

CURTIN STADIUM

TOUCH RUGBY SOCIAL SPORT RULES

These <i>Social Sport Rules</i> must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: socialsports@curtin.edu.au)
Playing Area	Curtin Stadium staff will mark an appropriate field on Edinburgh oval.
Game Length	2 x 20 minute halves.
Half Time break	3 minutes

1. GENERAL RULES

- (a) 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** (described in the table below) the ball carrier. Either defending or attacking players may initiate Touches upon which, play stops and is restated with a **Rollball** (described in the table below), unless other rules apply.
- (b) The attacking team starts the match with a **Foot Tap** (described in the table below), 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.
- (c) All players of the defending team are required to retire a distance, determined by the referee, from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.
- (d) Providing other rules do not apply, the team with the ball is entitled to 6 Touches before changing possession with the opposing team.
- (e) Following the sixth Touch or the loss of possession due to any other means, 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.
- (f) If the ball is dropped to the ground, a change of possession is the result. The mark for a change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is of greater advantage to the team gaining possession.
- (g) Intercepts by onside defending players are allowed. Following an intercept, play continues until the first Touch occurs, a touchdown is scored, or a stoppage occurs as a result of other actions.
- (h) If the ball goes to ground following a defender's attempt to gain possession, or if the defending player deliberately knocks the ball to the ground - the attacking team retains the ball and the Touch count restarts. The mark where the Rollball occurs is where the ball first pitches or where the defender Touched the ball, whichever is of best advantage to the attacking team.
- (i) A Touch made following an intercept or following a ball being Touched in flight will be zero Touch.
- (j) 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.

Rollball	<ul style="list-style-type: none"> ○ Upon a change in possession a player is to perform a Rollball. ○ The attacking player is to position on the mark, face the opponent's (defending) score line, stand parallel to the sidelines, and roll the ball backwards along the ground between the feet a distance of not more than 1 metre. Once the ball is placed on the mark, the attacking player may step over the ball. ○ Any other player of the attacking team may receive the ball from the Rollball and thus become the half. The half may pass or run with the ball. However, if Touched, loses possession. ○ Players of the defending team are not permitted to move forward until the half has made contact with the ball. Defenders will be required to retire a set distance of 7 metres from the ruck as opposed to the current 'not less than 5 metres' rule. This will improve consistency in its application and is more in line with what is currently being applied across our sport
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	<ul style="list-style-type: none"> ○ The defender will be required to retire to an onside position without interfering or impeding the attacking team. This rule will replace the requirement to return to an onside position without changing direction. A player may now choose any direction and change that direction, as long as their actions do not interfere with the attacking team.
Foot tap	<p>The foot tap is taken by placing the ball on the ground at or behind the mark, tapping the ball the foot. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.</p>
The Touch	<ul style="list-style-type: none"> ○ Players of both defending and attacking teams are to use the minimum force necessary to make Touches. ○ 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 they are required to perform a Rollball. The Touch count continues, unless it is the 6th Touch. ○ After a Touch has occurred, the player in possession is required to stop, return to the mark where the Touch occurred (if the mark has been over-run) and perform a Rollball without delay. ○ A player is not to pass or otherwise deliver the ball after a Touch has occurred. If a player passes the ball after being Touched, they lose possession. ○ A player must not claim or call for a Touch unless Touch has actually occurred. ○ The Rollball mark depends on the position of the player in possession when the Touch occurs. ○ If a player places the ball on the ground on or over the score line at the same time a Touch occurs, the Touch counts and a touchdown is not awarded. ○ Should a player in possession make a Touch on an offside defender who is trying to retire and remain out of play, the Touch counts. ○ If a player in possession of the ball is Touched after crossing the attacking score line and prior to the scoring of a touchdown, the Touch counts. Play is restarted with a Rollball made 5 metres infield from where the player in possession crossed the score line. ○ If a player in possession of the ball is Touched while on or behind their defending scoreline, the Touch counts and play is restarted with a Rollball made five 5 metres infield from where the player in possession was Touched.

2. PLAYERS

- (a) The maximum number of players on field at any time is 6.
- (b) The minimum number of players on field at any time is 4.
- (c) Each team must have 2 female players on the field at all times. There are no maximum female player requirements for a game (teams can elect to play in the mixed competition with an all-female team).
- (d) If a team has an incorrect ratio of players it will either be ineligible to play or the referee and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

3. SUBSTITUTION OF PLAYERS

Substitution of players can only occur upon request to the referee and at a possession changeover.

4. PLAYER EQUIPMENT

Players must wear appropriate shoes in good condition. Curtin Stadium staff have the right to check footwear prior to each match to ensure 'studs' are safe.

5. SCORING

- (a) A touchdown is awarded when a player (without being Touched and being a player other than the half) places the ball on the ground on or over the team's attacking score line and within the boundaries of the Touchdown Zone.
- (b) A touchdown is worth 1 point.

6. CAUTIONS, WARNINGS, SEND OFFS

- (a) Umpires may issue cautions, warnings or send offs at any time in their discretion.



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- (b) For minor offences, a player may be sin binned without replacement (duration at the discretion of the referee). Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field without replacement for the remaining duration of the game. Other penalties may also apply.

7. SUSPENSIONS AND EJECTIONS

- (a) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing Team will be taken seriously.
- (b) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
- (c) Any player that receives two technical fouls in one game will be ejected from the game. If this results in the Team not having enough numbers to play on then that Team will forfeit the game.

8. ADVANTAGE

The referee will refrain from blowing the whistle for an infringement when by doing so the non-infringing team would be disadvantaged. The referee will indicate this by calling 'advantage' and stating the infringement.

9. FORFEITS AND WITHDRAWALS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 10 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

10. FINALS

- (a) The top 4 teams (according to competition points for the season) will be eligible to play finals.
- (b) If there is a draw in the final fixtures, teams will go to extra time consisting of 5 minutes and the team that scores the first try within this period will be declared the winner (golden try).
- (c) If scores are still tied at the end of the extra time, the team that ranked higher at the end of the group matches will be declared the winner.

11. REFEREE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.