CURTIN STADIUM INTER-DEPARTMENTAL SPORTS CHALLENGE TOUCH RUGBY RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Inter-Departmental Sports Challenge Touch Rugby Competition.

1. The Playing Area
   - Curtin Stadium staff will mark an appropriate field on Edinburgh oval.

2. Players
   - The maximum number of players on the field at any given time is five (5).
   - The minimum number of players on the field without incurring a forfeit is four (4).
   - The minimum number of females on the field at any given time is two (2).

3. Player Equipment
   - All players are required to wear a team uniform consisting of the same coloured tops. Teams who do not have a team uniform will be supplied with stadium bibs.
   - All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
   - Nails must be cut.
   - Appropriate covered footwear must be worn. Curtin Stadium staff have the right to check footwear prior to each match to ensure ‘studs’ are safe.

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

5. To Play
   - All weekly game fees must be paid prior to the start of scheduled games.
   - Team captains are required to write the names of each of their players on the back of the payment receipt and give it to the umpire before the game.
- Games will be forfeited if a team is not ready to play within five (5) minutes of the scheduled start time.

6. **Length of the game**
   - All matches shall consist of five (5) minutes warm-up and 2 x 10 minute halves with three (3) minutes break at half time.

7. **Competition points**
   - Win = 3 points
   - Draw = 2 points
   - Loss = 1 point
   - Forfeit = 0 points (a 10-nil score will be given to the winning team)
   - Bye = 0 points

8. **Finals procedures**
   - In the event of a draw in the final fixtures, teams will go to extra time consisting of five (5) minutes and the team that scores the first try within this period will be declared the winner (golden try).
   - In the event that 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.

9. **Group Standings**
   - If two or more teams are equal on points at the end of the group matches, the team with the greater tries for and against percentage will rank higher within the group standings.
   - If two or more teams are on equal points and have equal tries for and against percentage at the end of the group matches, the team who has scored the greater number of tries will rank higher within the group standings.
   - If two or more teams are on equal points, have equal tries for and against percentage and have scored the same number of tries at the end of the group matches, the team who won the game between the two teams during the group stages will rank higher within the group standings.
   - If two or more teams are on equal points, have equal tries for and against percentage, scored the same number of tries and drew their group match, a toss of the coin by the Challenge Organiser will determine who will rank the higher team within the group standings.

10. **Mode of Play.**
    - 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 the ball carrier. Either defending or attacking players may initiate touches upon which, play stops and is restated with a Rollball, unless other rules apply.
11. Scoring.
- A touchdown is awarded when a player (without being touched and 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. A touchdown is worth one (1) point.

12. General Rules
- The attacking team is to start the match with a foot tap 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.
- 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.
- 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.
- Providing other Rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.
- 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.
- 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.
- Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is affected, a touchdown is scored, or a stoppage occurs as a result of other actions.

13. Rollball
- 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 one (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.
14. The Touch
- Players of both defending and attacking teams are to use the minimum force necessary to effect 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 the Rollball. The touch count continues, unless it is the sixth (6th) touch.
- After a touch has been effected, 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 been effected. If a player passes the ball after being touched, the lose possession.
- A player must not claim or otherwise call for a touch unless a touch has actually been effected.
- The mark for the Rollball is dependent on the position of the player in possession at the time of the touch.
- On the rare occasion a player places the ball on the ground on or over the score line at the same time a touch is effected, the touch counts and a touchdown is not awarded.
- Should a player in possession effect a touch on an offside defender who is making every effort to retire and remain out of play, the touch is to count.
- 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 five (5) metres infield from where the player in possession crossed the score line.
- If a player in possession of the ball is touched whilst on or behind their defending scoreline, the touch counts and play is restarted with a Rollball five (5) metres infield from where the player in possession was touched.

15. Ball Touched in Flight
- If the ball goes to ground following a defender’s attempt to gain possession, the attacking team retains the ball and the touch count restarts. This also applies if the defending player deliberately knocks the ball to the ground. 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.
- If a defending player touches the ball in flight and the ball is retrieved by an attacking player, play continues and the touch count restarts at the next touch.
- 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.

16. Have Fun!