



TOUCH TERMINOLOGY

Below are some Touch-specific terms. The list is not meant to be comprehensive.

- **Attacking Scoreline:** the line on or over which a team has to place the ball to score a touchdown.
- **Defending Scoreline:** the line which a team has to defend or prevent a touchdown.
- **Dummy-Half:** the player who picks up the ball after a team-mate has performed a rollball. If touched, possession is handed over. Dummy-half cannot score a touchdown.
- **Dummy Pass:** A dummy or feint refers to a particular player deceiving the opposition into believing he is going to pass but instead retaining and running with the ball.
- **Dump or Quickie:** a quick rollball to further attacking opportunities from the ensuing play. At levels above beginners these constitute a high proportion of all touches/roll balls.
- **Fade or Drag:** an angled run forwards and towards the wing/sideline in an attempt to drag the defenders sideways and potentially open up gaps on the open side.
- **Link:** the player position between the middles and the wings (the second player from the sideline).
- **Mark:** the location on the field where the attacking player is at the time of touch, or the position where a tap is awarded as a result of an infringement
- **Middle:** the player position in the middle of the players (the third player from either sideline).
- **Open Side:** the side of the ball carrier with the most number of players.
- **Phantom:** a defensive player claiming a touch when no touch had in fact been made. Frowned upon by the vast majority of players. A "yes/no" call is also regarded as a phantom. If spotted a phantom call results in a penalty, forced sub or sin bin.
- **Positions:** Advanced level teams are generally split into three positions: two "wings" (the players on either edge of the field i.e. 'right wing' and 'left wing'); two "middles" (the central players); and two "links" (the players between the wings and middles, one on each side of the field i.e. 'right link' and 'left link'). *Re-Align:* when an attacker moves back into an onside position (behind the ball) after passing or making a touch.
- **Rollball:** must be performed once a player in possession is touched by the opposition or after a turnover. The rollball is performed by placing the ball on the mark, and either rolling the ball backwards, or stepping forward over it. The ball is picked up by another player on the attacking team (see dummy-half). Above a beginner level, players usually never actually roll the ball along the ground.
- **Settle:** attacking play intended to promote the ball down the field rather than specifically result in a touchdown (aka 'doing the yards').
- **Scoop:** an attacking move following the dump, whereby a player runs from the half position in an attempt to get past the defensive line.
- **Short Side:** the side to the ball carrier with the least number of players.
- **Step:** to beat (i.e. run past) an opponent by changing direction suddenly.
- **Squeeze/Sliding Defence:** The 'sliding defence' requires that gaps are left at either edge of the field at the end of the defensive line, which aims to squeeze more players around the area of play. This allows the line to be at its strongest around the position of play, thus leaving the attacking side less opportunity to run through the line. Should the attacking side move the ball towards one edge of the field in an attempt to go around the defensive line, then the entire defensive line will move in that direction; this is known as squeezing or sliding.
- **Switch or Cut:** an attacking move where the ball player passes to a receiver in the direction that the receiver has come from, as they run angled lines that cross over with the receiver running behind the ball carrier.
- **Touch:** is contact on any part of the body between a player in possession of the ball and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession.
- **Touchdown:** is the result of an attacking player, except the dummy half, placing/grounding the ball on or over the teams attacking scoreline.
- **Wing:** The player position nearest to each sideline.
- **Wrap or Loop:** a variation on the switch move where the ball carrier passes to the receiver then runs behind them to the other side to receive the ball again.



SIMPLIFIED RULES OF TOUCH

1. **Duration:** A Junior game shall be 15 minutes each way. Modules may alter the duration of games to suit their particular requirements, and include a half time break if time allows.
2. **Extra Time and the Drop Off:** When a match is drawn and a single winner is required, extra time is played and teams drop off players every two minutes. The first team to score a Touchdown wins the match once both teams have had possession (not normally used in junior competition rounds).
3. **Field of Play:** The field is 70m long (shoreline to shoreline) and 50m wide. Substitution boxes measuring 20m x 5m shall be on both sides of the field. Touchdown zone is the area beyond the scoreline. Year 1&2 grades play on a half touch field.
4. **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 game, depending on the severity of the offence.
5. **Mixed Teams:** A mixed team can be made up of any ratio of male/female players. The team is not permitted to field more than three male players or not less than one female player at any time.
6. **Offside/Onside:** After a touch has been made all defending players must retire 5 meters from the mark. Defenders cannot move up until the dummy half has touched the ball.
7. **Passing:** A player may pass, flick, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.
8. **Penalty:** A player/team will be penalised when they infringe particular 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.
 - **Touch and Pass:** A player is not to pass the ball after a touch has been made.
 - **No Touch:** a player in possession is not to perform a rollball unless a touch has been effected.
 - **Forward Pass:** a player in possession is not to pass, flick, knock or throw the ball in a forward direction.
 - **Off The Mark:** a player performing a rollball must position on the mark.
 - **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.
9. **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.
10. **Possession:** The team with the ball is entitled to six touches prior to changing possession with the opposing team. A change of possession shall occur:
 - After the 6th touch.
 - When dummy half touched while in possession.
 - After incorrect rollball.
 - When ball to ground.
 - When a player in possession steps out of the field of play.
 - Whenever the referee indicates.Play is restarted with a rollball at a change of possession.
11. **Scoring:** A touchdown will be awarded when a player places the ball on or over the scoreline prior to being touched. A touchdown will be worth one point.
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 rollball up to 5 metres in from when the player went out. If a touch is made before player goes out, then the touch counts.
13. **Substitution:** Teams may interchange players at any time (rolling subs). 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 appropriate team's substitution box (this is 10m either side of halfway). There is no limit to the number of times a player may sub.
14. **Tap:** The tap is taken by placing the ball on the ground on the mark, releasing from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving it cleanly. Any player from the attacking team may take the tap.
15. **Team Composition:** A team may consist of up to 14 registered players. A maximum of six are allowed on the field at any one time. A minimum of four is required to play.
16. **The Touch:** Both the attack and the defence players are permitted to initiate (effect) the touch. A touch constitutes 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.
17. **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.
18. **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.