



## IFC Touch Rules 2018

### General

- Games are 10 minute halves with an immediate change over at half time.
- Teams must have a minimum of four and a maximum of six players on the field, with unlimited substitutions.
- Teams are mixed and can have a maximum of three people of each gender on the field.
- Maximum of 12 people per team per game.
- Appropriate footwear must be worn at all times – no metal studs, bare feet or jandals.
- No watches or other jewellery are allowed to be worn during play.
- All players must wear black shorts.

### Scoring

- A touchdown will be awarded when a player places the ball on or over the score line prior to being touched by an opposition player.
- The Dummy Half is not permitted to score touchdowns.

### Competition points

- Points are awarded in competition matches in accordance with normal IFC rules:

Win	4 points
Draw	2 points
Loss	0 points

### Substitutions

- Teams may interchange players at any time but players coming on to the field may not do so until the player being replaced is completely off.
- Substitutions must only be made from the halfway line.

### Late teams

- A minimum of four team members must be present to start the game.
- Late teams will be subject to a penalty of one touchdown for every two minutes that the team is late, with a maximum of five penalty points which will signal abandonment of the game and the offending team recording a default.
- In the case of a default, the non-offending team will be recorded as winning 5-0.

## Possession of the ball

- A change of possession shall occur when;
  - a) The ball goes to ground.
  - b) The Dummy Half is touched while in possession.
  - c) The Dummy Half places the ball in the scoring zone.
  - d) The 6th Touch occurs.
  - e) The player in possession steps on or over the boundary of the field of play.
  - f) A roll ball is performed incorrectly.
  - g) A tap is performed incorrectly.
- At a change of possession, play is restarted with a roll ball.

## Passing

- A player may pass, knock, throw or otherwise deliver the ball to any onside player in their team.
- Passing forward is not permitted.
- A dropped pass results in a turn-over.

## The Tap

- A tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, touching the ball with either foot, then picking the ball up from the ground.
- When a player / team is penalised, the non-offending team shall restart play with a tap.
- The defending team must retire ten metres from the mark and may not move forward until the ball has been tapped.
- Play restarts with a tap when the following infringements occur:
  - a) Forward pass.
  - b) Touch and pass.
  - c) Rollball performed off the mark.
  - d) Performing a rollball prior to a touch being made.
  - e) Defenders offside at the rollball (5 metres).
  - f) Defenders offside at the tap (10 metres).
  - g) Deliberately delaying play.
  - h) More than six players on the field.
  - i) Falsely claiming a touch.
  - j) Using more than the minimum force to make a touch.
  - k) Misconduct

### **Touch and pass**

- A player is not to pass the ball after a touch has been made.

### **Roll ball**

- Is a means of restarting play.
- Players must perform the roll ball on the mark while facing their attacking score line and rolling the ball backwards between their legs a distance of not more than one metre.
- No overstepping is allowed (i.e. the roll ball must occur on the mark).
- Players must not delay performing the roll ball.

### **The touch**

- Players from both teams are permitted to effect the touch.
- A touch is contact with any part of the body, ball, clothing or hair.
- A minimum of force is to be used at all times.
- The team in possession is entitled to 6 touches.

### **The dummy half**

- The dummy half is the person who picks up the ball after a team-mate has performed a roll ball.

### **Offside / onside**

- After a touch has been made all defending players must retire 5 metres from the mark.
- Defenders cannot move forward until the dummy half has touched the ball.
- Within 5 metres of the score line, the defending team must retreat to behind the score line.
- Once the ball is in play the defending team must all move out from behind the score line.

### **Side line**

- If a player with the ball touches or crosses the side-line the player is deemed to be out of play and a change of possession will occur.
- Play restarts with a roll ball 5 metres in from where the player went out.
- If a touch is made 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.

## **Injury**

- Should a stoppage in play occur as the result of injury, time is to continue and the duration of the match will not be extended.
- First aid kits and a physiotherapist will be onsite.

## **Bleeding and the blood bin**

- No person may take part in any match if they reveal any evidence of bleeding.
- If any person within the field of play shows any evidence of bleeding or exposure of an open wound that is likely to bleed, weep or otherwise discharge body fluid they must leave the field of play without delay.

## **Discipline and player conduct**

- The decision of the referees and officials are final. Misconduct procedures are as follows;

1<sup>st</sup> infringement – verbal warning from referee

2<sup>nd</sup> infringement – player to be subbed off, may return on next set of six

3<sup>rd</sup> infringement – player to be removed from the game, no substitution is allowed. Player is also to be stood down for next game

4<sup>th</sup> infringement – player to be removed from the tournament, current game continues with only 5 players

- The above is a guideline and is subject to referee's discretion. In the event of serious infringements, the referee reserves the right to exclude the player/team from the game/tournament at any time and/or forfeit the match to the opposing team
- Team captains are responsible for the conduct of players in their respective teams and should be aware that undisciplined players are disruptive to the spirit of the game.