

GLOSSARY

TAP

Attacking player taps the ball on the ground with either one hand or two. The player can face any direction.

HANDOVER

The team with the ball leaves the ball where it is and retreat back 3 metres.

TRY

Attacker places the ball on or over the marked try line.

POINT

A try is worth 1 point.

ATTACKER or ATTACKING TEAM

Player on the team with the ball or the team with the ball.

DEFENDER or DEFENDING TEAM

Player on the team without the ball or the team without the ball.

TEAM

Maximum of six (6) players of which only three (3) are allowed to be on the field of play at any one time on the attacking team and a maximum of two (2) players from the defending team.

FIELD OF PLAY

Area of play defined by the marked lines. Anyone on or over the line is out of the field of play.

SUBSTITUTE

One player leaving the field and another player entering the field.

RESET

Touch count resets to zero (0) and the defending team retreats 3 metres.

GAME RULES

TO START THE GAME

Team captains do a best of one paper, scissors, rock with the winner choosing the direction and will attack first. Both teams begin the game from behind their try lines.

TO COMMENCE OR RECOMMENCE PLAY

The official blows their whistle. The ball is tapped on the ground with a hand on the ball by an attacking player and must be passed immediately. (The player picking up the ball cannot take a step unless the step is part of the passing action).

Ruling: An infringement of this rule (the attacking player taking more than one step) results in a handover.

PASS BACKWARDS

The ball must always be passed backwards. That is, the ball must land behind where it was passed from.

Ruling: An infringement of this results in a handover.

BALL TO GROUND

The attacker must have control of the ball. To retain possession, the attacking team must not allow the ball to touch the ground (unless after a touch to bring the ball back into play).

Ruling: A dropped ball hitting the ground results in a handover.

BALL TOUCHED IN FLIGHT

If the ball is touched in flight by a defensive player and the attacker retains possession play continues. The touch count **does not** restart.

BALL KNOCKED DOWN

A defender may deliberately or accidentally knock the ball during flight (not out of hands).

Ruling 1: The ball hits the ground – handover.

Ruling 2: Defender takes possession – play continues and the next touch is one (1).

KICKING

The ball cannot be kicked.

Ruling: An infringement of this results in a handover.

STALLING

A team cannot stall the game.

Ruling: An infringement of this results in a handover or reset depending on the team.

MAKING A TOUCH

A touch can be affected by:

- a defensive player touching the player with the ball
- a defensive player touching an object connected to the player with the ball (hat, hair, ball etc)
- the player with the ball touching a defender
- the player with the ball touching an object connected to a defensive player (hat, hair etc)

Ruling: If a defending calls "touch" without making a touch as described above it will result in a reset.

3 METRE RETREAT

Defending players must retreat three (3) metres after a touch has been affected.

Ruling: An infringement of this results in a reset.

5 METRE RETREAT

Defending players must retreat five (5) metres after a try.

Ruling: An infringement of this results in a reset.

TOUCH COUNT

The attacking team has possession for four (4)

touches. After four (4) touches a handover is performed.

DEFENDER MOVING

A defender can only move forward once the attacker has touched the ball on the ground.

Ruling: An infringement of this results in a reset.

SCORE A TRY

The attacking team may score a try by placing the ball on or over the try line before a touch is

affected. After the try is scored the ball should be left on the ground and play recommences from

that position.

TOUCH AND PASS

If an attacker with the ball is touched and then passes the ball, the ball must be returned to the attacker and the touch counts. The attacker should perform a tap to recommence play.

SUBSTITUTION

Players from either team can sub at any time. Physical contact does not have to be made but a player must leave the field of play before the new player enters. A player cannot enter the field to gain an advantage. I.e. in the event of a breakaway a player must not substitute off for a player to enter the field further down to stop the attacking team from scoring.

Ruling: A penalty try.

PLAYERS ON THE FIELD

An attacking team cannot have more than three (3) players on the field and one (1) player must be a female.

Ruling: An infringement of this results in a handover.

A defending team cannot have more than two (2) players on the field and one (1) player must be a female.

Ruling: An infringement of this results in a reset.

DISCIPLINE

Just don't be an idiot.

Unsportsmanlike behaviour is subject to either a loss of possession for either team or removal from the game. Idiotic behaviour can include:

- Throwing the ball away at a change of possession.
- Continual breaches of the rules.
- Fighting or using physical force in the game.
- Back chatting officials and opposition players.
- Tripping.
- Swearing.
- Any actions considered by officials to be bad sportsmanship.

Ruling: First offence: handover or reset and player must substitute, second offence: removal from game.

REMOVAL FROM THE GAME

If an official deems it appropriate to remove a player from the game, then they can no longer take part in that game, but they may be substituted by one of the other players. The removed player will need to

meet with the Tournament Director to determine if they can continue to participate in the tournament.

DRAWN GAMES

In the round games, the team that scored first will be deemed the winner and awarded +1 try.

SHOOT OUT

A shoot out is a 2 v 1 competition used in the finals series when games are drawn at full time.

COMPOSITION

Each team will select 3 players who will participate in the shoot-out. A minimum of one female must be selected.

RULES

- The team that commenced the game will commence the shoot out in the same direction.
- Each team will have 3 opportunities to attack and defend.
- The team commencing will have 3 attacking opportunities in succession and then change.
- Each member of a team must take a turn of defending in the initial 3 chances of the shoot-out.
- The attacking raid must always consist of a male and a female player.
- The attacking team in a shoot-out has two (2) players and the defending team has one (1) player.
- Each team starts on their defensive try lines. The attacking team plays the ball and passes the defender can advance from the baseline.
- The attacking team has one crack to score a try.
- The attacking team can use as many passes as it wishes to score a try.
- If the attacking team with the ball is touched, the defender knocks the ball down or the attacking team makes an infringement, it is over for that attacking raid.
- In the event that the scores are locked after 3 raids, it goes into a sudden death of raids until there is a winner.