

Christchurch Football Club

Touch Module

Rules:

CHANGE OF POSSESSION:

Play restarts with a Roll Ball when:

- Ball to ground
- Dummy ½ touched in possession
- Dummy ½ places ball in touch down zone
- 6th touch
- Ball outside boundary
- Incorrect roll of ball
- Incorrect tap

PENALTY INFRINGEMENTS:

Play restarts with a Tap ball when:

- Forward Pass
- Touch & Pass
- Roll ball off the mark
- Performing a roll ball prior to a touch being made
- Defenders offside at a roll ball (5 metres)
- Defenders offside at a tap ball (10 metres)
- Delaying play
- Obstructing or interfering with play
- More than the stipulated number of players on field
- Incorrect substitution
- Claiming a touch when contact has not been made
- Excessive force when effecting a touch
- Obstruction (using other players or referee)
- Misconduct

Note: If the attacking team does not choose to go back to the 5-metre line, the defending team does not have to move out to the 5-metre line when the ball is played.

SIN BIN:

May be used for serious misconduct or repeated fouls

TO SCORE A TOUCH DOWN:

- Ball to be grounded on or over the score line (body does not have to be over the line)
- Players may dive to score
- Dummy ½ can not score
- No forward passes in the touch down zone

TO PERFORM A PENALTY TAP:

- Place the ball on the ground
- Release from hands
- Tap with foot (no more than a metre)
- Retrieve cleanly
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REFEREE'S DECISION IS FINAL

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Points system

<u>Game Result:</u>	<u>Points</u>
Win	4
Loss	0
Draw	2
Conduct	2

Conduct points:

Points will be awarded to teams that display good conduct. You will not be awarded points if the following is displayed:

- Arguing with referee
- Bad language
- Fighting
- Any other unsporting behavior

Location:

Christchurch Football Club is located at

Christchurch Park
250 Westminster Street
St Albans
Christchurch