

HAUTAPU SPORTS JUNIOR TOUCH MODULE



GAME RULES

Simplified rules of Touch

Scoring:

A try will be awarded when a player places the ball on or over the try line prior to being touched. A try will be worth one point. If a Dummy Half scores it will result in a change of possession and the try will not count.

Substitutions:

Teams may interchange players at any time. Players coming onto the field may not do so until the player being replaced has come off.

Possession:

Change of possessions starts with a roll ball and shall occur:

- After the sixth touch
- When the Dummy Half is touched while in possession
- When the ball goes to ground
- When a player in possession steps out of the field of play
- When the ball is passed forward
- Whenever the referee indicates.

Play is started with a roll ball at the change of possession.

Passing:

A player in possession of the ball may pass, knock, throw or otherwise deliver the ball to any on-side player in the attacking team. Passing forward is not permitted.

The Tap:

The tap is taken by placing the ball on the ground next to the mark, releasing the ball from both hands, tapping the ball with the inside of either foot at a distance of no more than a metre and retrieving it cleanly. Any player from the attacking team may take the tap. A tap is also a way of restarting play after a try is scored.

The Penalty:

A player/team will be penalised when they have made an infringement. When a player/team is penalized, the opposing team shall restart play with a tap. The defending team must retire five meters from the mark until the ball is tapped.

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 no more than one metre. Players must not delay in performing the roll ball.

The Touch:

Players from both the attacking and defending team are permitted to effect the touch. A touch constitutes the contact with any part of the body, ball, clothing or hair. A minimum force is to be used at all times. The team in possession is entitled to 6 touches unless another infringement occurs.

Touch and Pass:

A player is not to pass the ball after a touch has been made.

The Dummy Half:

The dummy half is the person who picks up the ball after a teammate has performed a roll ball.

Offside/OnSide:

After a touch has been made all defending players must retire five meters from the mark. Defenders cannot move until the dummy half has touched the ball.

Sideline:

If a player with the ball crosses the sideline s/he is deemed to be out of play and a change of possession will occur. Play starts with a roll ball five meters from where the player went out. If a touch is made before the player goes out, then the touch counts.

Obstruction:

Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

The field of play:

The field is approximately 70m x 50m (score line to score line) substitution areas should be to the side of the field on either side of the halfway line. The try zone is the area beyond the scoreline.

Team Composition:

A team may consist of up to 10 players. A max of 6 players is allowed on the field at any one time. A mixed team is made up of a ratio of male/female players. The team is not permitted to field more than five male or female players or not less than one male or female player at any time.

Duration:

The match shall be 12 minutes each way with a 2 minute half time

Player uniform and footwear:

All team members must be correctly attired in team uniforms. Footwear with molded soles is permitted. Bare feet, spikes and footwear with screw-in studs are not permitted. Players are not to wear any item of jewellery.