

Junior Touch Rules

Team Numbers – 7 aside, Max 12 per team (Rolling Subs).

Defaults

Teams must contact the office no later than 12 Midday the Thursday before your game if your team is going to default. No points are awarded for a default.

Cancelations

Teams will be notified by no later than 3pm on the Friday before your game

Team Attire

Teams must wear matching colored shirts at all times. Sandshoes or touch shoes (soft rubber) to be worn, no metal studs. Bare feet are not recommended.

Scoring - Mixed Competition

A touchdown will be awarded when a player has both feet across the try line. Dummy half cannot score a touchdown.

Scoring - Girls Interschool Competition

A touchdown will be awarded when a player places the ball on or over the score line. Dummy half cannot score a touchdown.

Rolling Out

When a team is defending from their own goal line they must not stay on the line. Defending teams have to come off the line and affect a touch on the attacking team i.e. "Rolling out"

Attacking 5 meters from the try line

If the attacking team is touched within 5m of the opposition try line they can either perform the roll ball where they were touched or take it back to the 5 meter line

Substitutions

Teams may interchange players at any time. Players coming on to the field may not do so until the player being replaced has come off.

Duration of game and half time

Each game consists of 2 x 14 minute halves with a 2 minute half time break.

Possession of the Ball: A change of possession shall occur when...

- * the ball goes to ground.
- * the Dummy half is touched while in possession.
- * the 6th Touch occurs.
- * the player in possession steps on or over the boundary of the field of play.
- * a rollball is performed incorrectly.
- * a tap is performed incorrectly.

At a change of possession play is restarted with a rollball.

Passing

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

The Tap:

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one meter and retrieving the ball cleanly. Any player from the attacking team may take the tap.

The Penalty

When a player/team is penalised the non offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten meters from the mark until the ball has been tapped.

Play restarts with a tap when the following infringements occur:

- * Forward Pass
- * Touch and Pass
- * Rollball performed off the mark
- * Performing a rollball prior to a touch being made
- * Defenders offside at the rollball (5 meters)
- * Defenders offside at the tap (10 meters)
- * Deliberately delaying play
- * Incorrect substitution
- * Falsely claiming a touch
- * Using more than the minimum force to make a touch
- * Misconduct

Rollball

A means of restarting play. Players must perform the rollball on the mark while facing their opponent's defending scoreline and rolling the ball backwards between their legs a distance of not more than one meter. Players must not delay performing the rollball.

The Touch

Players from both teams are permitted to effect the touch. A touch is contact with any part of the body, ball, clothing or hair. A minimum of force is to be used at all times. The team in possession is entitled to 6 touches.

Touch and Pass

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

The Dummy Half

The dummy half is the person who picks up the ball after a team-mate has performed a rollball. The dummy half must not delay play.

Offside/Onside

After a touch has been made all defending players must retire 5 meters from the mark. Defenders cannot move forward until the dummy half has touched the ball.

Sideline

If a player with the ball touches or crosses the sideline s/he is deemed to be out of play and a change of possession occurs. Play restarts with a rollball 5 meters in from where the player went out. If a touch is made before the player goes out, the touch counts.

Obstruction

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

The Referee

The referee is the sole judge and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the referee.

Foul Play

will Not be Tolerated: Any foul play (the referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.