**TPSS TOUCH RULES**

We play by the ATA Rules. The following is a simplified set of rules to help teachers who are new to the sport and covers most situations during a normal interschool game.

Object: To place the ball down on or over your try line using an allowable maximum of 6 touches.

**Terms of the Game:**

 **Tap**

* is performed to start/re-start the game and also after a penalty has been awarded. The ball is placed on the ground, released from the hands, tapped with the foot and picked up again.

**Roll Ball**

* is performed after a touch has been affected or a change-over of possession has occurred. This puts the ball back in play. The ball is rolled between the legs but must not cover more than 1 m or a player may put the ball on the ground and step over it.

**Acting-half**

* is the player who stands behind the person who has been touched. The roll ball is performed to the Acting-half who may either run with the ball or pass it. (The latter option is preferable).

**Rules:**

1 . After 6 touches a change-over occurs ie. the other team gets the ball.

2. If the ball is dropped the other team gets the ball to be played where the ball hit the ground.

3. The ball must always be passed backwards. If the ball is passed or propelled forward a penalty is given to the other team. ie. They get the ball and the defensive team must be back 10m when the ball is tapped.

4. 'Touch and Pass' - The ball must not be passed after the player has been touched. If this occurs, a penalty is given to the other team.

5. Acting-half may run with the ball but if touched, a change-over occurs ( just a roll ball). Acting-half MAY NOT SCORE.

6 a. The defending team must always stand back in a line 5m from the person who was touched, or back level with the referee. If a player makes a touch and does not retire 5m before making another touch, he/she is called 'offside'. A penalty is given to the attacking side and a tap is taken where the offside player was standing. If a player never attempts to get back onside before making a touch, the same rule applies.

b. An advantage rule may be played in these circumstances. If the attacking team would have more of an advantage by letting the player run past the offside player ignoring the touch, then the referee would call 'play on' or 'play through' and the advantage rule would apply. In this instance, usually the referee would shout a warning to the offside player giving them an opportunity to get back onside before affecting a touch.

c. The defending team once on side may not advance until the acting half touches the ball. If the acting half is deliberately delaying picking up the ball a penalty should be awarded to the defending team. If there is no acting half the defending players may advance and either pick up the ball or touch the ball which results in a change-over of possession and they are to perform a roll ball on the spot.

7. ' Six to Go' - If the ball is touched in flight or knocked down by the opposition, the referee would call 'six to go' giving six more touches to the attacking side. If the ball hit the ground play would recommence with a roll ball.

8. To score a touchdown the ball must be placed down on or over the try line. If fumbled or dropped over the line, the other team performs a roll ball 5m out from their try line.

9 .If a player runs outside the field with the ball a change-over occurs 5m in from the sideline where the player had crossed it.

10. After a touchdown has been scored the other team re-starts play with a tap on half-way when the referee is in position and signals they are ready.

11. Substitutes may enter the field at any time and an unlimited amount of times. The player they are replacing must run to the sideline just behind their team and usually a tag of hands occurs as the substitute runs onto the field. However this is not necessary. Note: Only substitute while your team has the ball. This is not a rule but a widely adopted tactic.

12. A touch can be made on clothing, hair or the ball as well as the players themselves.

13. If a 'touch' is affected as a touchdown is being scored, and the referee judges it to be simultaneous they are to award the touch.

14. Any unnecessarily rough play or language should be given one warning and if the player persists in this behaviour, he/she should be 'timed' behind the tryline and brought back into the game at the referee's discretion. The 'timed' player may be replaced by another player from the same team.

15. When the defending team is defending their own tryline, and are therefore standing behind the line to be onside, the referee must ensure that the defending team moves forward (after the ball has been played) towards the attacking team, and keeps moving forward until a touch is made. Teams are no longer allowed to stay on the line to defend. If a team fails to move forward, they should be penalised.

**DRESS REQUIREMENTS**

***Mandatory***

a. All players must wear shoes and socks. No shoes with metal studs are permitted. (Correct Touch shoes are not necessary)

b. All players must wear a uniform shirt, preferably a school uniform

c. Players must remove all jewellery during a game, including earrings. These may also be taped.

d. All players must have fingernails short enough so that they cannot be seen above their fingers. Long fingernails may be taped.

***Optional***

a. Players may wish to wear some form of hat whilst playing. Eg. a soft brim or visor (foam only).

b. Players may wish to wear either bike pants or shorts. This is up to each individual coach and school expectations