

HDJRLFC&TA – Touch Football Rules Summary

These rules are generally based on the Standard Touch Association Rules, including the provisions relating to discipline and players misconduct. The ref and touch delegates will have a copy of the full Touch Football rules on hand to refer to as may be required.

However, the following summary of general rules contains some variations to those standard rules. These variations are to be considered the overriding, correct interpretation for our local HDJRLFC&TA Touch Football competition.

- Marker Rule applies;
- Dummy Half cannot score;
- Defending teams cannot move forward until the dummy half has touched the ball;
- The marker must be back at least one metre but not greater than two metres in the ruck;
- The marker must stand directly in front and square of the player playing the ball;
- Where there is no dummy half, the marker may move forward towards the ball, providing that marker was initially back the required one meter for the play the ball.
The marker on taking possession can play on. (Intercept theory)
- The ball may be played with the foot or rolled with hands between the legs and must travel backwards. Playing the ball forward is not permitted. Stepping over the ball is not permitted;
- Ball must be rolled or played with the foot after a change of possession;
- Tap kicks must be taken with the ball on the ground and released from the hands;
- Intercepts are permitted provided the ball does not touch the ground;
- A touch can be effected by the attacking or defending player. However, **the mark is defined by the position of the attacking player;**
- If a player losses possession after a touch has been effected, a change of possession will result, if the ref believes the attacking player did not have control of the ball;
- Running on after being touch will be penalised unless there is a greater advantage to the defending team;
- If an attacking player carries or passes the ball over their own tryline, a change of possession will result – five metres out from the offending team’s tryline;
- Deflection rule applies, i.e. a defending player touches the ball in flight and causes the attacking player to drop the ball, six touches will be awarded to the attacking team;
- 7 players per team can take to the field;
- Should the number of players in a team fall below 5 (except where the Blood Bin Rule applies) the game is finished and **the non-offending team is declared the winner;**
- Grounding the ball short of the tryline will result in a touch being counted and play will recommence with a roll ball, five metres out from the tryline or where the ball touched the ground, whichever is a greater distance from the tryline. The touch count continues;

- Players must make physical contact with substituting player on the field. (i.e. Players must change from same side of the field);
- No jewellery, watches, etc are permitted to be worn by players.

Kicking Rule For OPENS & MIXED Only– Introduced March 2015

The kicking rule has been brought in from the cold of Scrubbers Cups to the regular rounds of Opens & Mixed competitions after a successful trial period during the winter competition of 2015.

- The ball can only be kicked on the last (6th) touch;
- The kicked ball cannot rise above the referee's shoulders. If it does then the non offending team receives the ball for a play the ball from where ball was kicked. The first touch from that play the ball is touch 1 of 6;
- The ball must be gathered and carried over the try line to remain in play.
- If the kicked ball travels over the try line while not in possession of a player it is no longer in play. Play resumes with a 5m tap off the try line to the team that was defending the kick.
- Dummy half can kick the ball but if they regain possession of their kick they cannot score;
- A defending player charging down the kick will be classed as knocking on. Kicking team then restart where charge down occurred with a play the ball;
- A kicked ball can be:
 - i. Forced down (grounded) by hand –touch zero restart;
 - ii. Forced down (grounded) by foot – touch zero restart;
 - iii. Picked up and run – touch zero resulting touch for defending side;
 - iv. Regathered and run – 6th touch resulting (if made) for attacking side.

Where a ball is grounded by hand or foot by the defending team, the ball becomes out of play and touch is counted as Zero. Zero touch also for team receiving kick cleanly picking up the ball and running, or 6th touch for kicking team recovering their own kick.

- A kicked ball cannot be kicked a second time;
- A kicked ball that hits any player and then hits the ground is deemed to be out of play. Play resumes with a play the ball to team that ball did not hit. However, a ball cannot be deliberately kicked into an opposing player to gain possession. Any kicks deliberately hitting opposing players will see play resume with a play the ball as Zero touch to the defending team from where ball was kicked.
- The kicker can run his team mates on side.
- If an attacking player who is deemed offside picks up the ball from the kick, then play goes back to where the kick occurred, with possession going to the team that was defending at time of the kick.

Judiciary / Disciplinary Policies

Players sent from the field for the duration of the match will be automatically suspended for 2 weeks.

Players can be 'sin-binned' for a time, determined by the ref. During a sin-binning, the offending player/s are to stand, in the centre of & 5m behind their oppositions tryline.

Players may also be placed on report by a referee during a match and may then be subject to subsequent citing and / or suspension.

Judiciary hearings will be held as required at Crestwood Oval. HDJRLFC&TA (Bulls) home ground.

Version: 1.2

Reviewed By: Steve Marks

Date: 21st August, 2015