

Werrington Zone S.S.S.A

TOUCH

Grade Rules (26/11/04)

(to be read in conjunction with General Zone Rules)

RULES

Games should be played in accordance with the official rules as stated by the Australian Touch Association.

MATCH DURATION

Two rounds will be played each week. Game 1 will begin at 1.00 pm and will be of 20 mins duration (no half-time). Game 2 should start at 1.35 pm. When necessary, and when agreed upon by both coaches, games may be started later (and shortened), however, no game should be less than 15 mins total in duration.

EQUIPMENT

Each team should supply a regulation touch football.

REFEREES

As per the draw, the first mentioned school should referee the highest Grade.

SUBSTITUTES

Substitutes may be made at any time, however there may never be more than six players on the field at one time (the replaced player must leave the field **before** the replacement takes the field).

Up to a maximum of 14 players may participate in any match. No student is to participate in more than one grade in the same afternoon.

FINALS

Refer to General Zone Rules. Games will consist of 2 x 20 min halves.

MIXED

All rules remain the same. There may be a maximum of three males on the field at any one time.

HELPFUL HINTS TO THE RULES

Players should indicate a touch has been made by calling “touch” and putting their hand up. They should hold the mark for no more than 1 or 2 seconds before retreating the required five metres.

The player must make all reasonable efforts to play the ball as close to the mark as possible, or he/she should be penalised.

After the play the ball, if an attacking player intentionally runs into a defending player who is not back 5 metres but is making a **genuine** attempt to do so, the referee should call play-on rather than penalise. This will encourage attacking players to run around the defender and not run into them.

If you disagree with a players “touch” call (or any other call) let the players know that you are allowing play to continue by calling “play-on”.

If a player is juggling the ball and is touched while the ball is in the air a “touch” should be called.

At the play the ball, the ball should be rolled under the legs and not played with the foot. The ball is not to roll more than 1 metre. In either case a changeover should be called.

A voluntary touch is where the player places the ball on the ground before being touched. A voluntary touch should be penalised.

If a player grounds the ball short of the try line a “touch’ should be called where the ball made contact with the ground- unless the players momentum takes them over the try line in which case a try should be awarded.

If a defending player becomes involved in play before retreating five metres you have two options:

- Penalise the offside player at the place where the infringement occurred
- Call clearly “play-on” and allow play to continue if there is an advantage to the offending team by doing so e.g. a try scored when an offside player makes a touch

Ensure penalty taps are taken on the mark. Do not allow players to take a quick tap if it is not on the correct mark. They should be called back and the tap retaken.

If a player is touch **simultaneously** with the ball being grounded for a try, you should award the try.

Following a changeover, the ball should be **handed** to the opposition or **placed on the mark**. If a player throws the bal away they should be penalised.

If a ball is passed intentionally into a defender a changeover should be called. If the passed ball is touched by a defender in flight and then recought by the attacking team the tackle count should restart.