

SIMPLIFIED RULES OF TOUCH

- 1 **Scoring**
A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one point, except in mixed grades where females score two (2) points. The Dummy Half is not permitted to score touchdowns (refer No. 10).
- 2 **Substitution Box**
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. Substitutions must occur at or within the team's substitution box.
- 3 **Possession**
A change of possession shall occur:
 - after the 6th touch;
 - when the dummy half is touched while in possession (refer No. 10);
 - after an incorrect roll ball (refer No. 7);
 - when the ball goes to ground;
 - when a player in possession steps out of the field of play (refer No. 14);
 - whenever the referee indicates.Play is restarted with a roll ball at a change of possession.
- 4 **Passing**
A player may pass, knock, throw or otherwise deliver the ball to any on side player in the attacking team. Passing forward is NOT permitted.
- 5 **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 it clearly. Any player from the attacking team may take the tap.
- 6 **The Penalty**
A player/team will be penalised when they infringe rules. When a player/team is penalised the opposing team shall restart play with a tap. The defending team must retire ten metres from the mark until the ball is tapped.
- 7 **Roll ball**
A means of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line by rolling the ball backwards between their legs a distance of not more than one meter. Players must not delay performing the roll ball.
- 8 **The Touch**
Players from both teams are permitted to effect the touch. A touch constitute 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.
- 9 **Touch and Pass**
A player is not to pass the ball after a touch has been made.
- 10 **The Dummy Half**
The dummy half is the person who picks up the ball after a team-mate has performed a roll ball.
- 11 **Offside/On side**
After a touch has been made all defending players must retire 5 metres from the mark. Defenders cannot move up until the dummy half has touched the ball.
- 12 **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 roll ball 5 metres in from when the player went out. If a touch is made before the player goes out, then the touch counts.
- 13 **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.
- 14 **The Field of Play**
The field is 70m long (score line to score line) and 50m wide. Substitution boxes measuring 20m x 5m shall be situated on both sides of the field. The Touchdown zone is the area beyond the score line.
- 15 **Team Composition**
A team may consist of up to 14 players. A maximum of 6 are allowed on the field at any one time.
- 16 **The Toss**
The captain winning the toss shall receive possession of the ball and a choice of direction and substitution box. The Referee will supervise the toss.
- 17 **Duration**
Games shall be 12 minutes each way with a 1 minute break at half time. Organisers may alter the duration of games to suit particular requirements.
- 18 **Player Attire**
All team members must be correctly attired in team uniforms. Footwear with moulded soles are permitted. Bare feet, spikes and footwear with screw-in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.
- 19 **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 game. All officials, players and coaches involved in the game are under the control of the referee.
- 20 **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 up to 5 minutes, or being sent from the field for the remainder of the match, depending on the severity of the offence.
- 21 **Supervision**
It is a requirement that all teams be accompanied to their games by an adult supervisor.
- 22 **General**
Teams will play 2 games per night.
Seniors play Term 1 only.
Juniors play Term 1 & Term 4.
Wellington teams at Wakefield Park & Hutt Valley teams at Fraser Park.
- 23 **Draws & Results**
Weekly draws & results will be e-mailed out to Sports Coordinators on the Wednesday before & after play. These are also available on the following website:
www.collegesport.org.nz
- 24 **Defaults and Withdrawals**
All defaults need to be notified to the opposing school and College Sport by **12.00pm** on the day of play. Failure to do so will incur a \$20 fine. Also if a school withdraws a team during the season this will also incur a \$20 fine on top of the \$60 entry fee per team.