

# **Jamberoo Touch Incorporated**

## **Summary of Playing Rules**

### **Team Composition**

The maximum number of players per team on the field at any time is seven (7) and the maximum number of males per team on the field at any time is four (4). There must be at least one (1) female per team on the field at any time.

The minimum number of players for a game to start is five (5) registered players, provided that both sexes are represented. When a team is unable to field five registered players including at least one female, that team must forfeit.

Provided that a team has five registered players with representation from both sexes, that team may supplement its numbers for that game by the addition of other registered players from Jamberoo Touch so as to increase the numbers to the extent that the team has one substitute from each sex.

Notwithstanding the above, the Jamberoo Touch Committee will allow the following relaxation of the rules for normal competition games. When a team has only one or two female players for a competition game, that team will be permitted to field a maximum of five (5) male players at the one time, provided that the opposing team is in agreement with this happening. If the opposing team agrees to the number of males on the field being increased to five, then it (the opposing side) may also field up to five male players at any one time. The requirement that there must always be at least one female player on the field at any one time continues to apply.

### **Starting Play**

Play is started by a member of the team that “won the toss” placing the ball on the half-way mark and tapping the ball with the foot for a distance on not more than one metre and retrieving the ball cleanly. All members of the defending team are required to retire a distance of not less than ten metres and may move forward once the ball is tapped.

### **The Attack**

The team with the ball has a total of six touches in which to attempt to score a touchdown (try). Following the sixth touch or the ball being dropped by the attacking team, 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. Attacking players who request the ball are to be given the ball. Players are not to delay the changeover procedure.

### **The Rollball**

The rollball (playing the ball) is the normal act of bringing the ball into play following a touch or a change of possession. The player in possession of the ball is to perform the rollball and the player that receives the ball is known as the dummy-half.

The player is to stand on or behind the the mark, face the opponent's (defending) scoreline, 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. The foot may be used to control the ball.

All players of the defending team are to retire a distance of not less than eight (8) metres from the mark for a Rollball. Players of the defending team are not permitted to move forward of the eight (8) metre position until the dummy-half has made contact with the ball. The dummy-half is not to delay picking up or gathering the ball.

The player who performs the Rollball is not permitted to obstruct or otherwise interfere with the defending team. The player performing the Rollball cannot retrieve the ball.

When the player in possession is required to Rollball without a half in position, players of the defending team may move forward of the eight (8) metre positions as soon as the ball leaves the hand/s of the player in possession. Should a defending player gain possession, the match is recommenced with a Rollball at the same mark.

A player in possession is not to perform a Rollball unless a touch has been effected. Jamberoo Touch has a local rule that if a defending player is in a position to make a touch and deliberately withdraws and the attacking player performs a rollball without a touch being effected, then the touch is deemed to be made and play continues.

An attacking team is not required to Rollball within five (5) metres of the scoreline. After each touch the player in possession may move five (5) metres from the scoreline to Rollball.

The dummy-half may pass or run with the ball, however, if touched, loses possession. The dummy-half is not permitted to score touchdowns. The dummy-half is permitted to use the foot to control the ball. Defending players may move forward as soon as the half has made contact with the ball.

## **The Touch**

A touch is contact on any part of the body between a player in possession of the ball 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.

Should a touch be made on a player in possession while the ball may not be physically in the hands (e.g. while juggling or trying to maintain control), the touch is to count.

Players of both defending and attacking teams are to use the minimum force necessary to make touches. A player using more than minimum force shall be penalised and could be sent off.

A player must not claim or otherwise call for a touch unless a touch has actually been effected. If an advantage is apparent, the referee will indicate "play on"; otherwise a penalty is awarded to the attacking team where the touch is claimed. Calling a touch prior to contact is subject to a penalty. Deliberate running on after a touch is to be penalised although the referee is to use his/her discretion regarding players not feeling slight touches.

If a touch is made over the scoreline before the ball is grounded, no touchdown results. The player in possession is to move from that point to a position five (5) metres from the scoreline to Rollball, provided it is not the sixth (6th) touch.

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.

A player is not to pass the ball after a touch has been made or the player will be penalised.

## **General Play**

A player in possession may pass or throw the ball to any other onside player in the attacking team. A player in possession is not to pass or otherwise propel the ball in a forward direction. A penalty is to result from a forward pass even if the receiver was in an onside position prior to the pass.

If the ball is accidentally knocked from the hands of a player in possession during a touch, the touch counts and the player retains possession. If a defender deliberately knocks the ball to the ground, the attacking team retains the ball and the count restarts.

If the ball rebounds from a defending player, who has not made an attempt to retrieve it, and the ball goes to ground, a change of possession results. Unintentional contact by a defending player includes contact on the arms and hands providing an attempt is not made to secure possession.

If an attacking player attempts to gather the ball after an intentional deflection by a defender and the ball goes to ground, the attacking team retains possession and the touch count restarts.

If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball is regained by an attacking player, play on and the touch count continues.

A player who passes the ball at a defending player and thereby causes the ball to go to ground shall lose possession. However, if the defending player attempts to catch the ball or play at the ball and the ball goes to ground, the attacking team retains possession and the count restarts.

A defending player must have both feet on or behind the defending scoreline to be onside when a Rollball occurs within eight (8) metres, or a tap from a penalty within ten (10) metres of that player's defending scoreline. The defending players must move forward in an attempt to make a touch. All interchanges must occur only after the substituted player has crossed the side boundary. All interchanges must be made on the one side of the field and without delay. Players leaving or entering the field shall not hinder or obstruct play and must enter from an onside position.

Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is effected, a touchdown is scored, or a stoppage occurs as a result of other actions.

## **Touchdown**

A Touchdown (try) is the result of an attacking player, except the dummy-half, placing the ball on or over the team's attacking scoreline. If a player is touched at the same time that the player places the ball on the ground over the scoreline, the touch counts and a touchdown is not awarded.

## **Penalties**

A penalty is to be awarded for an infringement by any player in accordance with the rules. A tap is then taken by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball cleanly. Any player of the attacking team may take the tap. All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.

If a player chooses to Rollball in lieu of a tap, the player who receives the ball is not deemed to be a dummy-half.

## **Discipline & Player Conduct**

All players should be aware of the Code of Conduct adopted by Jamberoo Touch Incorporated and which is available on the website. Adherence to the code is a condition of playing in any competition conducted under the jurisdiction of Jamberoo Touch.

All players who are involved in the match both on and off the field of play are under the direct control of the referee.

A Player who continually breaches the playing rules is liable for dismissal.

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. Team captains may respectfully enquire of the referee, matters of varying interpretation or causes of penalties. Any discussion is to be brief and polite and must not delay play. Other team members should not talk to the referee.

Any player may be dismissed as follows:

(a) Period of Time. A player dismissed for repeated infringements or any offence requiring more than a penalty is to move from the field of play and cannot be replaced.

(b) Remainder of Match. A player dismissed after any previous 'Period of Time' dismissal, or for an offence such as gross misconduct or a dangerous act is to take no further part in that match. The dismissed player cannot be replaced and that player shall receive an automatic two (2) match suspension. Depending on the severity of the incident, the player may have to face the Disciplinary Committee and could receive a longer suspension.

Players guilty of misconduct will be penalised and could be excluded from the match. Misconduct includes:

- continual breaches of the rules;
- swearing;
- backchatting referees or other match officials;
- bad sporting behaviour;
- fighting;
- using unnecessary physical force in making a touch;
- attacking the head of an opponent;
- tripping;
- any other action which is not in the spirit of the game.

A player sent from the field for a period for time is to remain off the playing field until recalled by the referee.

The referee is the sole judge of time in relation to dismissed players. A referee is required to advise the team captain as to the reason for a player's dismissal. Referees may suggest to captains to replace infringing players for the remainder of the match otherwise the player may be sent off and suspended and the team reduced in playing numbers.

Referees must submit a written report on players sent from the field for the remainder of the match.