

AUSTRALIAN TOUCH  
FOOTBALL ASSOCIATION

**Playing Rules**



**REFEREE'S GLOSSARY  
OF  
TERMS**

1980



# The new Dunlop 'Grasports' with the sole that really grips.



• suede leather reinforced toe-cap.

• rubber toe-bumper built into the sole.

• fully padded for comfort.

• tested by top footballers.

• 84 rubber studs for real grip on grass.

• outer studs linked for strength and extra stability.

Dunlop has developed a unique shoe with a special sole designed to really grip on grass. *No one else has it.*

The secret is in the 84 rubber studs on each shoe, strategically located to give better traction, greater grip.

"Grasports" are really great for Touch Football and Hockey.

Get your "Grasports" now and let Dunlop give you a good run for your money.



• key-hole throat for increased instep flexibility.

**DUNLOP SPORTS FOOTWEAR**

COVERS MORE GROUND WITHOUT COSTING THE EARTH



# PRESIDENT'S MESSAGE

This is the first publication of the rules of Touch Football as agreed nationally and encompasses twelve years of the planning and development of a sport that has captured the enthusiasm and participation of thousands of sportminded Australians of all ages. Its popularity and tremendous growth rate is probably unparalleled in the development of any other sport in this country.

Competition Touch Football was born in the South Sydney district in 1968 and today the State of N.S.W. has over 40,000 players (men, women and children) taking part in a healthy, enjoyable, fitness game.

From N.S.W. the game spread interstate, firstly to Queensland and then to the southern States, including Tasmania and the A.C.T.

In November of 1978 an Australian National Association was formed affiliating all States under a national administration and in September of 1979 a much sought after standard set of rules were finally accepted to be implemented nationally in 1980. This original publication is the agreed set of rules and was supported unanimously by all State bodies. They will automatically eliminate the anomalies that not only existed within the States, but will also solve the problems that were previously complicating the interstate series.

On behalf of the Australian Touch Football Association may I take the opportunity of welcoming you one and all to your newfound sport and wish you many hours of enjoyment as well as the physical fitness that you will achieve whilst taking part in the game of TOUCH FOOTBALL.

Yours in Touch

Ray Vawdon  
*President*  
*Australian Touch Football*  
*Association*



# A.T.F.A. PLAYING RULES

## (Regulations for Interstate Matches)

### 1. **FIELD DIMENSIONS**

All matches to be played on a field approx. 50 metres wide by 70 metres long.

### 2. **TEAM COMPOSITION**

A team will consist of 7 players and 4 reserves. Reserves may interchange with players on the field of play whilst their team is in possession.

### 3. **TEAM DRESS**

All teams must be correctly attired in uniform (shirt, shorts, long sox & footwear) with the shirt being numbered (16 cm minimum). Footwear **must not** be spiked or screw-in studs.

### 4. **FINALS**

In the event of a draw in the final of a series, after an additional 10 minutes each way has been played, "try averages will determine the winner".

The remainder of the Rules and Regulations regarding Interstate competitions are as per Rules and Regulations of the Australian Touch Football Association. (The A.T.F.A. recommends that all affiliated associations abide by the above regulations.)



## A.T.F.A. PLAYING RULES

### 1. FIELD DIMENSIONS

The playing field shall be rectangular in shape, between 70 and 100 metres in length and between 50 and 70 metres in width.

### 2. TEAM COMPOSITION

(a) A team will comprise a minimum of seven (7) and a maximum of nine (9) players with four (4) reserves, who may interchange with players on the field during play. The number of players depends on the field size as above.

(b) If a team has less than five (5) registered players available after ten (10) minutes have elapsed from starting time, a forfeit will result.

### 3. TEAM DRESS

All players must be correctly attired in team uniforms with sixteen (16) cm numbering, as stipulated by the respective competition Committee. Any other apparel worn must not be visible.

### 4. DURATION OF PLAY

Play will be not more than thirty (30) minutes each way with not more than a five (5) minute interval, or as decided by the Competition Committee. There will be no time off during Competition matches unless for serious injury or under exceptional circumstances, which will be determined by the referee.

### 5. SCORING

(a) Scoring will be one (1) point for a try, by grounding the ball on or over the try-line.

(b) A referee may award a penalty try. If in his opinion a try would have been scored but for the unfair play of the defending team.

### 6. FINALS

(a) The number of teams to contest the "Finals" will be determined by the Association conducting the Competition.

(b) Positions will be determined by total competition points earned throughout the competition. The recommended points to be awarded are as follows:

WIN	—	3 points
BYE	—	3 points
DRAW	—	2 points
LOSS	—	1 point
FORFEIT	—	0 points

(c) In the event of competition points being equal, positions will be determined by try averages. These averages will be determined by dividing the margin of tries "for and against" by the number of games played. The team with the highest average will secure the higher position.



(d) In the event of averages being equal, the percentage method will apply and the team with the higher percentage will secure the higher position. These percentages will be determined by dividing "tries for" by "tries against" and multiplying the result by 100.

(e) If the situation is still tied, the Committee's Executive shall decide.

(f) In the event of a drawn game in the Finals, an additional ten (10) minutes each way will be played and if the game is still drawn a replay will result at a date and venue to be determined by the competition organising Committee. This rule may be varied by the organising Committee, provided it has been stated in the rules advertised for that particular competition.

## 7. **DISCIPLINE**

A Referee may dismiss a player from the field of play for any period of time, or for the rest of the game. If a player is sent from the field after already having been sent off for a part of the game, he is automatically suspended for the remainder of the game.

## 8. **JUDICIARY**

(a) No further penalty will result to a player who may have been dismissed from the field of play for "any period of time".

(b) A player dismissed from a match for the "rest of the game" will receive an automatic two (2) weeks suspension.

(c) The suspension will also apply to all other competitions conducted by the A.T.F.A. and its affiliates.

(d) A player has no right of appeal against an automatic suspension, but he must be given the right of representation before the full General Committee of the competition if the Executive Committee decides to take further action on the recommendation of the Referee or a Committee Executive Member.

(e) Any player found guilty of striking a Referee will be disqualified for life.

(f) Subject to the By-Laws of this Association, a player has a right of appeal against any suspension in excess of an automatic suspension to the Australian or State Associations. All such appeals must be in writing to the Secretary or Administrator of the Association conducting the competition and within seven (7) days from the date of the decision made that is the subject of the appeal. The Secretary or Administrator must then forward the appeal to the Australian or State Touch Football Association (as applicable) within three (3) days of receipt, which will then make arrangements for the executive to hear such appeal. The appeal must, however, indicate that there is new evidence not previously available and state the nature of such evidence. A deposit of \$10.00 (Ten Dollars) is necessary and this will be forfeited if the appeal is considered frivolous and groundless. Pending the result of such appeal, any suspension already imposed will continue.

WOW \$30-00



**9. PLAYER REPLACEMENT**  
A team may only interchange a player whilst his team is in possession of the ball and the replaced player must have left the field of play before the replacement player moves onto the field. In the event of an official linesman officiating at the game, the replacement player must firstly report to him for direction.

**10. THE TOSS**

The game will commence with the opposing Captain's tossing a coin in the presence of the Referee. The Captain winning the toss will have the choice of ends and the loser's team will kick off.

**11. "TOUCH"**

A "touch" is defined as contact made by a defending player on any part of the attacking player's body or clothing or upon the ball being carried by that player.

(a) A player is required to play the ball immediately he is touched.

(b) A player, when touched, must stop and play the ball at the point where the touch occurred. A player who deliberately runs on after being touched will be penalised. A player who deliberately passes the ball after being touched, will also be penalised.

(c) If a player plays the ball prior to being touched, this will be deemed a voluntary touch and a penalty will result.

**12. SIX TOUCH RULE**

The "six touch" rule will apply. After six (6) touches, the attacking team loses possession and the opposing team recommences the game by "playing the ball".

**13. TRAPPING THE BALL**

From the "kick-off" a defending player may "trap the ball" with any part of his body, excluding his hands or forearms.

**14. COMMENCEMENT OF PLAY**

(a) Play will commence with a place kick from the centre of the halfway line, as is the case on resuming play after a try has been scored. The ball must travel at least to the ten (10) metre line, otherwise a penalty will result.

(b) The receiving team must gain possession unless a breach has been committed by them.

(c) Upon commencing or recommencing a game —

(i) if a player in attempting to trap the ball in play, forces the ball into touch or over the try line, a player in the non-offending team will play the ball five (5) metres infield from where it went out of play.

(ii) if the ball is kicked over the touchline or try line on the full, play will recommence with a tap penalty from the centre of the halfway line by a player in the receiving team.



- (iii) If the ball lands in the field of play and bounces over the touchline or try line, the ball will be played by a player in the receiving team five (5) metres infield from where it went out of play.

## 15. **PLAYING THE BALL**

(a) A player must face the opposing team's try line, be parallel with the touchline and play the ball with his foot.

(b) When playing the ball, neither team may move within the five (5) metre area, nor the marker from his mark, until the dummy half has touched the ball.

(c) The person playing the ball and the marker must not make any physical contact with each other.

(d) Only one marker is allowed by the defending team — all other players must retire five (5) metres.

(e) The acting half must be allowed to clear the ball. However! if he moves from his position or elects to run and is touched, the defending team gains possession and play is resumed by playing the ball.

(f) In the absence of an acting half when the ball is being played, the marker may gain possession of the ball. That gain will not be deemed to be the first touch.

(g) An unmarked player may play the ball in a forward direction from the the mark no more than one (1) metre. If that player is caught in possession, however, he is deemed to be the acting half. A try would be awarded ONLY if the ball is carried over the tryline. If the ball is played forward over the tryline it will be deemed "dead" and the defending team will resume play by playing the ball five (5) metres out from where the ball crossed the line.

(h) In the event of an unmarked player playing the ball forward, all players outside of the five (5) metre area are onside when that player moves the ball off the mark. Any player within the five (5) metre area at the time is offside.

(i) The defending team is not required to play the ball within one (1) metre of the tryline.

## 16. **POSSESSION**

(a) A player in possession who deliberately propels the ball forward to gain an unfair advantage will be penalised.

(b) A player who grounds the ball over the tryline in attempting to score a try and is recalled for a touch retains possession and play continues by that player playing the ball one (1) metre infield from where he grounded the ball.



17. **KICKING**

The ball cannot be kicked in play, **other than** to commence or recommence a game, taking a tap penalty and playing the ball forward, if unmarked.

18. **TAP PENALTY**

A penalty cannot be taken until the Referee indicates the mark. The offending team must retire at least ten (10) metres and all players in an offside position must stay out of the play.

19. **INTERCEPTS**

Intercepts are allowed by onside players and play continues.

20. **DURING PLAY**

(a) If the ball is not held and goes to ground, the defending team will gain possession. But if a defending player makes an attempt to gain possession and touches the ball prior to it touching the ground, the attacking side retains possession. Play is resumed by playing the ball where the breach occurred and the "six touch" count will recommence. An infringement does not occur where a defending player unintentionally touches the ball.

(b) If the ball or an attacking player is interfered with by an opposing player, causing the ball to be mishandled or dropped to the ground, possession is retained by the attacking team, regardless of whether the ball is touched by an attacking player after the breach. Play will be resumed by playing the ball and the "six touch" count will recommence.

(c) If in the opinion of the Referee an attacking player deliberately passes the ball into an opponent, the attacking team will lose possession.

(d) A wilful obstruction to any player will result in a penalty.

---

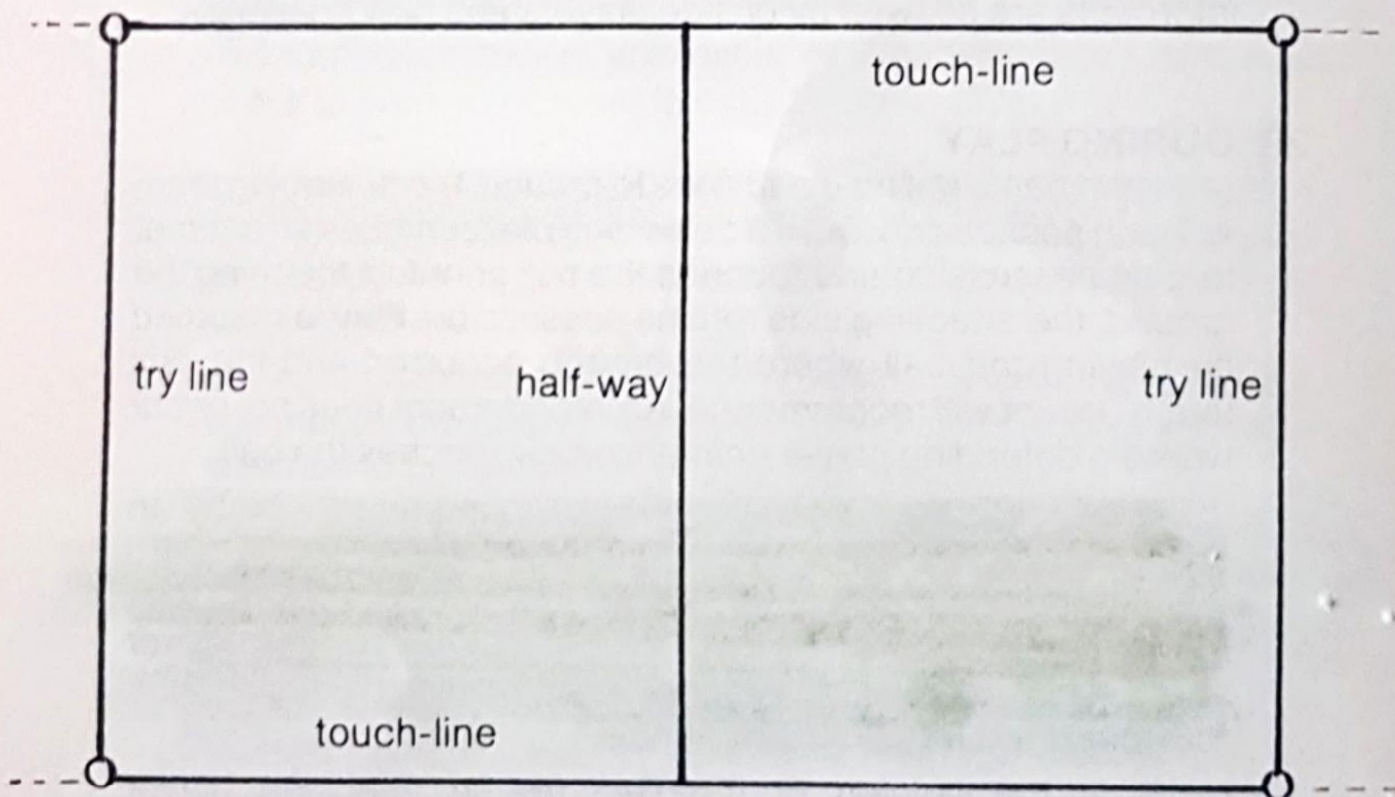


# AUSTRALIAN TOUCH FOOTBALL ASSOCIATION

## Laws of the Game and Notes on the Rules

### SECTION 1. THE FIELD OF PLAY.

The PLAN and markings thereon and the Notes relating thereto are part of these Rules.



#### NOTES:

1. The touch-lines are In-Touch
2. O denotes a corner-post (see Glossary) placed at the intersection of a Try-line and Touch-line. Touch Judges should ensure that corner-posts are at all times correctly positioned.



The terms set out below shall have the meanings assigned to them:

**ADVANTAGE:** allowing the advantage means allowing play to proceed if it's to the advantage of the side which has not committed an offence or infringement. **The advantage must be allowed in all circumstances.** (See Section 15.)

**ATTACKING TEAM:** is the team which at the time in question is in possession of the ball. If neither team has possession of the ball, the team which at the time has a territorial advantage is the attacking time.

**BEHIND:** when applied to a player, means, unless otherwise stated, with both feet behind the position in question. Similarly "in front" implies with both feet.

**CORNER-POST:** is a post placed at the intersection of each Touch-line and Try-line. The post shall be of non-rigid material and shall be not less than 0.3 metres high. The corner-posts are beyond the Try Line.

**DEAD BALL:** means that the ball is out of play. Play is dead when the ball touches the ground (except from the Kick-off) and as otherwise detailed in these Rules.

**DEFENDING TEAM:** is the team opposing the attacking team. (See above.)

**DUMMY:** is the pretence of passing the ball whilst still retaining it.

**FIELD-OF-PLAY:** is the space bounded by, but not including, the Touch-lines.

**FORWARD:** means in a direction towards the opponents' Try-line. (See Section 10.)

**FULL-TIME:** means the end of the game when the ball is dead.

**GROUNDING THE BALL:** means placing the ball on the ground with hand or hands.

**HALF-TIME:** means the end of the first half of the game when the ball is dead.



**HEEL:** is when a player propels the ball behind him with the sole or heel of his foot.

**IN POSSESSION:** means holding or carrying the ball.

**TAP PENALTY:** means imparting motion to the ball with any part of the leg (except heel) from knee to toe inclusive.

**DROPPED BALL:** means to knock or propel the ball towards the opponents' Goal-line with hand or arms. (See Section 10.)

**MARK:** is the point at which a penalty kick is awarded.

**OBSTRUCTION:** is the illegal act of impeding an opponent who does not have the ball.

**OFF-SIDE:** as applied to a player means that he is temporarily out of play and may be penalised if he joins the game. (See Section 13.)

**ON-SIDE:** means that a player is not off-side.

**ON THE FULL:** means the ball is kicked over a given line without first bouncing in the field of play.

**PASS:** is a throw of the ball from one player to another.

**PENALISE:** is to award a Tap Penalty against an offending player.

**PLAYING AREA:** is the space enclosed by the fence, or other line of demarcation which prevents the encroachment of spectators.

**PLAY-THE-BALL:** is the act of bringing the ball into play after a touch (See Section 11.)

**TOUCH:** means to touch an opponent who is in possession: (See Section 11.)

**TRAPPING-THE-BALL:** means to stop progress of the ball after it has been kicked by using any part of the body except the hands or forearms.

### **SECTION 3. THE BALL**

#### **Shape and Construction:**

1. The game shall be played with an oval air-inflated ball the outer casing of which shall be made of leather or other approved material and nothing shall be used in its construction which might prove dangerous to players.

#### **Size and Weight**

2. The dimensions of the ball shall be:

<u>length</u>	27.3 cm to 29.2 cm.
(longest circumference)	73.7 cm to 75.6 cm
<u>width</u> (widest circumference)	59.1 cm to 61.0 cm.
<u>weight</u> (clean and dry)	411.1 gm to 439.4 gm.

#### **Ball Bursts:**

3. If the ball becomes defective the Referee shall blow his whistle and restart the game with a Play-the-Ball by the team last in possession, at the spot where he first noticed the fault. If the ball bursts as a player is kicking it, a further kick shall be awarded.



The ball shall be light in colour so that it can be more easily seen by spectators. The referee shall report any club which fails to provide a suitable ball but should not cancel the game.

#### **SECTION 4. THE PLAYERS AND PLAYERS' EQUIPMENT.**

1. The game shall be played by two teams each consisting of not more than eight players.

##### **Substitutes**

2. Each team shall be allowed four (4) substitutes. Any number of changes of players may be made only when a team is in possession of the ball or when play is dead.

Substitutes must not enter the field-of-play before the player or players being replaced have left the field-of-play. Substitutes must enter the field-of-play in an on-side position.

##### **Players' Equipment**

3. (a) A player shall not wear anything which may prove dangerous to other players.  
(b) A player's gear shall consist of a jersey of distinctive colour and/or pattern and a pair of shorts. Stockings of a distinctive colour and/or pattern, and boots or shoes without studs, or with studs moulded into the sole, may be worn.  
(c) All players must wear a number on the front or back of their jersey. Such numbers shall be at least 16 cm high and clearly visible. No two players in a team may wear the same number.  
(d) No protective equipment such as shoulder pads may be worn.  
(e) The referee shall order a player to remove any part of his equipment which might be considered dangerous and shall not allow the player to take any further part in the game until the order is obeyed. The player shall retire from the field-of-play to remove the offending item if the start or restart of the game would be otherwise delayed.  
(f) The colours of the jerseys worn by competing teams shall be easily distinguishable and if in the opinion of the referee similarity between the jerseys might affect the proper conduct of the game he may at his discretion, order either team to change jerseys in accordance with the Rules governing the competition in which the game is played.  
(g) The referee should inspect the players' equipment before the start of the game or delegate this duty to the Touch-judges. This does not relieve the player of the responsibility of ensuring that nothing of a dangerous nature is worn, e.g., rings, projecting eyelets of footwear, etc.



## **SECTION 5. MODE OF PLAY**

### **Object 1:**

1. The object of the game shall be to ground the ball over the opponents try line area to score tries. There is no dead ball line beyond the try line.

### **Start of Play:**

2. The captains of the two teams shall toss for choice of ends in the presence of the referee. The team of the captain losing the toss shall kick-off to start the game.

### **Mode of play:**

3. Once play has started any player who is onside or not out of play can run with the ball, or throw or knock it in any direction other than towards his opponents' goal-line. (See Section 10 for Knock-on and forward pass.)

In general play the ball may not be kicked. Any player who does so shall be penalised.

### **Touching:**

4. A player who during play is holding the ball may be touched by an opponent in order to prevent him from running with the ball or from passing it to one of his own side. (See Section 11 for Touch.)

### **Obstruction:**

5. A player who is not holding the ball shall not be touched or obstructed. (See Section 14.)

## **SECTION 6. SCORING TRIES**

### **Deciding the Winners:**

1. The game shall be won by the team scoring the greater number of tries. If both teams score an equal number of tries, or if both teams fail to score, then the game shall be drawn.

### **Try-how scored:**

2. A try is scored when a player first grounds the ball in his opponents try line area or on the try line provided that he is not In-touch. The ball must be carried on or over the try line for a try to be awarded.

The ball must be grounded before the player in possession is touched by a defending player.

In the event of a player in possession being touched before he grounds the ball, he shall play the ball one metre from the try line opposite where he was touched. If the player in possession grounds the ball and is touched simultaneously a try is not allowed.

If a player grounds the ball over the try line but the ball is grounded in an area which would be considered in touch if the touch line was extended past the try line, a try would not be awarded and possession of the ball would go to the defending side.

### **Penalty try:**

3. A try is also scored when the referee awards a penalty try which he may do, if in his opinion, a try would otherwise have been scored but for the unfair play of the defending team.



4. A try shall be scored when an attacking player in possession comes into contact with the Referee or Touch-judge or encroaching spectator in the area beyond the opponents try-line

**Referee sole judge:**

5. Only the referee may award a try but he may take into consideration advice from a Touch-judge before arriving at his decision. He shall signal a try has been scored by pointing to the spot where the try has been awarded.

**Referee unsighted, etc:**

6. The referee should not disallow a try because he was not in position to see the ball grounded, or is in doubt concerning a touch. If he is in any doubt he should consult either or both Touch-judges before giving his decision.

**SECTION 7. TIME KEEPING**

**Length of the game:**

1. The game shall normally be of fifty minutes duration. At half-time there shall be an interval of five minutes, but this may be extended or reduced by the referee.
2. A team shall defend one try-line for the first half and then change ends for the second half.

**End of play:**

3. (a) If time expires in either half when the ball is out of play or a player in possession is touched the referee shall immediately blow his whistle to terminate play. If the ball is in play when time expires the referee shall terminate play when next the ball goes out of play or a player in possession is touched.  
(b) If a penalty has been awarded such shall be taken even if time has expired, the game terminating when the ball next becomes dead, or a player in possession is touched.
4. Extra time may be added to each half to compensate for time wasted or lost from any cause.

**Recommencing play after injury:**

5. If the continuance of play endangers an injured player the referee may stop the game. If when the game is stopped a player is about to play-the-ball after a touch then play shall be restarted by that player playing-the-ball. If the player injured was in possession and is unable to resume playing then play shall be restarted with a play-the-ball by the team who was last in possession when play stopped. (The touch count shall not restart.)

**NOTES:**

**Varying length of game:**

1. The length of the game may be varied by mutual agreement and if permitted by the rules governing the competition in which the game is played.



**Altering Interval:**

2. In adverse weather conditions it may sometimes be advisable to reduce or dispense with the half-time interval.

**Using timekeeper:**

3. A timekeeper may be employed to signal half-time and full-time in which case the referee, on receiving the timekeeper's signal terminates the half in the manner described above.

**Signal extra time.**

4. If a timekeeper is employed the referee shall signal that extra time is being allowed by raising an arm whereon the timekeeper stops his watch and starts it again when play resumes.

**Reduce stoppages:**

5. The referee should endeavour to reduce stoppages to a minimum. Injured players should be removed from the field-of-play to receive attention as quickly as possible, taking into account the gravity and nature of the injury.

**SECTION 8. THE KICK-OFF.**

1. The Kick-off is a place kick from the centre of the half-way line. The team which loses the toss for choice of ends kicks-off to start the first half of the game and their opponents kick-off to start the second half. When tries have been scored the team against which the try has been scored shall kick-off to restart the game.

**Offences incurring Penalties:**

2. A. **KICKER:** A player who kicks off shall be penalised if he:
  - (a) advances in front of the half-way line before kicking the ball.
  - (b) kicks the ball on the full, over the Touch-line or Try-line.
  - (c) kicks the ball so that it fails to travel at least ten metres forward in the field-of-play.
  - (d) kicks the ball other than with a place-kick.
3. B. **OTHER PLAYERS:** Any other player shall be penalised if he:
  - (a) wilfully touches the ball after a kick-off before it has travelled ten metres forward in the field-of-play.
  - (b) advances in front of his own player who is kicking-off.
  - (c) approaches nearer than ten metres to the half-way line when an opponent is kicking-off.
4. If a player of the kicker's team deliberately touches the ball before it has been touched by a player of the non-kicking team. (If the ball is accidentally touched by a player of the kicker's team, play shall cease and restart with a Play-the-Ball by a player of the non-kicking team at the centre of the half-way line.)
5. A penalty kick resulting from any offence at the kick-off shall be taken from the centre of the half-way line by the non-offending team.
6. The non-kicking team must gain possession from the kick-off, unless a breach is committed by the non-kicking team.
7. **Trapping-the-Ball:** trapping the ball is permitted by players of the non-kicking team from the kick-off.



**NOTE: V.I.P. Kicks-off:** If a person other than a player is invited to kick-off, the ball, after being kicked, shall be brought back to the centre of the half-way line and the game shall commence in the normal manner as described above.

## **SECTION 9. TOUCH AND BEYOND THE TRY-LINE.**

### **Ball In-Touch.**

1. The ball is In-Touch when it or a player in contact with it touches the Touch-line or the ground beyond the Touch-line or any object on or outside the Touch-line, except when a player in possession is touched in the field-of-play and steps into Touch after he has been touched, in which case he shall play-the-ball in the field-of-play where he was touched.

### **Beyond the Try-line.**

2. The ball is in the Beyond Try-line area when it or a player in contact with it touches the Try-line or any object on or beyond the Try-line.

### **Point of Entry.**

3. When the ball has entered Touch or Beyond Try-line the point of entry shall be taken as the point at which the ball first crossed the Touch-line or Try-line.

### **Ball back.**

4. If the ball is accidentally thrown or knocked in a forward direction and goes into Touch on the full, a play-the-ball by the non-offending team is formed where the ball was thrown or knocked from but not nearer than five metres from the Try-line.
5. The game shall cease and restart with a play-the-ball by the non-offending team if:
  - (a) a player accidentally infringes in the Beyond Try-line area. (If a player deliberately infringes in the Beyond Try-line area a penalty kick shall be awarded to the non-offending team five metres in-field opposite where the breach occurred.)
  - (b) a player last touches the ball before it goes into Touch or the Beyond Try-line area. (Unless an attacking player crosses the goal line and (i) scores a try or (ii) is touched before he can ground the ball to score a try. (See Section 6.)
  - (c) A player passes the ball to another player over his own try-line when attacking.

### **Where formed.**

6. (a) The play-the-ball as in (5) above shall be formed five metres in-field from the Try-line and/or Goal-line opposite where the breach occurs.
  - (b) Ball cannot be played any closer than 1 metre to try-line.



# **WESTMONT**

## **ACTIVE SPORTSWEAR**

**FOR YOUR TOUCH  
FOOTBALL GEAR  
REQUIREMENTS**

**SHIRTS, SHORTS,  
SOX, TRACK  
SUITS, CARRY  
BAGS & TROPHY  
JACKETS**



**Contact Touch Football House**  
**Phone: 502-2212**

*Westmont - Proud to be associated with  
Australian Touch Football Association*



## NOTES.

### Player not "object".

1. A player is not considered to be an "object". For example, the ball is not In-Touch when the player in possession, himself being in the field-of-play, is in contact with another player who is in Touch.

### Corner-Post In-Touch.

2. The corner-posts are In-Touch.

## SECTION 10. DROPPED BALL & FORWARD PASS.

### Deliberate.

1. A player shall be penalised if he deliberately propels the ball forward.

### Accidental.

2. If a player after knocking the ball forward accidentally, regains the ball before it touches the ground or any other player then play shall be allowed to proceed. Otherwise play shall cease and play shall restart with a play-the-ball by the non-offending team. If the non-offending team gains possession of the ball following a knock forward, before the ball has touched the ground, play shall continue.

### Ball is blown forward.

3. If the ball is correctly passed but is blown forward by the wind there is no infringement and play shall continue.
4. If the referee is of the opinion that a player in giving a forward pass must have been aware that the catcher was in front of him then the referee is justified in ruling that the ball has been deliberately thrown forward.

## SECTION 11. THE TOUCH AND PLAY THE BALL.

### Touch.

1. A touch means to touch an opponent in possession. Touching the ball whilst it is in possession of a player shall be deemed a touch. Touching any part of the anatomy or clothing of the player in possession is also deemed a touch.

### Touch player in possession:

2. A player in possession may be touched by an opposing player or players. It is illegal to touch or obstruct a player who is not in possession.
3. Once a player in possession has been touched he must play-the-ball at the spot where he was first touched.

### Verbal instructions to resolve doubt.

4. If the referee is unsure as to whether a touch has been made, he shall allow play to continue as if the touch has not been made, and shall give the verbal instruction to "play on".



### **Change of possession at sixth touch.**

5. A team in possession shall be allowed five successive "play-the-balls" but if touched a sixth time, the ball not having been touched by an opponent during this period, play shall be restarted by a play-the-ball by the other side.

When possession changes from one team to the other, following a breach, the sixth touch count shall not start until after the next touch, it will be the first of six touches.

### **Passing the ball after touched — accidentally — deliberately.**

6. A player who has been touched whilst in possession shall not intentionally part with the ball after he has been touched. If in the opinion of the referee he does so, he shall be penalised.
7. If in the opinion of the referee a player is unable to avoid parting with the ball after he has been touched, play shall cease and restart with a play-the-ball by the player who parted with the ball. The touch count shall not restart.

### **"Stealing" from touched player.**

8. Once a player has been touched no player shall attempt to take the ball from the touched player otherwise a penalty shall result.

### **Count touches.**

9. As a guide to himself and the players the referee shall call "first" at the first touch, "second" at the second touch, etc., and "last" at the fifth touch.

### **Opponent "touches" the ball.**

10. By "touching" the ball is meant intentionally playing it with any part of the person when it is not held by an opposing player. A ricochet or rebound does not count as a "touch".

If the ball accidentally touches an opponent and goes to ground the team which last intentionally touched the ball shall lose possession.

### **Cancel count.**

11. "Touching" the ball cancels the count of the play-the-balls and the next touch counts as the first of six.

### **Physical contact.**

12. If a player loses possession of the ball because of any physical contact with an opponent, play shall cease and restart with a play-the-ball by the player last in possession. The touch count shall not restart.

### **The play-the-ball shall operate as follows:**

- 13.(a) The player touched must immediately return to the spot where he was first touched.
- (b) the touched player shall without delay face his opponents' goal-line and place the ball on the ground or drop it to the ground in front of his foremost foot.



- (c) when the ball touches the ground it may be heeled by the touched player. If unmarked, the touched player may propel the ball forward with his foot, provided the ball does not travel more than one metre, and regain the ball. The player then becomes the "dummy half".)
- (d) after a change of possession the player must play the ball backwards.

#### **Player marking.**

- (e) one opponent may take up a position immediately and directly opposite the touched player. This player is known as the "marker".
- (f) the marker shall not kick the ball, nor deliverately grab hold of the arm of the dummy half as he is about to pass the ball.

#### **"Dummy Half".**

- (g) a player of the touched player's team, to be known as the "dummy half" may stand immediately and directly behind the touched player.
- (h) the defending players must stand at least 5 metres behind their own player who is taking part in the play the ball and must remain on side until the ball has been touched by the dummy half or in the absence of a dummy half, has come clear of the player playing the ball, the attacking team can stand within the 5 metres as there is no unfair advantage gained from this move.
- (i) the dummy half must not be touched until he has moved either foot after picking up the ball.
- (j) if after he has moved either foot after picking up the ball, the dummy half is touched in possession, play will cease and restart with a play-the-ball by the opposing team.
- (k) in the absence of a dummy half the marker may dive on the ball, providing he has complied with paragraph 13 (f) above. This would then become the first touch for his team.
- (l) the play-the-ball must be performed as quickly as possible, and any player who intentionally delays the bringing of the ball into play shall be penalised.

#### **NOTES.**

1. No part of the touched player's person other than his feet should be in contact with the ground when he plays-the-ball.
2. If the ball is played quickly, all players will not necessarily have time to retire five metres. They should be penalised if they intentionally interfere with play — either actively or passively.
3. A player who realises he is out of play and is near play should raise his hands above his head. Taking this action does not, however, exonerate him from penalty, if he interferes with play and the referee feels he could have avoided such interference.
4. The referee should usually position himself five metres behind and to one side of the marker as a guide to the team not in possession. If the referee considers it necessary for any reason



## **SECTION 12. THE TAP PENALTY.**

### **When awarded.**

1. A tap penalty shall be awarded against any player guilty of misconduct (see Section 14) provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated the Mark is where the breach occurs. If misconduct occurs in Touch the Mark shall be five metres from the Touch-line in the field-of-play. When following up a kick, the Mark is (a) where the ball is caught or first bounces in the field-of-play, (b) five metres from the Touch-line and/or Try-line opposite where it first crosses the Touch-line and/or Try-line, if it is caught or first bounces In-touch and/or Beyond Try line.

### **How taken.**

2. A player shall take a tap penalty by playing the ball on the mark and release his hands from the ball and tap it with his foot in any direction.

### **Position of Players.**

3. Players of the kickers team must be behind the ball when it is tapped.
4. (a) If a player of the kicker's team infringes, a play-the-ball by the non-kicking team shall be formed at the Mark.  
(b) If an opponent of the kicker's team infringes then another penalty shall be awarded where offence occurs or at the original Mark, whichever is to the greater advantage of the non-offending team.

### **No delay.**

5. No player shall deliberately take any action which is likely to delay the taking of the tap penalty.

### **Explain why penalised.**

6. When the referee penalises a player he must explain the nature of the offence.

### **Penalty for Beyond Try-line offence.**

7. When the penalty is awarded for an offence in the Beyond Try-line area the Mark is in the field-of-play five metres from the try-line and opposite where the offence occurs.

## **NOTES.**

### **Advantage.**

1. The advantage to the non-offending team must be readily obvious if the referee is to allow play to proceed. Allowing play to proceed does not mean that the offending player cannot be subsequently disciplined.

### **Retiring ten metres.**

2. If the kicker takes a tap penalty quickly, the opposing players may not have all retired ten metres in which case they should be penalised only if they interfere with play. These players may join play when any advantage which they may have gained through not retiring has been lost.



## **SECTION 13. OFFSIDE.**

### **When Offside.**

1. A player is offside when the ball is touched or held by one of his own team who is behind him.

### **Out of play.**

2. An offside player shall not take any part in the game or attempt to influence the game in any manner.

### **Placed On-side.**

3. An offside player is placed on-side when:
  - (a) one of his own team in possession of the ball runs in front of him.
  - (b) he retires behind the point where the ball was last touched by one of his own team.
  - (c) an opponent moves five metres or more with the ball.

### **Accidental Offside.**

4. Where the referee is satisfied that interference with play by an offside player is accidental and the opposing team does not gain an advantage, he should order a play-the-ball to the non-offending team where the breach occurs.

## **SECTION 14. PLAYERS MISCONDUCT**

### **Definition of Misconduct.**

1. **A player is guilty of misconduct if he:**
  - (a) deliberately trips, kicks or strikes another player.
  - (b) unnecessarily and viciously attacks the head of an opponent when making a touch.
  - (c) drops onto an opponent who is on the ground,
  - (d) uses any unnecessary physical force on an opponent.
  - (e) deliberately breaks the Rules of the game.
  - (f) uses foul or obscene language,
  - (g) disputes a decision of a referee or touch-judge,
  - (h) re-enters the field-of-play except as described in Section 4, para. 2, having previously temporarily retired from the game.
  - (i) behaves in any way contrary to the true spirit of the game.
  - (j) deliberately obstructs an opponent who is not in possession.
  - (k) whilst in possession of the ball, continues to run after he has been touched by an opponent.
  - (l) claims to have affected a touch on an opponent in possession of the ball, when such touch has not been made.

### **Explain reasons for penalty.**

2. A player may ask the referee the reason why a penalty kick has been given, provided he does so respectfully.

### **Obstructing offside player.**

3. It is illegal to obstruct any opponent not in possession, even one who is offside or one who is endeavouring to get the ball after it has been knocked-on or thrown forward.



### **Obstruction in passing movement.**

Obstruction sometimes occurs in a passing movement as follows:

Player 4 passes to colleague 5, but continues to run in front of him in order to obstruct opponents who are running across to touch. Player 4 should be penalised.

It is permissible for player 4, after passing the ball to slow down in order to position himself for a return pass from colleague 5. He must not obstruct opponents who are running across in front of him to touch player 5 but is not guilty of obstructing players who are coming from behind him.

### **NOTES:**

Accidental obstruction.

Obstruction can be either active or passive, or accidental. Passive obstruction is where a player impedes an opponent by deliberately remaining in his path although he has had the opportunity to remove himself. If a player is in a position which is likely to cause aggravation to the situation, he should raise his hands above his head and thus indicate to the referee that he is taking no part in play. Examples of accidental obstruction in tactical moves are shown below. Where accidental obstruction irregularly affects play, the game should be stopped and restarted by a play-the-ball by the non-offending team. If play is not affected then the game should not be stopped.

### **"Scissors" Movement.**

Player 3 is in possession and veers towards the wing bringing his opposite number, player 4, across with him, and opponent 5 in towards him. His colleague 2 runs across and when just behind him receives a back pass. After giving the pass, player 3's momentum carries him in the direction in which he was running. It is quite easy to see that he may possibly collide with opponent 5. It would not be fair to penalise him for deliberate obstruction, and a play-the-ball by the non-offending team should be formed for accidental obstruction only if player 5 is actually prevented from touching player 2.

### **"Dummy".**

Player 3 is in possession and veers towards the wing. This time he dummies to pass to colleague 2, but sidesteps to the left and runs in-field. Player 2, expecting the pass, has his eye watching the ball and his momentum carries him forward. He can easily collide with player 5 without being guilty of deliberate obstruction, and once again the referee will allow play to proceed unless player 5 was actually prevented from making the touch, in which case a play-the-ball by the non-offending team shall be formed.

### **Player in possession cannot obstruct.**

The player who is in possession of the ball cannot be guilty of obstruction.



## **SECTION 15. DUTIES OF REFEREE AND TOUCH-JUDGES.**

### **One referee, two touch-judges.**

1. In all matches a referee and two touch-judges if available, shall be appointed by the appropriate bodies.

### **Enforce Rules.**

2. The referee shall enforce the Rules of the Game and shall impose penalties for any deliberate breach of the Rules. He shall be the sole judge on matters of fact except those relating to In-Touch. (See para. 16 below.)

### **Record Tries.**

3. He shall record the tries scored during the match.
4. He shall be sole timekeeper except where his duty has been delegated to another person. (See Section 7.)

### **Power to stop the game.**

5. He may at his discretion, temporarily suspend or prematurely terminate a match because of adverse weather, undue interference by spectators, or any other cause which in his opinion interferes with his control of the game.

### **Consult with touch-judges.**

6. He may, before giving his decision, consult with either or both touch-judges.

### **Permission to enter playing area.**

7. He shall not allow anyone apart from the players or first-aid attendant onto the playing area without his permission.

### **Power to dismiss.**

8. The referee shall in the event of any misbehaviour, caution the offender. If the offence is repeated, or in the case of violent conduct or deliberate breach of the Rules, without previous caution, he shall be empowered to order the offending player from the field-of-play.
9. Players may be ordered from the field-of-play for any period of the game at the referee's discretion, or for the full remainder of the game. The referee shall inform the player of his decision. (If a player has been sent off at the referee's discretion, and Full-time occurs before he has been allowed to resume playing, he has not been sent off "for the full remainder of the game".)



### **Dismissed player.**

10. A player dismissed for the full remainder of the game can take no further part in the match, nor shall he be permitted to take up a position near the playing area where his presence is likely to provoke further incident.
11. Players dismissed for a period of the game can take no further part in the game until the referee indicates that they may resume playing. Such players must remain at least ten metres beyond the touch-line until allowed to resume playing.

### **Control of players.**

12. The players are under the control of the referee from the time they enter the playing area until they leave it.

### **When whistle to be blown.**

13. The referee must carry a whistle which he shall blow to commence and terminate each half of the game. Except for these occasions the blowing of the whistle shall temporarily stop play. The referee shall blow the whistle:
  - (a) when a try has been scored,
  - (b) when the ball has gone out of play,
  - (c) when he detects a breach of the Rules of the game, except when to stop play would be to the disadvantage of the non-offending team.
  - (d) when play is irregularly affected by the ball or player carrying the ball coming into contact with the referee, touch-judge or any person not taking part in the match or with any object which should not be normally be on the field-of-play. OR,
  - (e) if the referee obstructs a player, who in the opinion of the referee would otherwise have made a touch, play shall cease and be restarted by a play-the-ball by the team last in possession, at the spot where play ceased. The touch count shall continue.
  - (f) when a stoppage is necessary in order to enforce the Rules or for any other reason.

### **Whistle blown accidentally.**

14. Play must cease even if the whistle is blown accidentally, in which case play is restarted by a play-the-ball by the team last in possession, where the ball was last touched by a player in the field-of-play before the whistle was blown. The touch count shall not restart.

### **Changing decision.**

15. If the referee judges on a matter of fact he shall not subsequently alter that judgement.

### **Accept the touch-judge's decisions.**

16. The referee shall accept the decision of an officially appointed touch-judge relating to In-touch



**Touch-judge.**

17. Each touch-judge shall remain in Touch, one on each side of, and near to, the playing area, except when reporting a player's misconduct which has escaped the attention of the referee.

**Flag.**

8. Each touch-judge shall carry a flag measuring at least 30 cm by 23 cm which shall be attached to a stick by the short side. The length of the stick shall be not less than 45 cm.

**Indicating Touch.**

19. A touch-judge shall indicate when and where the ball has gone into Touch by raising his flag and standing opposite the point of entry into Touch, except in the case of "ball back" (see Section 9, para. 4) when the touch-judge must indicate that no ground has been gained by waving his flag above his head accentuating the movement in the direction of the kicker's goal-line.

**Indicating ten metres.**

20. When a penalty kick is being taken, the nearer the touch-judge shall take up a position near the touch-line ten metres beyond the Mark for the team which is required to retire.

**Official inquiry.**

21. In cases where circumstances in connection with the match are likely to be made the subject of official investigation, the referee and touch-judges shall report to the investigating authority only and shall refrain from expressing criticism or comment through other channels.

**NOTES.**

1. When the referee is unable to continue he should appoint a substitute. If the injury sustained by the referee renders him incapable of blowing his whistle to stop the game, the latter shall be deemed to have stopped at the time when the injury was sustained.

**Cautions.**

2. A caution may be administered to a team as a whole in which case each player is considered to have received an individual caution.

**Playing area.**

3. Where there is no actual enclosure, the area of control is that within the natural boundaries of the field in which the playing area is located.

**Apply advantage.**

4. The referee is sole judge of what constitutes an advantage, be it territorial or tactical.

The advantage shall apply to all phases of play.

When allowing an advantage, the referee should call "play on". An infringement is not neutralised simply because the ball comes into contact with an opponent in the immediately subsequent play. The opponent must have the opportunity to gain an advantage and also exploit the advantage before play is allowed to proceed.



## **Not to change mind.**

1. **Example:** a referee awards a try. He cannot subsequently change his decision because he feels the ball was dropped. He can, however, disallow the try if the touch-judge reports that the ball has been in Touch.

## **REFEREE'S SIGNALS.**

### **1. AWARDING A TRY**

Take up a position close to where the player has grounded the ball. Look to both touch judges and if an infringement has not occurred award the try by pointing to the mark and blowing the whistle.

### **2. TRY DISALLOWED**

Wave hands, palms facing downwards across and in front of the body below the waist.

### **3. TAP PENALTY**

Face the non-offending team and extend the right arm forward with the hand slightly higher than shoulder level and the palm at the hand at right angles to the ground.

### **4. PENALTY TAP**

Kicker fails to bring foot into contact with the ball. Tap the foot with one hand.

### **5. OBSTRUCTION**

Mime the offending players action.

### **6. TRIPPING**

Extend one foot forward as if to trip.

### **7. STIFF ARM TOUCH**

Raise an arm in front of the body with fist clenched and as the arm is moved forward, tap the fore-arm with the other hand.

### **8. FORWARD PASS**

Make a forward movement with two arms indicating the line of the flight of the ball.

### **9. A. PLAY THE BALL**

If the ball has been dropped between the player's legs, point backwards with one arm between the legs.

If the ball has been dropped to the side, point with one hand to the side.

B. Touched player does not lift the ball clear of the ground. Make a lifting movement with the hand.

C. Touched player does not face opponents in-goal. Stand at the angle offending player adopted and then turn to face opponents in-goal.



10. **PLAYER DELIBERATELY PASSES THE BALL AFTER BEING TOUCHED**  
Raise the right arm above the head and tap the forearm with the fingers of the left hand. Follow this by miming the action of passing the ball.
11. **TOUCHED PLAYER OBSTRUCTS OR INTERFERES WITH THE MARKER BEFORE PLAYING THE BALL**  
Mime his action.
12. **VOLUNTARY TOUCH**  
Make a lifting movement with the hands.
13. **OFFSIDE IN GENERAL PLAY**  
With a backward movement of the hand indicate that the player should be further back.
14. **OFFSIDE AT PLAY THE BALL**  
Indicate with 5 fingers of the hand spread.
15. **DISPUTING DECISIONS**  
Place one hand on the mouth.
16. **PLAY ON**  
Wave the hands chest high, palms facing away from the chest across and in front of the body and call play on.
17. **DROPPED BALL**  
Hands in front and waved down.
18. **TEAM IS TOUCHED FIVE SUCCESSIVE TIMES**  
Raise arm vertically above the head with fingers and thumb outstretched.
19. **TEAM IS TOUCHED SIX SUCCESSIVE TIMES**  
Raise the right arm vertically above the head with fingers and thumb outstretched at the same time. Raise the left arm in air with one finger outstretched.
20. **BALL TOUCHED IN FLIGHT**  
Raise one hand above head and tap the tips of the fingers with the fingers of the other hand.
21. **COUNT OF TOUCHES CANCELLED AND STARTS AGAIN**  
Wave clenched fist from side to side above the head.
22. **PLAYER IN POSSESSION TOUCHES REFEREE**  
Point to player in possession and tap chest with one hand.
23. **DUMMY HALF CAUGHT IN POSSESSION**  
Cross both arms across chest.



24. **PENALTY TRY**  
The referee picks the ball up where offence occurred, carries it to try line, puts it down, points and awards try.
25. **CALLED TOUCH**  
Referee considers touch misses, put hands in front and apart, indicating the distance missed by.
26. **SIGNAL FOR SHEPHERD**  
Extend one arm forward and then with the other move it from one side of the extended arm to the other in an arc like motion.
27. **RUNNING ON AFTER BEING TOUCHED**  
Hands in a rolling motion, then raise arm for a penalty signal.



# Career Management Incorporated



Executive Search  
Consultants



CONGRATULATIONS A.T.F.A. ON THE  
PUBLICATION OF THIS RULES BOOK.



*For all Executive Search and Placement  
needs, consult Ron Carroll of Career  
Management on*

**Phone: 929 5333**

**Career Management Incorporated Pty Ltd**

*Career  
Management  
Incorporated*

6/263 ALFRED STREET,  
NORTH SYDNEY, N.S.W., 2060