

## TOUCH BASICS

### **Object of the Game:**

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

The ball may be 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. The player with the ball is not permitted to run behind their teammates in an effort to avoid being touched by the opposition. This is called obstruction and results in a penalty.

Defending players prevent the attacking team from gaining a territorial advantage by touching the ball carrier. Either defending or attacking players may initiate the touch.

### **Start of game**

The team that wins the toss chooses the direction of play and must start with a tap from the middle of the field; the defending team must be back 10 metres for the start of play and after each touchdown.

### **Duration of game**

Seniors: 2 x 20 minute halves with a short half time break. Seniors are 11, 12 or 13 year olds.

Juniors: 2 x 15 minute halves with a short half time break. Juniors are 8, 9 or 10 year olds

The Junior game is played first.

### **Refereeing**

All teachers are required to referee one half of every Junior and Senior game.

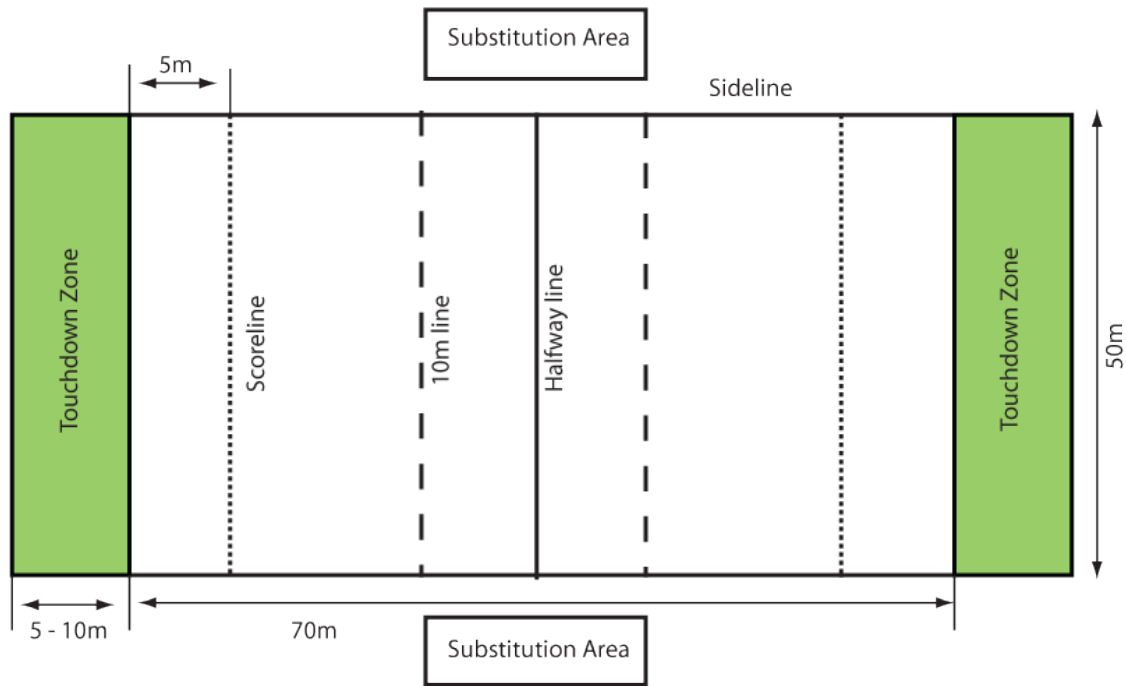
Referees will be organised for semi final and final games.

### **Number of Players**

Teams can consist of up to a maximum of 14 players, 7 on the field at any one time. Interchange is unlimited and players leaving the field must touch hands on the sideline with their substitute, before the substitute can enter the field of play. Substitutes must enter the field of play in an onside position and interchanges are best made when your team is attacking or after a touchdown has been scored.

## Field of play

The field is generally the size of half a soccer field and measures 70 metres in length by 50 metres in width (approx). Try lines, half way lines and cones to indicate 5 metres before try lines should be marked.



## Method of scoring

A touchdown is worth 1 point and is awarded when an attacking player places the ball on the ground, on or over the defending team's scoreline; after a team scores, the play begins with a tap in the middle of the field by the non-scoring team.

A person who takes the role of acting half can cross the try line but not score.

If a touch is made simultaneously to the touch being affected, no touchdown is awarded and the attacking player returns to the field of play and performs a rollball 5 metres from the tryline, provided it was not the last touch.

## The Touch

Players of both defending and attacking teams are to use the minimum force necessary to affect the touch. A touch can be made with the hand on any part of the person, their clothing or the ball.

After a touch has been affected, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been overrun, and perform a roll ball without delay.

If the touch has been affected within 5 metres of the tryline, the attacking player has the option to perform a rollball 5 metres from the tryline in order to prevent the acting half from being touched on the next play.

After being touched 6 times the ball is placed on the mark or handed over to the other side. Deliberately throwing the ball away will result in a penalty.

If the touch is considered to be too strong a penalty will also be awarded against the offending team.

The acting half (the person who receives the ball from the player performing a rollball) is not allowed to be caught while in possession of the ball. If the acting half is caught with the ball, possession is handed over to the opposition who will recommence play with a rollball.

### **The rollball**

The rollball is affected by the attacking player standing on the mark, facing the defenders scoreline, standing parallel to the sidelines, and either rolling the ball backwards along the ground between their feet or placing the ball on the ground and stepping over it. If the ball is rolled more than 1 metre a penalty will be awarded to the opposition.

### **Voluntary rollball**

Voluntary rollball is when the player is not touched and rolls the ball between their legs. This is not allowed and will result in a penalty to the opposition.

### **The Penalty**

If someone is penalised their team must retreat 10 metres

A penalty is taken by placing the ball on the ground, letting the ball go, touching the ball with the side of the foot and picking up the ball.

### **Passing**

A Forward Pass is when the ball is passed in front of the player who originally had the ball. In this situation the ruling will be a penalty.

A Touch and Pass is when the person who is touched then passes the ball. Again the ruling will be a penalty.

If the ball is dropped on the ground, or knocked forward as in a knock on, possession is lost and a rollball is performed by the other team.

### **Offside**

An attacking player is offside when that player is forward of another attacking player who has possession or who last had possession of the ball.

A defending player is offside when that player has not retreated the required 5 metres (rollball) or 10 metres (penalty and restart of play after touchdowns) at recommencement of play. A quick tap to recommence play can not be taken.

For all offside incidents the opposition will be awarded a penalty.

### **Principles of play in attack**

The aim of the game is to score more touchdowns than the opposition; this is achieved by advancing towards the try line.

At times it can be tactically advantageous for attacking players to run forward and initiate touches on a defender rather than moving laterally and potentially losing ground.

Intercepts are allowed by onside attacking players.

### **Principles of play in defence**

When defending try to deny your opponents time and space by moving forward and making the touch. The faster you move up on the attacking team the less advancement toward your try line they will make. Defenders can only move forward once the acting half has touched the ball. If the ball has been rolled, and there is no acting half in place, the defenders are entitled to move forward to make a touch.

### **Principles of play to support the ball carrier**

Close support of the ball carrier allows more options in attack and means possession can be maintained. Close support also means no ground needs to be lost by having to pass the ball a long way backwards to a team mate. Remember a pass directly sideways is allowed and can often be the most effective pass.