## Contents

1. ADMINISTRATION .................................................................................................................2  
2. FIELD OF PLAY ..................................................................................................................2  
3. PLAYER ATTIRE ..................................................................................................................2  
4. MODE OF PLAY, DURATION AND SCORING .....................................................................3  
5. TEAM COMPOSITION AND SUBSTITUTION .......................................................................4  
6. COMMENCEMENT & RECOMMENCEMENT OF PLAY .......................................................5  
7. POSSESSION .......................................................................................................................7  
8. PASSING ................................................................................................................................7  
9. THE ROLLBALL ....................................................................................................................8  
10. THE TOUCH ........................................................................................................................9  
11. BALL ON OR OVER SIDELINE/SCORELINE .....................................................................11  
12. BALL TOUCHED IN FLIGHT ...............................................................................................12  
13. OFFSIDE ................................................................................................................................13  
14. OBSTRUCTION ....................................................................................................................13  
15. THE PENALTY ...................................................................................................................14  
16. ADVANTAGE .....................................................................................................................15  
17. INJURIES / BLEEDING .......................................................................................................15  
18. DISCIPLINE AND PLAYER CONDUCT .............................................................................16  
19. THE REFEREE AND LINE JUDGES ....................................................................................17  
   SUMMARY OF MAIN CHANGES TO RULES ........................................................................18
1  ADMINISTRATION

1.1  REGISTRATIONS.
All players must be registered to the team they are playing for and no unregistered players are to take the field, failure by the individual and team will result in the player being banned for the period adjudicated by the organisers and the team losing any points gained for the occasions they offended together with points scored being deducted. Repeated infringements may result in their expulsion from the competition.

1.2  NEW REGISTRATIONS.
Only with the prior approval in writing may a team field a player that is not listed as being registered as received on the original registration form. No team may register new player once a top four (4) has commenced or in the final four (4) weeks of competition.

1.3  REPORTING IN PRIOR TO GAMES.
A member from each team must report in 10 minutes prior to their game starts with the organisers in the Marist Clubrooms.

1.4  CANCELLATIONS
The organised committee shall reserve the right to cancel or postpone any games in regard to the appropriate weather conditions and / or unavailability of opposition teams. In most cases the cancellations would be via the Radio media between 4p.m. and 5-15p.m. each night. Any cancellation may also be posted on the Club web site.

2  FIELD OF PLAY

The field of play will be as indicated by flags being such that it is half the normal playing field of the Rugby grounds not including the in goal areas.

3  PLAYER ATTIRE

3.1  UNIFORMS.
All participating players are to be correctly attired in team uniforms approved by the organisers. Uniforms consist of upper apparel. Shorts (or briefs for female players) and socks with footwear.

3.2  FOOTWEAR.
Shoes with screw-in or metal studs, or cleats are not to be worn by any player. Light leather or synthetic boots or shoes with soft moulded soles are permitted. PLAYERS PLAYING IN BARE FEET WILL DO SO AT OWN RISK

3.3  IDENTIFICATION NUMBERS.
All players are to wear an identifying number, not less than sixteen (16) cm in height, clearly displayed on the front or rear of the upper garment. Numbers may be position on both sleeves as an alternative providing the number are not less than eight (8) cm in height. No two players of the same team may wear the same number.

3.4  JEWELLERY AND FINGER NAILS.
Players are not to participate in any match while wearing any item of jewellery which might prove dangerous. Long or sharp fingernails are to be trimmed or taped.

4 MODE OF PLAY, DURATION AND SCORING.

4.1 OBJECT.
The object of the game of touch is for each team to score touchdowns and to prevent the opposition from scoring by fair play.

4.2 MODE OF PLAY.
The ball may be passed, knocked or handed between onside 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 ball carrier. Either defending players or attacking players may initiate touches upon which play stops and is restarted with a rollball unless other rules apply.

4.3 DURATION.
The match is thirty (30) minutes duration, consisting of two (2) fifteen (15) minute halves with a one (1) minute half-time break.

4.4 SCORING.
A touchdown is award when a player (without being touched and other than the dummy half) is in possession of the ball and places the ball with pressure applied to the ball on or over the opposition try line. A touchdown is worth one (1) point in the men’s and women’s only grades and two (2) points in the mixed grades when the touch down is scored by a women member.

Explanatory Notes
A. If in attempting to score a touchdown a player either makes contact with the corner marker or crosses the extended sideline, no touchdown is awarded and the match is recommenced by the opposition with a rollball five (5) metres from the sideline and five (5) metres in from the sideline.

4.5 END OF PLAY.
When time expires play is to continue until the ball next becomes dead. Should a penalty be awarded during this period the penalty is to be taken.

4.6 THE WINNER.
At the end of play the team that has scored the most touchdowns is declared the winner. In the event of neither team scoring, or in the event of both teams scoring the same number of touchdowns, a draw is declared.

4.7 COMPETITION POINTS.
Points are awarded in competition matches in accordance with:

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win</td>
<td>3 points</td>
</tr>
<tr>
<td>Bye</td>
<td>3 points</td>
</tr>
<tr>
<td>Draw</td>
<td>2 points</td>
</tr>
<tr>
<td>Loss</td>
<td>1 point</td>
</tr>
<tr>
<td>Forfeit</td>
<td>0 points</td>
</tr>
</tbody>
</table>
4.8 EXTRA TIME FOR DRAWN MATCHES.

The following procedure will be utilised to establish a single winner, if required.

The Drop Off Procedure
(i) When the match is drawn at full time each team will reduce their playing number by two (2) and the match will then recommence from where play was stopped. Team coaches/captain shall determine which players will drop off.
(ii) Teams will continue to play in the same direction. Players are permitted to substitute as per the normal interchange procedures during extra time. The team that scores the first touchdown in extra time will be declared the winner of the match.
(iii) At the conclusion of each possession of extra time the referee will stop play at the next touch or dead ball and each team will drop off one (1) player. In the mixed grades this will be a male. The match will recommence from where play was stopped. Any player or team causing delay at the drop off will be penalised at the mark for recommencement of play.
(iv) Once teams have reduced to three (3) players no further drop off of players will occur and the match will continue until a touchdown is scored. Should a player be sent from the field of play for the remainder of the match when teams have reduced to three (3) players each the offending team will forfeit and lose the match.
(v) In mixed competition teams will comply with the Mixed Competition Rule 5.2 except under the drop off rule applying.
(vi) If during the match or extra time a team has a player (or players) dismissed from the field of play for a period of time or for the remainder of the match the team will play Extra Time with that reduced number of players except as in (iv) above.

4.9 ABANDONED MATCHES.

If a match is abandoned due to any circumstances the Marist Touch Administration Committee shall decide the result.

5 TEAM COMPOSITION AND SUBSTITUTION.

5.1 NUMBER OF PLAYERS. A team consists of up to twelve (12) players, no more than six (6) of whom are allowed on the field at any time. If a team wishes to register more than the 12, or register any new player after the competition commences, they must apply to the organiser first. The organisers will have the final say.

Ruling: A penalty awarded to the non-offending team at the position of the ball at the time of offence is first identified.

Explanatory Notes
A. Although a team consists of six (6) players, a minimum of five (5) is required for the match to continue. Should the number of players on the field from one team fall below five (5), the match is finished and the non-offending team is declared the winner. This applies if players have been dismissed for the remainder of the match, but not for injuries or dismissals for periods of time.

5.2 MIXED COMPETITION.
In mixed competition the maximum number of males allowed on the field of play is three (3). The minimum male requirement on the field of play is one (1). The drop off in play offs will be alternated by sexes starting with a male member.

Ruling: A penalty awarded to the non-offending team at the position of the ball at the time the offence is first identified.

5.3 SUBSTITUTION.
Players may substitute at any time in accordance with the interchange procedure. There is no limit to the number of times a player may interchange.

5.4 INTERCHANGE PROCEDURE.
All interchanges must occur at or within the team’s substitution box, which will be within five (5) metres of each way of the half way line and only after the substituted player has crossed the boundaries and entered the substitution box. All interchanges must be made on the side of the field and without delay.

Physical contact does not have to be made between interchanging players, and players leaving or entering the field shall not hinder or obstruct play and must enter play from an onside position. Following the scoring of a touchdown, players may interchange at will without having to wait for the substituted player to enter the substitution box.

Ruling: A penalty awarded to the non-offending team at the position of the ball at the time the offence is first identified or greatly forward from this position at halfway whichever is the greatest advantage to the non-offending team.

Explanatory Notes
A Intending substitutes must not voluntarily remain off the field.
B For the duration of the match substitutes must assemble and interchange from one substitution box on one side of the field, as directed by the referee.

6 COMMENCEMENT & RECOMMENCEMENT OF PLAY.

6.1 THE TOSS.
Team captains are to toss a coin in the presence of the referee with the winning captain’s team receiving possession for the commencement of the first half, the choice of direction for the first half and the choice of substitution box for the first half.

6.2 DEFAULT.
A team will be considered to be in default should they not field a team within the first five (5) minute period of any match. For every one (1) minute that a team is late then one (1) touchdown will be awarded against that team to a maximum of five (5) touchdowns. The score will be recorded as a 5-0 match result and the offending team awarded forfeit (nil) competition points. The game will still be deemed to have started at the commencement of the round by the sounding the siren. The referee may at their discretion allow a delayed start with no penalty to apply.

6.3 ATTACKING TEAM.
The attacking team is to start the match with a tap at the centre of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.

Ruling: A change of possession at the centre of the half way line and play will recommence with a rollball.

6.4 METHOD.
The tap is taken by placing the ball on the ground at the mark, releasing both hands from the ball tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball clearly.

Ruling: A change of possession at the mark for the tap and play will recommence with a rollball.

Explanatory Notes
A Any player of the attacking team may take the tap.
B The player taking the tap may face any direction to take the tap and may be forward of the mark.
C Any onside player of the attacking team may retrieve the ball once the tap has been taken.

6.5 DEFENDING TEAM.
All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap or to their own goal line. Defending players may move forward of their positions once the ball has been tapped with the foot.

Ruling: A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark.

6.6 RECOMMENCEMENT OF PLAY.
For the recommencement of play following the half-time break teams will change directions and substitution boxes and the team losing the toss is to commence the match with a tap as described in Rules 6.3 and 6.4. For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play as described in Rules 6.3 and 6.4.

Explanatory Notes
A There is to be minimum delay between the scoring of a touchdown and the recommencement of play.
B Players who attempt to delay play following a touchdown will be penalised. If the delay is caused by the team scored against, the penalty should be awarded from the centre of the halfway line. If the team who scored is causing the delay, the penalty should be awarded at a mark ten (10) metres forward of the halfway line.

6.7 KICKING.
The ball cannot be kicked or played with the foot except when taking a tap. The dummy half may use the foot to control the ball.

Ruling: A penalty awarded to the non-offending team at the position where the ball made contact with the foot.
7 POSSESSION

7.1 GENERAL. Providing other rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.

7.2 CHANGEOVER PROCEDURE.
Following the sixth (6th) touch or a touchdown or the loss of possession players of the team losing possession are to hand or pass the ball to the nearest opposition player, or place the ball on the ground at the mark without delay. Attacking players who request the ball are to be given the ball. Players are not to delay the changeover procedure.

Ruling: A penalty awarded to the non-offending team ten (10) metres directly forward of the mark for the change of possession or penalty.

7.3 BALL TO GROUND.
If the ball is dropped to the ground a change of possession results. The mark for the change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is the greatest advantage to the team gaining possession. If the ball contacts the ground while still under the control of a player (eg. falling over) a change of possession DOES NOT result and play is to continue.

7.4 MISHANDED BALL.
If a player mishandles the ball and providing the ball does not go to ground, play is to continue. Should a touch be effected on a player in possession while the ball may not be physically in the hands (eg. while juggling or trying to maintain control), the touch is to count.

7.5 INTERCEPTS.
Intercepts by onside defending players are allowed. Following an intercept play continues until the first touch is effected, a touchdown is scored, or a stoppage occurs as a result of other actions. Providing the same player retrieves the ball prior to it going to ground, any knock forward resultant from an intercept is allowed. Players may intercept behind the defending scoreline. If a player in possession is touched or effects a touch whilst on or behind their defending scoreline the touch counts and play is restarted with a rollball five (5) metres forward of the scoreline from where the player is touched.

8 PASSING

8.1 GENERAL. A player in possession may pass, flick, knock, throw or otherwise deliver the ball to any other onside player in the attacking team.

8.2 FORWARD PASS. A player in possession is not to pass, flick, knock, throw or otherwise propel the ball in a forward direction. A player who in attempting to control the ball, juggles or knocks the ball forward is not to be penalised, provided the player regains the ball.

Ruling: A penalty awarded to the non-offending team at the mark where the ball was passed, flicked, knocked, thrown or otherwise propelled forward.

Explanatory Notes
A penalty is to result from a forward pass even if the receiver was in an onside position prior to the pass.

A forward pass is to be penalised even if the ball goes to ground or if it is after the last (6th) touch.

8.3 PASSING INTO OPPOSITION.

A player who passes the ball at or towards a defending player and thereby causing the ball to go to ground shall lose possession. However if the defending player attempts to catch the ball or play the ball and the ball goes to ground the attacking team retains possession.

Play is restarted at the mark where the ball goes to ground or at the position of greatest advantage to the non-offending team. The touch count is restarted.

9 THE ROLLBALL

9.1 WHEN REQUIRED. A player is to perform a rollball under the following circumstances.

(a) when a touch has been effected
(b) when possession changes due to the sixth (6th) touch
(c) when possession changes due to the ball going to ground
(d) when possession changes due to an infringement by an attacking player at a rollball or tap.
(e) when possession changes due to the dummy half being touched (or effecting a touch) or when the dummy half places the ball on or over the attacking scoreline.
(f) when possession changes due to a player in possession crossing the sideline, or
(g) when so directed by the referee.

9.2 METHOD.

The attacking player is to position on the mark, face the opponent’s (defending) scoreline, be parallel to the sidelines and roll the ball backwards along the ground between the feet a distance of not more than one (1) metre. Once the ball is placed on the mark the attacking player may step forward over the ball. The player performing the rollball can not retrieve the ball. There is no requirement for the ball to be picked up to commence the rollball, but the rollball must be performed on the mark.

Ruling: A change of possession at the mark and play will recommence with a rollball.

Explanatory Notes

A Players not performing the rollball on the mark will be penalised.
B Players who deliberately run on following a touch or who delay the rollball will be penalised at the mark.

9.3 ATTACKING TEAM.

Any other player of the attacking team may receive the ball from the rollball and thus become the dummy half. The dummy half may pass or run with the ball, however, if a touch is effected on or by the dummy half then a change of possession will result. The dummy half is not to delay picking up or gathering the ball. The player who performs the rollball is not permitted to obstruct or otherwise prevent the defending team from gaining possession or effecting a touch on the dummy half.

Ruling: A penalty awarded to the non-offending team at the mark where the infringement occurred.
9.4 DEFENDING TEAM.
All players of the defending team are to retire a distance of not less than five (5) metres from the mark for the rollball. Players of the defending team are not permitted to move forward of their five (5) metre positions until the dummy half has made contact with the ball. The dummy half is permitted to use the foot to control the ball.

Ruling: A penalty awarded to the attacking team along a line five (5) metres forward of the mark for the rollball and nearest the infringement.

Explanatory Notes
A Any defending player involved in a touch must immediately retire to a position along a line five (5) metres or to their defending scoreline.
B Defending players who are offside at the rollball are liable to penalty and must remain out of play until a touch as been effected or until they have reached an onside position.
C In an attempt to encourage a free-flowing match, referees should warn offside players (or teams) and use the advantage rule as applicable (eg. if a warned offside player moves to make a touch, the referee may call “play on” rather than stop play and penalise the offender). However if the referee hasn’t warned the player (or team) s/he cannot call “play-on” and must allow the touch or penalise the offending player.
D The dummy half must pick up the ball without delay.
E Should the dummy half or other attacking players effect a touch on an offside defender following a quick rollball, the touch will count and the dummy half would lose possession). The dummy half is not permitted to score touchdowns. They are unrestricted as to where they can run.

9.5 ACTIONS WITHOUT DUMMY HALF IN POSITION.
When the player in possession is required to rollball without a dummy half in position, players of the defending team may move forward of their five (5) metre positions as soon as the ball is played or leaves the hands of the player in possession. Should a defending player gain possession the match is recommenced with a rollball at the mark. NO DIVING TO GAIN possession is allowed.

9.6 VOLUNTARY ROLLBALL. A player in possession is not to perform a rollball unless a touch has been effected. A player in possession may run or stand with the ball extended towards the ground without penalty. However a voluntary rollball applies as soon as the ball is rolled.

Ruling: A penalty awarded to the non-offending team at the mark where the rollball occurred.

10 THE TOUCH

10.1 GENERAL.
Players of both defending and attacking teams are to use the minimum force necessary to effect touches.

Ruling: A penalty awarded to the non-offending team at the mark and, as a minimum a warning to the offending player.
10.2 BALL KNOCKED FROM HANDS.
If the ball is knocked from the hands of a player in possession during a touch, the touch counts and
the player retains possession and is required to perform the rollball (unless it is the sixth (6th)
touch. A player will be instructed to regather the ball if it is knocked or dropped to the ground
during or following a touch. This is not to be confused with the player not having control of
possession. Players who attempt to delay play by such deliberate acts will be penalised at the mark.

10.3 ACTIONS FOLLOWING TOUCH.
After a touch has been effected 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 rollball without delay.

Ruling: A penalty awarded to the defending team at the mark.

10.4 PASSING AFTER TOUCH.
A player is not to pass or otherwise deliver the ball after a touch has been effected.

Ruling: A penalty awarded to the defending team at the mark where the touch occurred.

Explanatory Notes
A If defending players effect a touch after an attacking player has delivered the ball,
play continues and ‘play on’ is called by the referee.
B Players who pass or otherwise deliver the ball after a touch has been effected will be
penalised even if:
   (i) it is after the last (6th) touch
   (ii) the ball goes to ground
   (iii) it occurs after a touch is effected on the dummy half.

10.5 CLAIMED / DISCLAIMED TOUCH.
A player must not claim or otherwise call for a touch unless a touch has actually been effected.
Similarly a player must not disclaim a touch when a touch has actually been effected.

Ruling: If an advantage is apparent the referee will indicate “play on” otherwise a penalty is
awarded to the non-offending team at the mark where the touch was either claimed or
disclaimed.

Explanatory Notes
A Unless the referee is sure no contact is made, the referee should
acknowledge all claimed touches and call back the player in
possession for a rollball. Should the referee observe a defending player
claim a touch without contact and unless there is an advantage to the
attacking team, a penalty and a warning are to be awarded.

10.6 THE MARK.
The mark for the rollball is the position where the attacking player in possession of the ball is at the
time of the touch. If in doubt as to the location of the mark for the rollball the player in possession
should check with the referee.

Ruling: A penalty awarded to the attacking team five (5) metres forward of the mark for the
rollball.

10.7 INTERFERENCE AFTER THE TOUCH.
Following a touch the ball is deemed to be dead and is brought into play at the rollball when the dummy half touches the ball or, if there is no dummy half in position when the ball leave the hand/s (see Rules 9.4 and 9.5). Defending players are not to interfere with the player in possession or otherwise prevent the immediate rollball after a touch is made.

Ruling: A penalty awarded to the attacking team five (5) metres forward of the mark for the rollball.

10.8 TOUCHED WHILE SCORING. On the occasion a player is touched over the scoreline without the player grounding the ball a touch is effected, the touch counts and a touchdown is not awarded. The player in possession is to move from that point to a position five (5) metres from the scoreline and perform a rollball provided it is not the sixth (6th) touch.

10.9 TOUCH ON OFFSIDE DEFENDER. Should a player in possession effect a touch on an offside defender, who is making every effort to retire and remain out of play, the touch shall count. If the player in possession is the dummy half, than a change of possession will result.

11 BALL ON OR OVER SIDELINE/SCORELINE.

11.1 ON OR OVER SIDELINE. The ball becomes dead when it or a player in possession touches or crosses the sideline and a change of possession results. However, if a player in possession is touched prior to crossing the sideline, then the touch counts and play restarts with a rollball at the mark where the touch occurred.

Ruling: The team not responsible for the ball touching or crossing the sideline restarts play with a rollball five (5) metres infield from where the ball or the player in possession touched or crossed the sideline, or at the position of best advantage to the non-offending team.

11.2 BALL ON OR BEHIND DEFENDING SCORELINE. If a player in possession of the ball is touched whilst on or behind their defending scoreline, the touch counts and play is restarted with a rollball five (5) metres in field from where the play in possession was touched.

11.3 ACTIONS NEAR DEFENDING SCORELINE. An attacking team is not required to rollball within five (5) metres of their defending scoreline. After each touch the player in possession may move directly forward of the mark to the five (5) metres broken line to restart with a rollball. Defending players must retire five (5) metres from the rollball.

11.4 ACTIONS NEAR ATTACKING SCORELINE. When a touch is effected within five (5) metres of the attacking scoreline, the player in possession may move directly behind the mark a distance of up to five (5) metres to the broken line to restart play with a rollball.

11.5 ACTIONS FURTHER THAN FIVE (5) METRES FROM DEFENDING SCORELINE.
When the defending team is required to defend further than five (5) metres from the defending scoreline, without delay the team must move forward to positions either on or forward of the five (5) metre broken line.

**Ruling:** A penalty awarded to the attacking team at the position of the ball at the time the offence is first identified.

**Explanatory Notes**

A When the defending team has moved forward they are only permitted to retire behind the five (5) metre broken line or to their defending scoreline when:
   (i) a touch is effected on or by the player in possession
   (ii) when the player in possession reaches the five (5) metre broken line.

B Before a penalty is awarded in accordance with Rule 11.6, the referee must warn the defending team to move forward. If the defending team does not move forward in accordance with the referee’s direction a penalty will result.

C If the same situation arises again after a penalty has been taken (that is, within the attacking team’s following six possessions, and the defending team still refuses to move forward, another penalty is awarded to the attacking team. In addition the referee will instruct the captain of the defending team to remove one (1) player from the field. That player (or a substitute) cannot be replaced until the defending team gains possession.

D When the player in possession is on or within five (5) metres of their attacking scoreline the defending team are permitted to remain on and defend their scoreline.

E Players who are onside at their defending scoreline may lean over the scoreline to touch an attacking player and remain onside provided both feet remain behind the scoreline and contact with the ground is not made with the hands inside the field of play.

12 **BALL TOUCHED IN FLIGHT**

12.1 **INTENTIONAL CONTACT BY DEFENDER.**
If the ball goes to ground following a defender’s attempt to gain possession, the attacking team retains the ball and the touch count restarts. This also applies if the defending player deliberately knocks the ball to ground. The mark where the rollball occurs is where the ball first pitches or where the defender touched the ball, whichever is the greatest advantage for the attacking team. If the ball is passed forward and then deflected or played at by a defending player back to the attacking team or to ground, Rule 8.2 (Forward Pass) applies with a penalty awarded to the defending team. If a player deliberately knocks the ball to ground, a penalty will be awarded where the ball contacts the ground or 5 metres into the field of play.

12.2 **INTENTIONAL CONTACT BUT NOT TO GROUND.**
If a defending player touches the ball in flight and the ball is retrieved by an attacking player, play continues and the touch count restarts at the next touch. If a ball deflected from a defending player travels in a forward direction and is then retrieved by a player of the attacking team, play should continue and the touch count restarts at the next touch.

12.3 **INTENTIONAL CONTACT AND TOUCHED AGAIN BY Attacker.**
If an attacking player attempts to gather the ball after a deflection by a defender and the ball goes to ground the attacking team retains possession and the touch count restarts as for Rule 12.1 above. If an attacking player considers a deflection from a defending player is difficult to retrieve, the play may either let the ball go to ground and receive six (6) more touches at the mark of greatest advantage, or attempt to retrieve the ball, and even if the ball then goes to ground receive six (6) more touches at the mark of greatest advantage.

12.4 REBOUND AND BALL TO GROUND.  
If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball goes to ground, a change of possession results and the play restarts with a rollball where the ball first pitches or where the ball rebounded from the defender, whichever is the greatest advantage to the team gaining possession. Unintentional contact by a defending player includes contact on the arms and hands providing an attempt is not made to secure possession.

12.5 REBOUND BUY NOT TO GROUND.  
If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball is regained by an attacking player, play and the touch count continue.

13 OFFSIDE

13.1 ATTACKING TEAM.  
A player in the attacking team is offside when that player is in front of the player who has possession or who last had possession. In general play, offside attacking players who interfere with play should be penalised.

13.2 ATTACKING PLAYER OFFSIDE AT TAP.  
Attacking players are to remain onside at a tap until the ball has been tapped.

Ruling: A change of possession at the mark and play will recommence with a rollball.

13.3 DEFENDING TEAM. A player of the defending team is offside when:
(a) They are not ten (10) metres from the mark for the commencement and recommencement of play (Rule 6.5)
(b) They are not five (5) metres from the mark for a rollball or on or behind their defending scoreline (Rule 9.4)
(c) They are not ten (10) metres from the mark for a penalty or on or behind their defending scoreline (Rule 15.5)

Ruling: A penalty awarded to the attacking team in accordance with the above Rules.

Explanatory Notes  
A A defending player must have both feet behind the defending scoreline to be onside when a rollball occurs within five (5) metres or a penalty is awarded within ten (10) metres of the player’s scoreline.

14 OBSTRUCTION

14.1 ATTACKING TEAM.
Players of the attacking team are not to obstruct defending players from attempting to effect a touch. A player in possession must not run or otherwise move behind the referee or other players in the attacking team in an attempt to avoid a touch. Obstruction here is defined as a deliberate attempt by an attacking player to gain an unfair advantage by preventing a player from effecting a touch.

**Ruling:** A penalty awarded to the defending team at the mark where the offence occurred.

**Explanatory Notes**

A If the player in possession notices an obstruction by a team mate, the player may stop and wait to be touched without being penalised.

B Accepted sub-unit skills such as wraps or run-around do not constitute an obstruction.

C If a player in possession or a defender runs into the referee or the referee runs into either of the players, “play on” should result if there is no advantage either way. However, if the incident has an effect on the proceedings, a rollball should be called with no effect on the touch count.

### 15 THE PENALTY

#### 15.1 GENERAL.
A penalty is to be awarded for an infringement by any player in accordance with the rules contained herein.

#### 15.2 LOCATION OF TAP FOR A PENALTY.
The mark for the tap is normally at the location of the infringement unless otherwise detailed in specific rules. For infringements which occur on the boundaries, within five (5) metres of the defending scoreline or outside the field of play, the location of the tap for a penalty is to be five (5) metres infield or on the five (5) metre broken line from the scoreline, from where the infringement occurred.

The player who is to take the tap is required to wait until the referee indicates the location of the mark before the tap can be taken. A player may take a quick tap providing the referee acknowledges such a request and providing the tap is taken at or behind the correct mark.

For the tap, players may take the ball directly behind the mark up to a maximum distance of ten (10) metres.

#### 15.3 METHOD.
A method of taking the tap for a penalty is detailed in Rule 6.4. the ball does not have to be lifted from the ground for the tap. However, the ball must be at or behind the correct mark prior to the tap being taken.

**Explanatory Note**

A If a player chooses to rollball in lieu of a tap, the player who receives the ball is not deemed to be a dummy half.

**Ruling:** A change of possession at the mark and play will recommence with a rollball.

#### 15.4 ATTACKING TEAM.
Players of the attacking team are to be onside at the tap.

**Ruling:** A change of possession at the mark and play will recommence with a rollball.
15.5 **DEFENDING TEAM.**

Players of the defending team are to be onside at the tap and must remain ten (10) metres from the mark or on or behind their defending scoreline (whichever is the closest) until the tap has been taken.

**Ruling:** A penalty awarded to the attacking team along a line ten (10) metres forward of the original mark and nearest the infringement.

**Explanatory Notes**

A If an attacking player effects a touch on an offside defending player (usually following a quick tap) in an attempt to gain a further penalty, the referee may call “play on” depending on the actions of the defending player, but only provided the offside player or team has been warned.

B If an offside defending player (whether that player is retiring or not) attempts to obstruct or effect a touch on an attacking player following a quick tap, the referee should play the advantage and allow play to continue or award a penalty, whichever is of greater advantage to the attacking team.

15.6 **PENALTY TOUCHDOWN.**

A penalty touchdown will be awarded if any action by a player or spectator deemed by the referee to be contrary to the Rules or spirit of the game prevented the attacking team from scoring a touchdown. When awarding a penalty touchdown the referee is to be sure that a touchdown would have occurred had it not been for the illegal action of the player or spectator concerned.

16 **ADVANTAGE**

16.1 The principal of advantage to the non-offending team is to apply at all times providing some advantage is readily obvious. Once a team is given the advantage that team does not necessarily forfeit the right to other action described in these rules.

Players should at all times play in accordance with the Rules of Touch and allow the referee to interpret advantage.

Players who use unnecessary force or whose actions unfairly prevent any other player from gaining an advantage will be liable to penalty.

17 **INJURIES / BLEEDING**

17.1 **INJURY.**

Should a stoppage in play occur as the result of injury, time is to continue and the duration of the match will not be extended.

17.2 **BLEEDING AND THE BLOOD BIN.**

No person may take part in any match if they reveal any evidence of bleeding. If any person within the field of play shows any evidence of bleeding or exposure of an open wound, that is likely to bleed, weep or otherwise discharge body fluid they must leave the field of play without delay.
Following adequate cleansing and covering of the wound the person may return to the field of play. Cleansing shall include any clothing or equipment.

Any player temporarily off the field of play due to any of the above conditions shall be deemed to be attending the “blood bin”. The referee may request that a player attend the “blood bin”. Injured players or players attending the “blood bin” may be replaced.

18 DISCIPLINE AND PLAYER CONDUCT

18.1 GENERAL. Players who infringe the Rules of Touch are liable to penalty or other appropriate action according to the seriousness of the infringement. Penalties are to be awarded in accordance with applicable rules and at the sole discretion of the organisers.

18.2 FREQUENT INFRINGEMENTS. A player who continually breaches the playing rules is liable to dismissal. Team captains are responsible for the conduct of players in their respective teams and should be aware that undisciplined players are disruptive to the spirit of the game.

18.3 DISMISSAL. Any player may be dismissed as follows:

(a) Period of time
A player dismissed for repeated infringements or any offence requiring more than a penalty is to move from the field of play and remain in a position midway along the sideline, not used for spectators, or substitution, between the playing fields. The dismissed player may not take any part in the game and if they do could be sent off as in 3 (b) below. The dismissed player cannot be replaced. The position shall be referred to as the “sin bin”. The referee is the sole judge of time for players in the “sin bin”. A player in the “sin bin” may join their team mates at half-time.

(b) Remainder of Match
A player dismissed after any previous period of time or for an offence such 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 ten (10) metres from the field of play. The dismissed player cannot be replace and the player incurs a two match suspension from all matches conducted by the Marist Touch Association.

Explanatory Note
A The referee is to advise the team captain as to the reason for a player’s dismissal.

18.4 STRIKING OFFICIALS.
Any player who is found guilty of striking and/or assaulting an official, referee or line judge is liable to disqualification from playing the game of Touch for life.

18.5 DISCIPLINARY REPORTS.
Officials are required to submit dismissal reports or any other reports required in accordance with the governing regulations of local associations. Referees must submit a written report on players sent from the field for the remainder of the match.

18.6 DISPUTE.
No player of team official may dispute or make any protest of a referee’s decision. Team captains may respectfully esquire of the referee matters of varying interpretations or causes of penalties. Any discussion is to be brief and polite and must not delay play.
18.7 MISCONDUCT.
Players guilty of misconduct will be penalised and could be excluded from the match.

   Misconduct includes:
   * Continual breaches of the Rules
   * Swearing
   * Backchatting referees or other match officials
   * Bad sporting behaviour
   * Fighting
   * Unnecessary physical force in making a touch
   * Attacking the head of an opponent
   * Tripping and/or making a player go to ground
   * Barging or shoulder charges
   * Any other action which is not in the spirit of the game.

19 THE REFEREE AND LINE JUDGES

19.1 THE REFEREE.
The referee is the sole judge of 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 match and in particular award penalties for infringements against the rules.

19.2 AUTHORITY OF THE REFEREE.
Players coaches and officiating referee.

19.3 AREA OF CONTROL.
The playing area under control of the referee extends from the boundaries of the field of play, to an area which covers substitute players and officials involved in the particular match.
SUMMARY OF MAIN CHANGES TO RULES

1. **END OF PLAY**
   The siren will sound, however play will continue until next dead ball, with penalties also being played.

2. If attacking and within five (5) metres of try line, now have choice of playing rollball on this mark, or retiring back to five (5) metre line. However if touched on the line, must retire back to five (5) metre line.

3. If a defender attempts to make a legal tag {no tagging / or contact of the head is allowed, ie. all touches to be from shoulder line down} and in doing so either dives or loses their footing, the referee will decide if the manner of the tag was dangerous in deciding whether to allow the tag or continue play or penalise.

4. Incidents of foul play or abusive play will be dealt with by the referee and administrators in a quick and severe way.

5. Over vigorous play will not be allowed.

6. Any players bleeding will not be allowed on the field of play until bleeding area has been dressed or sufficiently cleaned so no blood is evident.

7. The rules and associated notes are to be adhered to at all times.

**PLEASE ENJOY YOUR GAMES**