from where it left off (i.e. if the play is stopped due to someone getting touched, the team retains possession, and play continues from that number of touches.) This process is repeated until each team has 3 players left on the pitch, at which point the game continues until someone scores.

There are a couple of points to note however,

- 1) If a team has a player sent off at any point during the full match then they will always play with 1 person less during extra time i.e. they still have to drop off a person every 2 minutes.
- 2) Substitutions work as normal during the drop off time
- 3) In a mixed game each team must have at least 1 male and 1 female on the pitch at any time i.e. you cannot reduce the team to 3 men by the end of the drop off time
- 4) The winner cannot be declared if both teams have not had possession i.e. if a team takes the restart to start extra time, runs away and scores they have not yet won. Play would continue with a restart at half way, and once the other team had lost possession, the first team can be declared as winners (assuming the second team do not score during their set of 6 touches)

15.0 DISCIPLINARY POLICY

- All disciplinary matters will be decided on by the Tournament Director.
- All disciplinary matters will be dealt with on the day/night, if possible.
- If the Tournament Director is absent then reports will be issued to him within 24 hours of the incident by the Tournament Umpire and or affected parties for investigation
- The Tournament Director may elect to inform the SRU, STA or the local Police if he deems the incident serious enough to merit further action.
- The Tournament Director will decide on the level of penalty in line with the seriousness of the incident.
- All Persons involved in the Tournaments are expected to abide by the FIT rules of Touch.
- All relevant Persons involved in the Tournaments are expected to abide by the following codes of conduct whether players or otherwise.

15.1 Players Code of Conduct

- Be positive always try to make the game better for yourself and your team
- Abide by the laws of the game
- Respect decisions made by match officials. Abuse of match officials is unacceptable
- Control your temper - use of foul language brings the game into disrepute.
- Be a good sport – Respect all good performance whether by your own team or the opposition
- The aim of playing is to have fun, improve your skills and do your best
- At the end thank your opponents and match officials for their involvement
- Win with humility - Lose with dignity

15.2 Referees Code of Conduct

- Make a personal commitment to keep abreast of refereeing principals
- Be fully aware of the context of the game you are refereeing, Expert, Intermediate or Novice
- Ensure that the Spirit of the game is not lost by “too much whistle”
- Remember that players are there to have FUN , you can have a positive contribution to their enjoyment

16.0 F.I.T RULES

16.1 RULE 1 - DEFINITIONS AND TERMINOLOGY

Unless the contrary intention appears, the following definitions and terminology apply to the game of Touch:

- 1 **Advantage** is that property or part of play which gives one team the potential to improve its position to score relative to the other team.
- 2 **Attacking Team** is the team which has possession or is gaining possession of the ball.
- 3 **Attacking Scoreline** is the line on or over which a team has to place the ball to score a touchdown.
- 4 **Behind** means in a position or direction towards a team's defending scoreline.
- 5 **Dead Ball** means when the ball is out of play and includes the period following a touch until the ball is brought back into play at a Rollball, the period following a touchdown or penalty, until the match is recommenced, and when the ball goes to ground and/or outside the boundaries of the field of play.
- 6 **Defending Scoreline** is the line which a team has to defend to prevent a touchdown.
- 7 **Defending Team** is the team without possession of the ball.
- 8 **Deliver** means to part with the ball.
- 9 The **Half** is the player who takes possession of the ball behind the player who performs the Rollball.
- 10 **Field of Play** is the playing area bounded by the sidelines and Touchdown Zone lines both of which are out of bounds.
- 11 **Forward** means in a position or direction towards a team's own attacking scoreline.
- 12 Full Time occurs at the expiration of the normal time allowed for play.
- 13 **Interchange Area** is a rectangle measuring twenty (20) metres long by no more than five (5) metres wide, marked on both sides of the field, extending ten (10) metres either side of the half way line and being one (1) metre from the sideline.
- 14 **Mark (For a Touch)** is the position where the attacking player in possession of the ball is at the time of the touch.
- 15 **Mark (For a Tap)** is the centre of the halfway line for the commencement or recommencement of play; or the position where a tap is awarded as a result of an infringement.
- 16 **Offside** means in a position forward of the ball for an attacking player and in a position liable to penalty for a defending player.
- 17 **Onside** means in a position whereby a player may legitimately become involved with play.
- 18 **Penalty** is the action by the referee in awarding a tap when a player or team infringes the rules of the game.
- 19 **Rebound** occurs when the ball deflects from or makes contact with a player other than the player who first had possession.
- 20 **Rollball** is the normal act of bringing the ball into play following a touch or a change of possession.
- 21 **Ruling** is the decision made by the referee as a result of particular circumstances. It can result in a play on, a tap or a change of possession.
- 22 **Scorelines** are the lines separating the Touchdown Zone from the field of play.
- 23 **Sidelines** are the side boundaries of the field of play.
- 24 **Tap** is the method of commencing the match, recommencing the match after half-time and after a touchdown has been scored. It is also a method of recommencing play when a penalty is awarded.
- 25 **Touch** is contact on any part of the body between a player in possession of the ball and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession.
- 26 **Touchdown** is the result of an attacking player, except the half, placing the ball on or over the team's attacking scoreline.
- 27 **Touchdown Zone** is the area bounded by the sideline, scoreline and Touchdown Zone Line.
- 28 **Touchdown Zone Line** is the line joining the sidelines extending no less than five (5) metres and not more than ten (10) metres past the scoreline.

16.2 RULE 2 - THE FIELD AND THE BALL

1 Field of Play.

The Field of play is rectangular in shape and measures seventy (70) metres in length from scoreline to scoreline and fifty (50) metres in width.

2 Markings.

Line Markings defining the field of play are to be at least 2.5 cm. in width are to be laid out as shown in the diagram. (See Figure 1 - The Field of Play). Sidelines are to be extended at least five (5) metres beyond the scorelines and joined by the Touchdown Zone line. Interchange Areas measuring twenty (20) metres in length by no more than five (5) metres in width shall be marked on both sides of the field of play, extending ten (10) metres either side of the halfway line and one (1) metre from the sideline.

3 Markers. Suitably sized markers of a distinguishing colour and made from a safe and pliable material are to be positioned at the intersections of the sidelines and scorelines: and at the intersections of the halfway line with the sidelines (See Figure 1 - the Field of Play).

4 Playing Surface. The playing surface is normally grass. However, other surfaces approved by the Federation of International Touch may be used. Ground surfaces which may cause injury are to be avoided.

5 The Ball. The game is to be played with an oval, inflated ball of a shape, colour and size approved by the Federation of International Touch. The ball shall be inflated to the recommended air pressure and if applicable it will be the officially sanctioned ball endorsed by the Federation as at that time. The approved ball size is 36cm long and 55 cm in circumference.

PLAYER NOTES

- A. A defending player must have both feet ON or behind the defending scoreline to be onside, if a Rollball is within five (5) metres or a tap within ten (10) metres of the scoreline.
- B. Team captains have the right to lodge a complaint regarding field conditions and dimensions or environmental conditions (e.g. weather or state of the ground or field markings) prior to the commencement of a match.
- C. The ball must not be hidden under player attire.

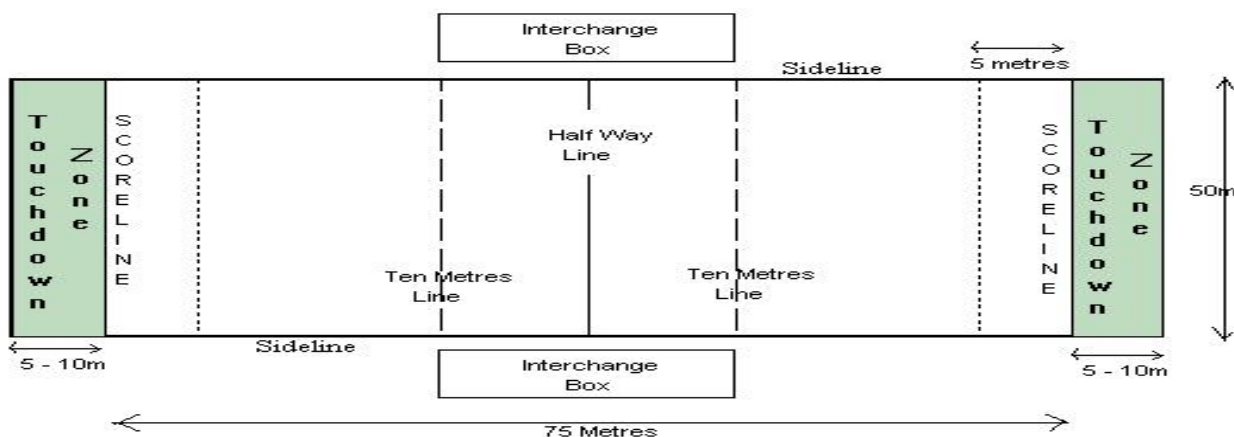
REFEREE NOTES

- A. The Referee is to inspect the boundaries and markers for clarity and safety, prior to the commencement of the match.

ADMINISTRATOR NOTES

- A. Federation officials should ensure that all grounds used for competition matches are marked as shown in Figure 1 - The Field of Play. As a minimum, it is essential that scorelines, sidelines, touchdown zone lines and the halfway line are correctly marked.
- B. Any decision or variation to dimensions or on playing rules or conditions rests with the Federation Executive or other Federation officials assigned to the Tournament.

FIGURE 1. - Field of Play



16.3 RULE 3 - PLAYER ELIGIBILITY AND ATTIRE

1 Eligibility. All participating players are to be registered with the member they represent and authorised to play by other members with whom they may also be registered. Teams playing unregistered or unauthorised players will forfeit such matches.

2 Uniforms. All participating players are to be correctly attired in team uniforms approved by the Federation of International Touch. Uniforms consist of upper apparel, shorts (or briefs for female players) and socks with footwear.

3 Footwear. Shoes with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic boots with soft moulded soles are permitted, provided individual studs are no longer than thirteen millimetres (13 mm) in length; the measurement being taken from the sole of the boot.

4 Identification Numbers. All Players are to wear an identifying number, not less than sixteen centimetres (16 cm) in height, clearly displayed on the front OR rear of the upper garment. Numbers may be positioned on both sleeves as an alternative providing the numbers are not less than eight (8) centimetres in height. No two players of the same team may wear the same number.

5 Jewellery and Fingernails. Players are not to participate in any match while wearing any item of jewellery which might prove dangerous. Long or sharp fingernails are to be trimmed or taped.

PLAYER NOTES

A. Players may, in conditions of cold weather, wear additional clothing providing colours and numbers are displayed, subject to approval of the Tournament Director.

REFEREE NOTES

A. Referees are not to allow players to participate in any match unless the above dress requirements are met.

B. Referees are to inspect team clothing and footwear prior to matches. Fingernails and jewellery of all competitors are to receive specific inspection.

ADMINISTRATOR NOTES

A. Identification numbers of participating players should be in numerical order. However, this is not mandatory.

B. Minor dress variations may be approved by the Tournament Director.

16.4 RULE 4 - MODE OF PLAY, DURATION AND SCORING

1 Object. The object of the game of Touch is for each team to score touchdowns and to prevent the opposition from scoring.

2 Mode of Play. The ball may be passed, knocked or handed between onside players of the attacking team who may in turn run or otherwise move with the ball in an attempt to gain territorial advantage and score. Defending players prevent the attacking team from gaining a territorial advantage by touching the ball carrier. either defending or attacking players may initiate touches upon which, play stops and is restated with a Rollball, unless other rules apply.

3 Duration. The match is fourth five (45) minutes duration, consisting of two (2) twenty (20) minute halves. There is a five (5) minute halftime break. The duration may only be extended for exceptional circumstances.

4 End of Play. When time expires play is to continue until the ball next becomes dead. Should a penalty be awarded during this period, the penalty is to be taken.

5 Scoring. A touchdown is awarded when a player (without being touched and other than the half) places the ball on the ground on or over the team's attacking scoreline and within the boundaries of the Touchdown Zone. A touchdown is worth one (1) point.

6 The Winner. The team who at the end of play has scored the most touchdowns is declared the winner. In the event of neither team scoring, or in the event of both teams scoring the same number of touchdowns, a draw is declared.

7 Competition Points. Points are awarded in competition matches as follows:

WIN	- 3 POINTS
BYE	- 3 POINTS
DRAW	- 2 POINTS
LOSS	- 1 POINT
FORFEIT	- 0 POINTS

8 Extra Time for Drawn Matches. The following procedure will be utilised to establish a single winner.

THE DROP OFF PROCEDURE

- i) When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, then signal to each team to reduce their playing strength by one player. Teams do not have a break or leave the field instead they immediately take up a position as for the restart of play continuing to play in the same direction.
- ii) As soon as each team removes a player, the game continues with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Substitutions of players is permitted at any time as per the normal interchange rules.
- iii) At the conclusion of two minutes of extra time, a hooter is sounded and the referee will stop play at the next touch or dead ball. Each team will drop off one player thus reducing their on field strength to four players.
- iv) Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
- v) The clock does not stop when the hooter sounds at the two minute intervals, as there is no time off during the Drop Off.
- vi) At each subsequent two minute period a signal for another player to drop off, will be sounded.
- vii) Once the teams have been reduced to only three players each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.
- viii) During the Drop Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
- ix) The decision on which player will drop off is entirely up to the team management, that is the captain, coach, etc.
- x) A player/team wasting time at a drop off will be penalised at the mark for recommencement of the match.

Notes for Players

- a) During the original match, if a player has been sent from the field of play for the remainder of the match, that player cannot participate in extra time.
- b) A team that had a player (or players) dismissed from the field of play for the remainder of the match will commence extra time with a reduced number of players. Thus the team will commence extra time with four (4) players if one (1) player had been sent off and three (3) if two players had been sent off. At the drop off time, each team will still reduce their playing strength as per the rules, thus ensuring the one team will have the player advantage as per in the match. Once a team reaches only three players, no further drop off of players from either team, will occur. Injured players can be replaced at any time.
- c) Mixed Teams can drop off in any sequence provided Rule 5.2 applies and that there is a minimum on one (1) male and one (1) female player on the field at all times.
- d) Abandoned Matches. If a match is abandoned due to any circumstances, the controlling Association shall decide the result.

PLAYER NOTES

- A. If a player places the ball on the ground and releases it short of the scoreline, while attempting to score a touchdown, a touch is counted and the player is required to Rollball to restart play at the position of contact with the ground. However a touchdown results if an untouched player (other than the half) slides the ball along the ground to or beyond the scoreline. If a player does not release the ball from their hands, no touch is counted and the match continues.

REFEREE NOTES

- A. A Referee should be aware of players who commit "professional fouls" and should take appropriate action.
- B. If in attempting to score, a player either makes contact with the corner marker or crosses the extended sideline, no touchdown is awarded and the match is recommenced by the opposition with a Rollball five (5) metres from the scoreline and five (5) metres in from the sideline.

ADMINISTRATOR NOTES

- A. The Tournament Director should endeavour to provide official time keepers for all matches. Should time keepers not be appointed, the referee is to act as the sole time keeper and therefore is allowed to wear a watch.
- B. If extra time is to be played the Tournament Director will be responsible for the timing of the two minute Intervals.

16.5 RULE 5 - TEAM COMPOSITION AND SUBSTITUTION

1 Number of Players. A Team consists of fourteen (14) players, no more than six (6) of whom are allowed on the field at any time.

RULING - A penalty awarded to the non-offending team at the position of the ball at the time the offence is identified.

2 Mixed Competition. In mixed competitions, the maximum number of males allowed on the field of play is three (3). The minimum male requirement on the field of play is one (1).

RULING - A penalty awarded to the non-offending team at the position of the ball at the time the offence is identified.

3 Substitution. Players may substitute at any time in accordance with the interchange procedure. There is no limit to the number of times a player may interchange.

4 Interchange Procedure. Substitute players must remain in their interchange area for the duration of the match. All interchanges must occur at or within the team's Interchange Area, and only after the substituted player has crossed the boundaries and entered the Interchange Area. All interchanges must be made on the one side of the field and without delay.

Physical contact does not have to be made between interchanging players, and players leaving or entering the field shall not hinder or obstruct play and must enter from an onside position. Following the scoring of a touchdown, players may interchange at will without having to wait for the substituted player to enter the interchange area.

RULING - A penalty awarded to the non-offending team five (5) metres infield from where the substituted player left the field or where the substituting player entered the field, whichever is the greater advantage.

PLAYER NOTES

A. Although a team consists of fourteen (14) players, a minimum of four (4) is required for the match to continue. All players who are involved in the match both on and off the field of play are under the direct control of the referee.

B. Female players in mixed competition may play in any team positions. Male players may interchange with female players providing Rule 5.2 applies.

C. Attacking and defending players must interchange in accordance with Rule 5.4. Intending substitutes must not voluntarily remain off the field.

REFEREE NOTE

A. Should the number of players on the field from one team fall below four (4), the match is finished and the non-offending team is declared the winner. This applies if players have been dismissed for the remainder of the match, but not for injuries or dismissals for a period of time.

B. Players who arrive late may enter the field immediately, providing their team does not already have six (6) players on the field.

16.6 RULE 6 - COMMENCEMENT AND RECOMMENCEMENT OF PLAY

1 The Toss. Team captains are to toss the coin in the presence of the referee with the winning captain's team receiving possession for the commencement of the first half, the choice of direction for the first half and the choice of Interchange areas for the duration of the match, including extra time.

2 Attacking Team. The attacking team is to start the match with a tap at the centre of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.

RULING - A change of possession at the centre of the halfway line.

3 Method. The tap is taken 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 one (1) metre, and retrieving the ball cleanly. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.

RULING - A change of possession at the mark for the tap.

4 Defending Team. All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.

RULING - A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark.

5 Recommencement of Play. For the recommencement of play following a half-time break, teams shall change directions and the team losing the toss is to start the match with a tap as described in Rules 6.2 and 6.3. For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play as described in Rules 6.2 and 6.3.

6 Kicking. The ball cannot be kicked or played with the foot except when taking a tap or a Rollball. The half may use the foot to control the ball.

RULING - A penalty awarded to the non-offending team at the position where the ball made contact with the foot.

PLAYER NOTES

- A. A player taking the tap may face any direction to take the tap and may be forward of the halfway line.
- B. The player taking the tap is to wait until the referee indicates the mark prior to tapping the ball.
- C. Players may take the ball behind the mark for a tap up to a maximum of ten (10) metres. No sideways movement from the mark is allowed.

REFEREE NOTES

- A. Referees are to ensure that there is minimum delay between the scoring of a touchdown and the recommencement of play.
- B. Referees should penalise players who attempt to delay play following a touchdown. If the delay is caused by the team scored against, the penalty should be awarded from the centre of the halfway line. If the team who scored is causing the delay, the penalty should be awarded at a mark ten (10) metres forward of the halfway line.

16.7 RULE 7 - POSSESSION

1 General. Providing other Rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.

2 Changeover Procedure. Following the sixth touch or the loss of possession due to any other means, players of the team losing possession are to hand, or pass the ball to the nearest opposition player, or place the ball on the ground at the mark without delay. Attacking players who request the ball are to be given the ball. Players are not to delay the changeover procedure.

RULING - A penalty awarded to the non-offending team ten (10) metres forward of the mark for the change of possession or penalty.

3 Ball to Ground. If the ball is dropped to the ground a change of possession results. The mark for a change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is of greater advantage to the team gaining possession.

4 Mishandled Ball. If a player mishandles the ball and providing the ball does not go to ground, play is to continue.

5 Intercepts. Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is effected, a touchdown is scored, or a stoppage occurs as a result of other actions.

PLAYER NOTES

- A. Should a touch be effected on a player in possession while the ball may not be physically in the hands (e.g. while juggling or trying to maintain control), the touch is to count.
- B. Providing the same player retrieves the ball prior to it going to ground, any knock forward resultant from an intercept is allowed.

REFEREE NOTES

- A. Referees are to be aware of players deliberately attempting to delay play during normal changeover procedures.
- B. If a ball contacts the ground while still under the control of a player (e.g. falling over) a change of possession DOES NOT result and play is to continue.
- C. Players may intercept behind the defending scoreline. If a player in possession is touched or effects a touch whilst on or behind their defending scoreline the touch counts and play is restarted with a Rollball five (5) metres forward of the scoreline from where the player was touched.

16.8 RULE 8 - PASSING

1 General. A player in possession may pass, flick, knock, throw or otherwise deliver the ball to any other onside player in the attacking team.

2 Forward Pass. A player in possession is not to pass, flick, knock, throw or otherwise propel the ball in a forward direction (See Player Notes to Rule 7).

RULING - A penalty awarded to the non-offending team at the mark where the ball was passed, flicked, knocked, thrown or otherwise propelled forward.

3 Passing into Opposition. A player who passes the ball at or towards a defending player and thereby causes the ball to go to ground shall lose possession. However, if the defending player attempts to catch the ball or play at the ball and the ball goes to ground, the attacking team retains possession. Play is restarted at the mark where the ball goes to ground or at a position of best advantage to the non-offending team. The touch count is restarted.

PLAYER NOTES

A. A player who, in attempting to control the ball, juggles or knocks the ball forward, is not to be penalised, provided the player regathers the ball. (See Player Notes to Rule 7).

REFEREE NOTES

A. A Penalty is to result from a forward pass even if the receiver was in an onside position prior to the pass.

B. Referees are to be aware of players who make any deliberate passes at an opposing player, especially on the fifth (5th) touch.

C. Forward passes are to be penalised even if the ball goes to ground or if it is the last touch.

16.9 RULE 9 - THE ROLLBALL

1 When Required. A player is to perform a Rollball under the following circumstances:

(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 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, or

(g) when so directed by the referee.

2 Method. The attacking player is to position on the mark, face the opponent's (defending) scoreline, stand parallel to the sidelines, and roll the ball backwards along the ground between the feet a distance of not more than one (1) metre. Once the ball is placed on the mark, the attacking player may step over the ball.

RULING - A change of possession at the mark.

3 (a) Attacking Team. Any other player of the attacking team may receive the ball from the Rollball and thus become the half. The half may pass or run with the ball. However, if touched, loses possession.

RULING - A change of possession.

(b) The half is not to delay picking up or gathering the ball. The player who performs the Rollball is not permitted to obstruct or otherwise prevent the defending team from gaining possession or effecting a touch on the half.

RULING - A penalty awarded to the non-offending team at the mark where the infringement occurred.

4 Defending Team. All Players of the defending team are to retire a distance of not less than five (5) metres from the mark for a Rollball. Players of the defending team are not permitted to move forward of the five (5) metre position until the half has made contact with the ball.

RULING - A penalty awarded to the attacking team along a line five (5) metres forward of the mark for the Rollball and nearest the infringement.

5 Actions Without Half in Position. When the player in possession is required to Rollball without a half in position, players of the defending team may move forward of the five (5) metre positions as soon as the ball leaves the hand/s of the player in possession. Should a defending player gain possession, the match is recommenced with a Rollball at the same mark.

6 Voluntary Rollball. A player in possession is not to perform a Rollball unless a touch has been effected.

RULING - A penalty awarded to the non-offending team at the mark where the Rollball occurred.

PLAYER NOTES

A. The ball must touch the ground in a Rollball but does not necessarily have to be rolled. The foot may be used to control the ball.

B. The player performing the Rollball must be stationary and will not be penalised if the Rollball is performed while balancing on one foot providing the ball passes on the inside of the supporting foot.

C. Defending players who are offside at the Rollball are liable to penalty and should remain out of play until a touch has been effected or until they have assumed an onside position.

D. The player performing the Rollball cannot retrieve the ball.

E. Any defending player involved in a touch must immediately retire to a position along a line five (5) metres forward of the touch or to their own defending scoreline.

REFEREE NOTES

- A. The mark for a tap from a penalty is awarded under Rule 9.4 is along a line five (5) metres forward of the mark for the Rollball and nearest the infringement.
- B. The half is permitted to use the foot to control the ball. However, play must not be delayed. Defending players may move forward as soon as the half has made contact with the ball.
- C. A player in possession may run or stand with the ball extended towards the ground without penalty. However, Rule 9.6 (Voluntary Rollball) applies as soon as the ball is rolled.
- D. In an attempt to encourage a free-flowing match, referees should warn offside players (or teams) and use the advantage rule as applicable (e.g. If a warned offside player moves to make a touch, the referee may call "play on" rather than stop play and penalise the offender). However, if the referee hasn't warned the player (or team) he cannot call "play on" and must allow the touch or penalise the offending player.
- E. Players who delay the Rollball are to be penalised.
- F. Should the half or other attacking players effect a touch on an offside defender following a quick Rollball, the touch will count (and the half would lose possession).
- G. The half is not permitted to score touchdowns. They are unrestricted as to where they can run and may cross the scoreline to link up with support players. Should the half be touched or place the ball on the ground within the boundaries of the Touchdown Zone, whether the ball is released or not, a change of possession will occur five (5) metres from the scoreline (and no closer than five (5) metres from the sideline) opposite where the half was touched or where the ball touched the ground.
- H. There is no requirement for the ball to be picked up to commence the Rollball, but the referee should ensure the Rollball takes place at the mark.

16.10 RULE 10 - THE TOUCH

- 1 General. See Rule 1.25 - Definitions. Players of both defending and attacking teams are to use the minimum force necessary to effect touches.
RULING - A penalty awarded to the non offending team and, as a minimum, a warning to the offending player.
- 2 Ball knocked from Hands. If the ball is knocked from the hands of a player in possession during a touch, the touch counts and the player retains possession, and they are required to perform the Rollball. The touch count continues, unless it is the sixth (6th) touch.
- 3 Actions Following Touch. After a touch has been effected, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.
RULING - A penalty awarded to the defending team at the mark.
- 4 Passing after Touch. A player is not to pass or otherwise deliver the ball after a touch has been effected.
RULING - A penalty awarded to the defending team at the mark where the touch occurred.
- 5 Claimed Touch. A player must not claim or otherwise call for a touch unless a touch has actually been effected.
RULING - If an advantage is apparent, the referee will indicate "play on", otherwise a penalty is awarded to the attacking team where the touch is claimed.
- 6 The Mark. The mark for the Rollball is dependent on the position of the player in possession at the time of the touch.
- 7 Interference After Touch. Following a touch, the ball is deemed to be dead and is brought into play at the Rollball when the half touches the ball or, if there is no half in position, when the ball leaves the hands of the attacking player performing the Rollball. See rule 9.4 and 9.5. defending players are not to interfere with the player in possession or otherwise prevent the immediate Rollball, after a touch is made.
RULING - A penalty awarded to the attacking team five (5) metres forward of the mark for the Rollball.
- 8 Touched While Scoring. On the rare occasion a player places the ball on the ground on or over the scoreline at the same time a touch is effected, the touch counts and a touchdown is not awarded.
- 9 Touch on Offside Defender. Should a player in possession effect a touch on an offside defender who is making every effort to retire and remain out of play, the touch is to count. If the player in possession is the half, a change of possession results in accordance with rule 9.3.

PLAYER NOTES

- A. When effecting touches with the ball, attacking players are to ensure minimum force is used (See Rule 10.1).

- B. If a touch is effected on or over the scoreline before the ball is grounded, no touchdown results. The player in possession is to move from that point to a position five (5) metres from the scoreline to Rollball, provided it is not the sixth (6th) touch.
- C. If in doubt as to the location of the mark for the Rollball, the player in possession should check with the referee.
- D. Attacking players cannot delay the Rollball while awaiting for a half to be in position.
- E. Calling a touch prior to contact is subject to a penalty under Rule 10.5
- F. A player who is touched while in the act of passing should attempt to refrain from releasing the ball.

REFEREE NOTES

- A. More than the minimum physical force to effect a touch should be dealt with severely.
- B. A Player should be instructed to re-gather the ball if it is knocked or dropped to the ground during or following a touch. However, players who attempt to delay play by such deliberate acts are to be penalised under Rule 10.3
- C. If defending players effect a touch after an attacking player has delivered the ball, play continues and "play on" is called.
- D. Unless the referee is sure no contact is made, the referee should acknowledge all claimed touches and call back the player in possession for a Rollball. Should the referee observe a defending player claim a touch without contact and unless there is an advantage to the attacking team, a penalty and a warning are to be awarded under rule 10.5
- E. On the rare occasion that the referee is unable to distinguish between a pass before a touch and a pass after a touch and provided the ball does not go to ground, the touch counts as a "simultaneous touch". The ball is returned to the attacking player for a Rollball. If the ball goes to ground on such occasions, or if it is the sixth (6th) touch, a change of possession is the result.
- F. Mandatory penalties should not be awarded when players fail to feel slight touches. However, deliberate running on is to be penalised.
- G. Infringements against Rule 10.4 are to be penalised, even if it is the sixth (6th) touch.

16.11 RULE 11 - BALL ON OR OVER SIDELINE/SCORELINE

1 On or Over Sideline. The ball becomes dead when it or a player in possession touches or crosses the sideline and a change of possession results. However if a player in possession is touched prior to crossing the sideline, then the touch counts and play continues with a Rollball at the mark where the touch occurred.

RULING - The team NOT responsible for the ball touching or crossing the sideline restarts play with a Rollball five (5) metres infield from where the ball or the player in possession touched or crossed the sideline, or at the position of best advantage to the attacking team.

2 Touched over Attacking Scoreline. If a player in possession of the ball is touched after crossing the attacking scoreline and prior to the scoring of a touchdown, the touch counts. Play is restarted with a Rollball five (5) metres infield from where the player in possession crossed the scoreline.

3 Ball on or behind Defending Scoreline. If a player in possession of the ball is touched whilst on or behind their defending scoreline, the touch counts and play is restarted with a Rollball five (5) metres infield from where the player in possession was touched.

4 Actions Near Defending Scoreline. An attacking team is not required to Rollball within five (5) metres of the defending scoreline. After each touch the player in possession may move forward to the five (5) metre broken line to Rollball.

5 Actions near Attacking Scoreline. When a touch is effected within five (5) metres of the attacking scoreline, a player in possession may move directly behind the mark a distance of up to five (5) metres to the broken line to restart play with a Rollball.

6 Actions further than Five (5) Metres from Defending Scoreline. When defending players are required to defend further than five (5) metres from their defending scoreline, they must move forward beyond the five (5) metre broken line and continue to move forward in an attempt to effect a touch on the player in possession.

RULING - A penalty awarded to the attacking team at the position of the ball at the time the offence is identified.

PLAYER NOTES

- A. When moving forward or backward from the mark in accordance with Rules 11.4 and/or 11.5, players should indicate to the referee that such options have been chosen and thus avoid confusion. Defending players must remain five (5) metres from the Rollball.
- B. When moving forward or backward in accordance with Rules 11.4 and/or 11.5, the player in possession should avoid contact with defending players and should not move sideways from the mark.
- C. When the player in possession is further than five (5) metres from the scoreline and the defending team is defending on or within five metres (5) of their defending scoreline, the defending team must move forward in an attempt to effect a touch. This means the whole team must move out to beyond the five (5)

metre line and can only return to the scoreline once a touch is effected. They may however move back beyond the five metre broken line to realign for the next defensive move once a touch is about to be effected by either the attacking or defending player.

D. When a player in possession is on or within five (5) metres of their attacking scoreline, the defending team are permitted to remain on, and defend their scoreline.

REFEREE NOTES

A. Players who are onside at their defending scoreline may lean over the scoreline to touch an attacking player, and remain onside provided both feet remain on or behind the scoreline and contact with the ground is not made with the hands inside the field of play.

B. Before a penalty is awarded in accordance with Rule 11.6, the referee must warn the defending team to move forward in an attempt to effect a touch. If the defending team does not move forward in accordance with the referee's direction a penalty will result.

C. If the same situation arises again after a tap from a penalty has been taken, (that is, within the attacking team's following six possessions), and the defending team still refuses to move forward to effect a touch, another penalty is awarded to the attacking team. In addition the referee will instruct the captain of the defending team to remove one (1) player from the field. The player is to return to the interchange area.

That player (or a substitute) cannot be replaced until the defending team gains possession. On each occasion before awarding a penalty the referee must have warned the defending team to move forward of the five (5) metre broken line, to effect a touch.

16.12 RULE 12 - BALL TOUCHED IN FLIGHT

1 Intentional Contact by Defender. If the ball goes to ground following a defender's 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 the ground. The mark where the Rollball occurs is where the ball first pitches or where the defender touched the ball, whichever is of best advantage to the attacking team.

2 Intentional Contact but not to Ground. If a defending player touches the ball in flight and the ball is retrieved by an attacking player, play continues and the touch count restarts at the next touch.

3 Intentional Contact and Touched again by Attacker. 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 as per Rule 12.1. (See Referee Note A below).

4 Rebound and Ball to Ground. If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball goes to ground, a change of possession results and the play restarts with a Rollball where the ball first pitches or where the ball rebounded from the defender, whichever is of best advantage to the team gaining possession.

5 Rebounds but not to Ground. If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball is regained by an attacking player, play on and the touch count continues.

PLAYER NOTES

A. If an attacking player considers a deflection from a defending player is difficult to retrieve, the player may either let the ball go to ground and receive six (6) more touches at the mark of best advantage, or the player may attempt to retrieve the ball, and even if the ball then goes to ground receive six (6) more touches at the mark of best advantage.

REFEREE NOTES

A. In the case of Rule 12.3 above, the referee is to decide whether the deflection by the defending player was the cause of the ball to ground.

B. If a ball deflected from a defending player travels in a forward direction and is then retrieved by a player of the attacking team, play should continue and Rule 12.2 applies.

C. Unintentional contact by a defending player includes contact on the arms and hands providing an attempt is not made to secure possession.

D. If the ball is passed forward and then deflected or played at by a defending player back to the attacking team or to ground, Rule 8.2 (Forward Pass) applies, with a penalty to the defending team.

16.13 RULE 13 - OFFSIDE

1 Attacking Team. A player in the attacking team is offside when that player is forward of the player who has possession or who last had possession. In general play, offside attacking players who interfere with play should be penalised.

2 Attacking Player Offside at Tap. Attacking players are to remain onside at a tap until the ball has been tapped.

RULING - A change of possession at the mark (See Rules 6.2 and 15.4).

- 3 Defending Team. A player of the defending team is offside when the following rules are infringed:
- (a) Rule 6.4 - at the commencement and recommencement of play.
 - (b) Rule 9.4 - at the Rollball.
 - (c) Rule 15.5 - at the tap for a penalty.
 - (d) Rule 9 - Referee Note D - offside at a quick Rollball or tap.

RULING - A penalty awarded to the attacking team in accordance with the above rules.

PLAYER NOTES

- A. Attacking players who are offside are non-effective and should return to an onside position as soon as possible.
- B. Offside defending players must at all times make an effort to retire to an onside position.
- C. A defending player must have both feet on or behind the defending scoreline to be onside when a Rollball occurs within five (5) metres or a tap from a penalty within ten (10) metres of that player's defending scoreline.

REFEREE NOTES

- A. Referees should note Rule 10.9 and notes on Rule 9.
- B. Defending players who are retiring should not normally be penalised while taking no active part in the match.
- C. Refer to notes of Rule 15 for consecutive penalties.

16.14 RULE 14 - OBSTRUCTION

1 Attacking Team. Players of the attacking team are not to obstruct defending players from attempting to effect a touch. A player in possession must not run or otherwise move behind the referee or other players in the attacking team in an attempt to avoid a touch.

Obstruction here is defined as a deliberate attempt by an attacking player to gain an unfair advantage by preventing a defending player from effecting a touch.

RULING - A penalty awarded to the defending team at the mark where the infringement occurred.

2 Defending Team. Players in the defending team are not to obstruct or otherwise interfere with the attacking players supporting the player in possession.

RULING - A penalty awarded to the non-offending team at the mark of the infringement providing the stoppage is not to the disadvantage of the attacking team.

PLAYER NOTES

- A. A player supporting the player in possession is entitled to run as necessary to obtain the best supporting position. However, in moving to a supporting position, attacking players must not deliberately interfere with defending players.

REFEREE NOTES

- A. Referees should note any changes in the line of support adopted by attacking players. If the player in possession notices an obstruction by a team mate, the player may stop and wait to be touched without being penalised.
- B. Accepted sub-unit skills such as wraps or run-arounds do not constitute an obstruction.
- C. If a player in possession or a defender runs into the referee or the referee runs into either of the players, "play on" should result if there is no advantage either way. However, if the incident has an effect on the proceedings, a Rollball should be called with no effect to the touch count.

16.15 RULE 15 - PENALTY

1 General. A penalty is to be awarded for an infringement by any player in accordance with the rules contained herein.

2 Location of the tap for a Penalty. The mark for a penalty is normally at the location of the infringement unless otherwise detailed in specific rules. For infringements which occur on the boundaries, within five (5) metres of the defending scoreline or outside the field of play, the location of a tap from a penalty is to be five (5) metres infield (or on the five metre line) from where the infringement occurred.

3 Method. A method of taking the tap from a penalty is detailed in Rule 6.3. The ball does not have to be lifted from the ground for the tap. However, the ball must be at or behind the correct mark prior to the tap being taken. (See Rule 6; Player Note C).

RULING - A change of possession at the mark.

4 Attacking Team. Players of the attacking team are to be onside at the tap.

RULING - A change of possession at the mark.

5 Defending Team. Players of the defending team are to be onside at the tap as detailed in Rule 6.4.

RULING - A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark and nearest the infringement.

6 Penalty Touchdown. A penalty touchdown will be awarded if any action by a player or spectator deemed by the referee to be contrary to the rules or spirit of the game, prevented the attacking team from scoring a touchdown.

PLAYER NOTES

- A. The player who is to take the tap is required to wait until the referee indicates the location of the mark before the tap can be taken. However a player may take a quick tap providing the referee acknowledges such a request and providing the tap is taken at or behind the correct mark.
- B. For any tap, players may take the ball directly behind the mark up to a maximum of ten (10) metres.
- C. If a player chooses to Rollball in lieu of a tap, the player who receives the ball is not deemed to be a half.

REFEREE NOTES

- A. To allow the full advantage of a penalty to be realised there is to be minimum delay between awarding a penalty and the indication of the appropriate mark.
- B. A player may take the ball back behind the mark up to a maximum distance of ten (10) metres behind the mark for a tap to allow room to execute a move. In such cases the defending players must remain not closer than ten (10) metres from the mark or at the scoreline, whichever is the closest.
- C. If an attacking player effects a touch on an offside defending player (usually following a quick tap) in an attempt to gain a further penalty, the referee may call "play on" depending on the actions of the defending player, but only provided the offside player or team has been warned.
- D. If an offside defending player (whether that player is retiring or not) attempts to obstruct or effect a touch on an attacking player following a quick tap, the referee should play the advantage and allow play to continue or award a penalty, whichever is whichever is of greater advantage to the attacking team.
- E. To ensure control is maintained during a sequence of quick taps, the referee is to ensure that the location of the mark is correctly indicated.
- F. With regard to awarding a penalty touchdown, a referee is to be sure that a touchdown would have occurred had it not been for the illegal action of the player or spectator concerned.

16.16 RULE 16 - ADVANTAGE

1 The principle of advantage to the non-offending team is to apply at all times, providing some advantage is readily obvious. Once a team is given the advantage that team does not necessarily forfeit the right to other action as described in these rules.

PLAYER NOTES

- A. Players should at all times play in accordance with the rules of Touch and allow the referee to interpret the advantage.
- B. Players who use unnecessary force or whose actions unfairly prevent any other player from gaining an advantage will be liable to penalty.

16.17 RULE 17 - DISCIPLINE AND PLAYER MISCONDUCT

1 General. Players who infringe the Rules of Touch are liable to penalty or other appropriate action according to the seriousness of the infringement. Penalties are to be awarded in accordance with applicable rules.

2 Frequent Infringements. A Player who continually breaches the playing rules is liable for dismissal. Team captains are responsible for the conduct of players in their respective teams and should be aware that undisciplined players are disruptive to the spirit of the game.

3 Dismissals. Any player may be dismissed as follows:

(a) Period of Time. A player dismissed for repeated infringements or any offence requiring more than a penalty is to move from the field of play and remain in a position midway along the team's attacking scoreline and no closer than five (5) metres to the scoreline. The dismissed player cannot be replaced.

(b) Remainder of match. A player dismissed after any previous 'Period of Time' dismissal, or for an offence such as gross misconduct or a dangerous act is to take no further part in that match and is to move to and remain not closer than ten (10) metres from the scoreline. The dismissed player cannot be replaced and that player shall receive an automatic two (2) match suspension and may incur further penalty as deemed necessary by the federation of International Touch Judiciary Committee.

4 Striking Officials. Any player who is found guilty of striking and/or assaulting an official, referee or line judge is liable to disqualification from playing the game of Touch for life.

5 Disciplinary Reports. Officials are required to submit dismissal reports or any other reports required in accordance with the governing regulations of Federation of International Touch.

6 Misconduct. Players guilty of misconduct will be penalised and could be excluded from the match. Misconduct includes:

- * continual breaches of the rules;
- * swearing;
- * back-chatting referees or other match officials;
- * bad sporting behaviour;
- * fighting;
- * using physical force in making a touch;
- * attacking the head of an opponent;
- * tripping;
- * Any other action which is not in the spirit of the game.

PLAYER NOTES

A. A player sent from the field for a period for time is to remain at the midpoint of the attacking scoreline until recalled by the referee. Such a player is allowed to join his team mates at halftime.

REFEREE NOTES

A. The referee is the sole judge of time in relation to dismissed players.

B. A referee is required to advise the team captain as to the reason for a player's dismissal.

C. Referees must submit a written report on players sent from the field for the remainder of the match.

D. Referees may suggest to captains to replace infringing players for the remainder of the match otherwise the player may be sent off and suspended and the team reduced in playing numbers.

ADMINISTRATOR NOTES

A. Besides the constitutional authority empowered to the Federation of International Touch these rules also provides for:

- i) Powers for the General Committee and/or Executive Committee to make appropriate by-laws or regulations.
- ii) Power to enquire into and deal with any act.
- iii) Powers to be given to a Judiciary.
- iv) Power to alter Tournament Rules for the benefit of the Sport and/or the safety of the participants.

B. Coaches and officials deemed guilty of misconduct will be reported to the appropriate officials and be liable to disciplinary action.

16.18 RULE 18 - THE REFEREE, LINE JUDGES AND TOUCHDOWN ZONE OFFICIALS

1 Manner of Appointment. The appointment of all referees, line judges or touchdown zone officials for all International matches sanctioned by the Federation will be made by the Executive of the Federation upon advice from the Technical Panel.

2 The Referee. The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match and in particular, award penalties for infringements against the rules.

3 Authority of Referee. Players, coaches and officials of both teams are under the control of the officiating referees.

4 Area of Control. The playing area under the control of the referee extends from the boundaries of the field of play, to an area which covers substitute players and officials involved in the particular match.

5 Line Judges Touchdown Zone Officials. Line Judges and Touchdown Zone Officials should be appointed to assist the referee with tasks associated with sidelines scorelines and touchdown zone lines, and other matters at the discretion of the referee. Their normal duties include, indicating the ten (10) metres distance for taps from a penalty, controlling substitutions, matters of backplay and other advice when sought by the central referee.

PLAYER NOTES

A. Team captains may respectfully enquire of the referee, matters of varying interpretation or causes of penalties. Any discussion is to be brief and polite and must not delay play. Other team members should not talk to the referee.

REFEREE NOTES

A. Referees must familiarise themselves with grounds, markings and officials prior to the commencement of matches.

Aberdeen Touch Rugby
Guidelines
27/04/2011

- B. Referees may consult with line judges and/or touchdown zone officials prior to making decisions.