

# **BOOROWA TOUCH CARNIVAL RULES**

Touch will be played at the Boorowa Touch/Netball Carnival for children from Year 2 to Year 6 and the following rules will apply: **Please note that NSW Touch Rules apply to all games.**

1. Each team is required to have a **Touch Ball** and **Referee** for the day.

## **2. Competition Points**

Win - three (3) points  
Draw - two (2) points  
Loss - one (1) points  
Forfeit - zero (0) points  
Bye - three(3) points

## **3. Refereeing Duties**

Each competing team must provide a referee FOR THEIR OWN GAMES. **This means each competing team must referee their game** i.e. there should be two referees buddying for each game.

**THIS MEANS ONE REFEREE ON THE FIELD AND ONE ON THE SIDE AND INTERCHANGING EVERY 2/3 SETS OF SIX TOUCHES OR 2/3 MINUTES** whichever is applicable. There are two teams assigned to do refereeing duties. Failure to provide a referee will result in loss of competition points. If you can't provide a referee for your own game please consult with the other team and /or see the admin area.

## **4. Number of players**

A team may comprise of boys and/or girls.

Juniors Years 2 – 6. A team consists of up to fourteen (14) players, of which no more than **seven (7)** are allowed on the field at any one time.

## **5. Uniform/Footwear**

Correct sport uniform is to be worn. **NO JEWELLERY** (including eye rings & nose rings) is allowed and all fingernails must be cut. **SOFT brim hats** to be worn.

**Shoes without screw-in studs or cleats** are to be worn by all players. Light leather or synthetic boots with soft moulded sole permitted.

## **6. Mode of Play**

The ball maybe passed, knocked or handed between on side 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 player carrying the ball. **Either defending or attacking players may initiate touches which will cause the attacking team to use the touch count.** The game is as Rugby League except tackles are replaced by touches, there is no marker play and the ball is not allowed to be kicked in any direction in general play. Play the ball is made by rolling the ball between the legs (the ball must not roll more than one (1 metre), the ball does not have to be touched by the foot or Play the ball can be made by placing the ball on the ground then stepping over the ball.

## **7. Commencement of play**

The attacking team is to start the game with a tap kick at the centre of the halfway line following the indication that play is to commence from the referee. All players of the attacking team are to remain in an onside position until the ball is tapped. For the commencement of play after touch down the team against which the score was made is to restart the play. All members of the defending team are required to retire a distance of not less than ten (10) metres from the mark of tap.

## **8. Acting half**

The acting half cannot score a try (touch down) the ball must be passed.

## **9. Duration**

All games will be 20 minutes, touch down turn around rules to apply, we don't stop for half time. A hooter will sound the beginning and end of each game.

## **10. End of play**

The sound of the hooter will signal the end of the game and start of the new game.

## **11. The winner**

The team scoring the most touch downs is declared the winner of the game. In the event of neither team scoring, or in event of both teams scoring the same number of touch downs, a draw is declared.

## **12. Substitution**

Players may substitute at any time in accordance with the interchange procedure.

## **13. Interchange Procedure**

Following the scoring of a touch down, players may interchange without physical contact with the substituting players. All other interchanges must occur at the sidelines (in the box), in an on side position and players involved must make physical contact prior to the substitute entering the field of play. The substitute player must immediately enter the field of play.

## **14. Possession**

The team with the ball is entitled to six (6) touches prior to handing the ball to the defending team, unless an infringement occurs.

## **15. Intercepts**

Intercepts by on-side players are allowed.

## **16. Touches**

Players on both sides are to use the minimum force necessary to effect touches.

## **17. Dismissal**

Any player may be dismissed from the match as follows:

*Period of time: (sin-binned)*

A player dismissed for repeated infringements or any offence requiring more than a penalty is to move from the field of play and remain behind his teams attacking score line at the discretion of the referee. The player cannot be replaced.

*Remainder of the game:*

A player dismissed after any previous dismissal or for such an offence as gross misconduct or a dangerous act is to take no further part in the match and is to move to and remain not closer than 10 metres from the sideline. The dismissed player cannot be replaced and that player incurs a one match suspension.

## **18. Disputes**

All disputes must be lodged in writing with the secretary of the carnival no more than 15 minutes after the occurrence of the incident in dispute. The disputes committee will be convened to investigate the matter.

# Rules for Touch - Definitions, Clarification, Explanations and Interpretations

All rules are from the Touch Football Australia 7<sup>th</sup> Edition Rule Book

1. **Tap Ball**
  - To start a game or when a penalty is awarded, a tap must be taken where the referee indicates the mark is. The player who takes the tap must place the ball on the ground, release the ball, tap it with their foot, then pick it up.
2. **Retire 5m after touch (getting back outside)**
  - The defending team must retire to be inline or behind the referee, (minimum of five (5) metres from the roll ball).
  - A defending player who makes the touch must retire in one direction and maintain that direction until outside.
  - The defending player can not deviate from this direction and turn-chase until the attacking player with the ball is parallel to themselves.
  - It is important to note that defending players can not mirror-mimic (basket ball defence) or shadow (follow or sweep on an arc) in front of the attaching player who is in possession of the ball.
3. **Roll Ball**
  - The roll ball must occur where the attacking player was when the touch was made, this is the mark. A player is allowed one step only to roll the ball. If the roll ball is performed two or more steps forward of the mark, a penalty will be awarded to the opposition.
  - The player performing the roll ball must:- position on the mark; face the opponent's (defending) scoreline; stand parallel to the sidelines; and place the ball on the ground between the feet.
  - The ball is allowed to roll not more than one (1) metre, or change of possession will occur.
4. **Acting Half**
  - If acting half is touched whilst still in possession of the ball, a change of possession is awarded to the opposition (roll ball).
  - If the acting half is within one metre of roll ball - the defence may not move forward until the acting half has picked up the ball. The half only has three (3) seconds to pick the ball up.
  - If the acting half is not within one (1) metre – the defence may move up. Defending players must touch the ball to effect a change of possession. The defence may not pick up the ball an run.
5. **Over the Mark**
  - Failure to play the ball on the mark will incur a penalty for the opposition for rolling the ball off the mark. Players are allowed one step forward to play the ball. Two steps over the mark, means two steps back to the mark.
  - The ball may be played with or without the foot, and may just be stepped over.
6. **Defending your Scoreline**
  - Onside – the defenders feet must be on or behind the scoreline to be onside.
  - Moving out – (if game format is six a side) all defenders must move out from the scoreline whilst. When the attacking team is in possession five to ten (5-10) 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 imminent. A penalty will be awarded to the attacking team if the defending team fails to move out.
7. **Substitutions**
  - Players may substitute at any time.
  - There is no limit to the number of times a player may interchange.
  - All interchanges must occur at or within the team's Interchange Area (sub box), or on the same sideline of the field that their team is positioned.
8. **Player Attire**
  - No jewellery – watches, rings, chains, necklaces, wrist bands, belly rings. If unable to be removed, items must be taped.
  - Finger nails – long or sharp fingernails are to be trimmed or taped.
  - Footwear – moulded boots are permitted. Screw in boots and bare feet are not.
  - Shirts – all teams must have the same colour shirts and have a number no smaller than 16cm on the back.
9. **Making a Touch:**
  - On opposition player – player in possession may reach out and initiate a touch on a defender.
  - 'Yes-No' calls – players may call yes, touched, missed, or no. A warning, penalty, forced sub or period of time may be given to defending player who calls 'Yes then No'. Do not call touches early.
  - Player dives for a touchdown and is touched in the air, or is touch in the score zone area – the touch counts
  - Player dives, hits the ground before grounding the ball, then places the ball for touchdown, touchdown is awarded – there is no such thing as double movement in Touch. If the ball is dropped, change of possession.
10. **Forward Pass:**
  - If pass is projected or passes forward – penalty to defending team where the forward pass was thrown
  - If pass is projected or passes forward and the defending teams plays at the ball attempting to catch the ball, but the ball is knocked to ground – the forward pass was the first infringement, so a penalty should be awarded to defending team where the pass was thrown
  - If pass is projected backwards, but floats forward – play on
11. **Touch Pass:**
  - If an attacking player passes the ball after being touched - penalty to defending team where the late pass was thrown