



Rules of Touch for Pirongia Module

Team Composition

Each team is to supply a Captain / Spokesperson and a list of team members, to the Pirongia Touch Module Management committee.

A maximum of 7 players are allowed on the field at any one time. A minimum of 4 players is required for a match to begin. The team is not permitted to field a team with more than 4 male players or not less than 1 male player. Primary school boys may be classed as a female player. This must be clarified with the referee before the match begins.

NOTE: Semifinal / Final rounds – If teams are short, players from other teams cannot be utilized unless the player is from a lower section. The referee must be informed prior to the game beginning.

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 match. All officials, players and coaches involved in the match are under the control of the referee.

Scoring

A touchdown will be awarded when a player places the ball on or over the try line prior to being touched. A touchdown will be worth 1 point for a male and two points for a female. Dummy half is not permitted to score a touchdown.

Substitution

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

Possession of the ball

When possession changes, the defending team, must retire 5 metres from the mark.

A change of possession (turnover) will occur when:

- The ball goes to ground
- Dummy half is touched while in possession
- Dummy half scores a touchdown
- The 6th touch occurs
- The player in possession steps on or over the touch line
- Forward pass
- Performing a rollball off the mark





Passing

A player may pass, knock, throw or otherwise deliver the ball to any onside player in their team. Passing forward will result in a turnover.

The Tap

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of no more than one metre and retrieving the ball cleanly. Any player from the attacking team may take the tap.

The Penalty

When a player / team is penalised, the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire 10 metres from the mark until the ball has been tapped. Play restarts with a tap when the following infringement occurs:

- Defenders offside at the rollball or tap
- Deliberately delaying play
- Touch and Pass
- More than 7 players on the field
- Using more than the minimum force to make a touch

Rollball

A means of restarting play. Players must perform the rollball on the mark while facing their opponents defending shoreline and rolling the ball backwards between their legs a distance of no more than 1 metre. Players must not delay performing a rollball.

The Touch

Players from both teams are permitted to effect the touch. A touch is a 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.

Touch and Pass

A penalty will be given, if a player passes the ball after a touch has been made.

The Dummy Half

The dummy half is the person who picks up the ball after a team mate has performed a roll ball. Slow play of the ball will result in a penalty.

Offside / Onside / Defense

After a touch has been made all defending players must retire 5 metres from the mark. After a penalty has been given, all the defending players must retire 10 metres from the mark.

The defending team cannot advance until the dummy half plays the ball. However, the defending team may advance if the dummy half is not within 1.0 metre of the play of the ball.





Sideline

If a player with the ball touches or crosses the sideline, they are deemed to be out of play and a turnover occurs. If a touch occurs before the player goes out, the touch counts.

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.

Duration and start times

The match at Pirongia touch shall be 14 minutes each way with a 3-minute break at half time. The game start times will be 6.15pm, 6.50pm and 7.25pm. A hooter will start and end each half.

Note: Please assemble your teams near your designated field before your allocated time as games will begin immediately on the start times given.

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 a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.

Results

Each team is to fill in their result on the "results board" in the clubrooms. Failure to do this will result in no points being awarded to that team. Results can also be viewed on our web site.

2 points are awarded to the winning team for a win.

1 point are awarded to the winning team for a draw.

0 points are awarded to the winning team for a loss.

