

◀ Definitions and Terminology ▶

Unless the contrary intention appears, the following definitions and terminology apply to the game of Touch:

TERM/PHRASE	DEFINITION/DESCRIPTION
Advantage	The period of time after an Infringement in which the non-offending side has the opportunity to gain Advantage either territorial, tactical or in the form of a Try.
Affiliate	As defined by the TFA Constitution.
Attacking Try Line	The line on or over which a player has to place the ball to score a Try.
Attacking Team	The Team which has or is gaining Possession.
Behind	A position or direction towards a Team's Defending Try Line.
Change of Possession	The act of moving control of the ball from one Team to the other.
Dead/Dead Ball	When the ball is out of play including the period following a Try and until the match is recommenced and when the ball goes to ground and/or outside the boundaries of the Field of Play prior to the subsequent Rollball.
Dead Ball Line	The end boundaries of the Field of Play. There is one at each end of the Field of Play. See Appendix 1.
Defending Try Line	The line which a Team has to defend to prevent a Try.
Defending Team	The Team without or which is losing Possession.
Dismissal	When a player is sent from the Field of Play for the rest of the match.
Drop-Off	A procedure used to determine a Winner following equal scores at the expiration of normal Duration.
Duration	The length of time a competition match lasts, which is normally forty-five minutes, inclusive of a five (5) minute Half Time.
End of Play	When the Referee indicates completion of the match.
Exclusion	When a player is sent to the nearest Sin Bin Area following three (3) penalties by the Defending Team upon entering their Seven Metre Zone. The player is counted as a player on the Field of Play and cannot be replaced or interchanged.

Field of Play	The playing area bounded by the Sidelines and Dead Ball Lines, both of which are out of bounds. See Appendix 1.
Forced Interchange	When a player is required to undertake a compulsory Interchange for an Infringement ruled more serious than a Penalty but less serious than a Permanent Interchange, Sin Bin or Dismissal.
Forward	A position or direction towards the Dead Ball Line beyond the Team's Attacking Try Line.
Full Time	The expiration of the second period of time allowed for play.
Half	The player who takes Possession following a Rollball.
Half Time	The break in play between the two halves of a match.
Imminent	About to occur, it is almost certain to occur.
Infringement	The action of a player contrary to the Rules of the game.
In-Goal Area	The area in the Field of Play bounded by the Sidelines, the Try Lines and the Dead Ball Lines. There are two (2), one (1) at each end of the Field of Play. See Appendix 1.
Interchange	The act of an on-field player leaving the Field of Play to be replaced by an off-field player entering the Field of Play.
Interchange Area	A marked rectangle for each Team on opposite sides of the Field of Play usually measuring 20 metres long by no more than five (5) metres wide, extending ten (10) metres either side of the Halfway Line and not less than one (1) metre from the Sideline. It is the area in which all off-field players must remain until an Interchange is initiated. See Appendix 1.
Kick	Strike or propel forcibly with the foot, a blow or forceful thrust with the foot to the ball. A Tap to commence or recommence play or a Penalty Tap is not defined as a kick.
Line Markings	Markings of the Field of Play. See Appendix 1.
Link	The player beside the Wing player.
Mark (for a Tap)	The centre of the Halfway Line for the commencement or recommencement of play, or the position where a Penalty Tap is awarded as a result of an Infringement.
Mark (for a Touch)	The position in the Field of Play where the player in Possession was at the time the Touch was made.
Middle	The player inside the Link player.

Obstruction	A deliberate attempt by either an attacking or defending player to gain an unfair Advantage by interfering with the opposition to prevent them from gaining a rightful Advantage.
Offside (Attacker)	An attacking player in a position Forward of the ball.
Offside (Defender)	A defending player in a position closer than seven (7) metres from the Mark of the Rollball; or ten (10) metres from the Mark of a Tap.
Onside	A position whereby a player may legitimately become involved with play. A player with both feet on or behind their Defending Try Line.
Pass	The act of changing Possession between individual attacking players by propelling the ball laterally and/or backwards and may include a flick, knock or throw.
Perimeter	A border not less than five (5) metres from the boundary of the Field of Play. See Appendix 1.
Penalty	The Ruling by a Referee to award a Tap when a player or Team infringes the Rules of the game.
Possession	Refers to the player or Team that has control of the ball. Providing other Rules do not apply, the Team with the ball is entitled to six (6) Touches.
Referee	The match official(s) appointed to make Rulings during the conduct of a match.
Rollball	The act of bringing the ball into play following a Touch or a Change of Possession.
Ruck/Rollball Area	The area, not exceeding one (1) metre in distance, between the player performing a Rollball and the Half.
Ruling	The decision made by a Referee as a result of particular circumstance and may result in a Play On, a Tap Penalty, a discipline option, Change of Possession or a Try.
Seven Metre Zone	The area between the seven (7) metre line and the Try Line. See Appendix 1.
Sidelines	The side boundaries of the Field of Play. See Appendix 1.
Sin Bin	A player sent to the Sin-Bin Area for a period of four (4) completed Possessions. The player is counted as a player on the Field of Play and cannot be replaced or Interchanged.
Sin Bin Area	The area between the Dead Ball Line and the Perimeter where players are sent for either a Sin Bin period or Exclusion for repeated Seven Metre Zone Infringements. There are four (4) Sin Bin Areas. See Appendix 1.
Spirit of the Game	The act of good sportsmanship and fair play.

Substitute Player	The player who replaces another player during Interchange. There is a maximum of eight (8) substitute players in any Team and except when interchanging, in the Sin Bin, dismissed or on the Field of Play, they must remain in the Substitution Box.
Tap and Tap Penalty	The method of commencing the match, recommencing the match after Half Time and after a Try has been scored. The Tap is also the method of recommencing play when a Penalty is awarded. The Tap is taken by placing the ball on the ground at or behind the Mark, releasing both hands from the ball, tapping the ball gently with either foot or touching the foot on the ball. The ball must not roll or move more than one (1) metre in any direction and must be retrieved cleanly, without touching the ground again. The player may face any direction and use either foot. Provided it is at the Mark, the ball does not have to be lifted from the ground prior to a Tap being taken.
Team	A group of players constituting one (1) side in a competition match.
TFA	Touch Football Australia Limited
TFA Affiliate Member	As defined by the TFA Constitution
Touch	Any contact between the player in Possession 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.
Touch Count	The progressive number of Touches that each Team has before a Change of Possession, from zero (0) to six (6).
Try	The result of any attacking player, except the Half, placing the ball on or over the Team's Attacking Try Line before being Touched.
Try Lines	The lines separating the In-Goal Areas from the Field of Play. See Appendix 1.
Voluntary Rollball	The player in Possession performs a Rollball before a Touch is made with a defending player.
Wing	The player outside the Link player.
Winner	The Team that scores the most Tries during the match.