



Eastern Junior Touch 2018/2019 Season

Module Rules

ECRSI follows the touch New Zealand rules, but has made some modifications for the lower grades.

Dummy Half Rules

Year 1-2: The dummy half must pass. Once the Dummy Half passes, the defence can then rush up after the PASS (not when the Dummy Half touches the ball)

Year 3-4: The Dummy Half can pass or run, and the defence rushes when it's clear the Dummy Half has decided to run or pass (ie, not necessarily on the touch of the ball)

Year 5-6 onwards: The Dummy Half can pass or run, the defence rushes upon the Dummy Half **TOUCHING** the ball.

1. Scoring:

A touchdown will be awarded when a player places the ball on or over the score line prior to being touched. A touchdown will be worth one (1) point (see rule 16 for exceptions). The Dummy Half is not permitted to score touchdowns.

2. Substitution Box:

Substitute players must remain in their Substitution Box. Teams may interchange players at any time. Substitute players going on to the field may not leave the substitution box until the player being replaced has come off and reached the substitution box.

3. Possession of the Ball:

A Change of possession shall occur when:

- *The ball is dropped to ground.*
- *The Dummy Half is touched while in possession.*
- *The sixth (6th) Touch occurs.*
- *The Dummy Half places the ball on or over the score line.*
- *A roll call is performed incorrectly.*
- *A tap is performed incorrectly.*
- *The player in possession steps on or over the boundary of the field of play.*

At a change of possession play is restarted with a roll ball.

4. Passing:

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

5. The Tap:

The Tap is taken by placing the ball on the ground at the mark, releasing the ball from both hands, tapping the ball with either foot a distance of not more than one (1) metre and picking up the ball cleanly. Any player from the attacking team may take the tap.

6. The Penalty:

When a player/team is penalised the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten (10) metres from the mark until the ball

has been tapped.

Play restarts with a tap when the following infringements occur:

- *Forward Pass.*
- *Touch and Pass.*
- *Performing a roll ball prior to a touch being made.*
- *Performing a roll ball off the mark.*
- *Using more than the minimum force to affect a touch.*
- *Claiming a touch when the touch was not affected.*
- *Defenders offside at the roll ball (5 metres).*
- *Defenders offside at the Tap (10 metres).*
- *Incorrect substitution*
- *Falsely claiming a touch*
- *Using more than the minimum force to make a touch*
- *Misconduct*
- *Playing more than the allowable number of players*
- *Deliberately delaying play*
- *Obstruction*

7. Rollball:

A method of restarting play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between their legs a distance of not more than one (1) metre. Players must not delay performing the roll ball. The player who performs the roll ball is not permitted to pick the ball up.

8. The Touch:

Players from both teams are permitted to affect the touch. A touch is contact with any part of the body, ball, clothing or hair. Minimum force is to be used at all times when affecting a touch. The team in possession is entitled to six (6) touches.

9. Touch and Pass:

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

10. The Dummy Half:

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

12. Sideline:

If the player with the ball touches or crosses the side-line s/he is deemed to be out of play and a change of possession occurs. Play restarts with a roll ball five (5) metres in from where the player went out. If a touch is made before the player goes out, the touch counts.

13. Obstruction:

Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

14. The Field of Play

The field is 70 metres long (score line to score line) and 50 metres wide. Substitution boxes measuring 20 metres in length are situated on each side of the field at halfway. The Touchdown Zone is the area beyond the score line. (half of this size is played on for Year 1 and 2.)

15. Team Composition:

A team may consist of up to 14 players. A maximum of six (6) players are permitted on the field at any one time. A minimum of four (4) players per team are required for the match to be played.

16. Mixed Teams:

There is no set ratio of boys and girls that have to be on the field or in the team. However, if a team does have three or more girls on the field at one time and a girl scores a try it is worth 2 points.

17. The Toss:

The captain winning the toss shall receive possession of the ball, a choice of direction and choice of substitution box for the first half. The team that loses the toss shall recommence play after the half time break. The Coaches shall supervise the toss.

18. Duration:

A match shall be approximately (14) minutes each way with a two (2) minute break at half time.

19. Extra Time:

When a match is drawn and a single winner is required (Finals), the match is stopped, teams drop off one (1) player each and extra time is played. Teams drop off a player every two (2) minutes until down to three (3) players. The first team to score a Touchdown in extra time wins the match, once both teams have had possession.

20. Player Attire:

All team members must be correctly attired in team uniforms ie. Same coloured shirts, shorts & socks. Bare feet, spikes and footwear with screw in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.

21. The Referee:

The Referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The Referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under the control of the Referee. Referees can either be provided by RCSI or by each team as agreed by the two coaches before the match.

22. Foul Play will NOT be tolerated:

Any foul play (the Referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.