CURTIN TOUCH RUGBY RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Evening Social Sport Touch Rugby Competition.

Nominations and fixtures:
- Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. All fixtures and results are available on our website http://life.curtin.edu.au/curtin-stadium/social-sport.htm this link will be emailed to team captains and vice captains prior to the first week of competition. Fixtures and results will also be available on the ‘SportFix’ app by searching Curtin Stadium.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 6.00pm and 10.00pm although games could run early and/or later depending on team numbers.
- Special fixture requests will be considered. Requests should be submitted in writing at time of registration. Curtin Stadium will consider all requests but cannot guarantee requests can be accommodated depending on the structure of the competition and the effect it may have.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Officer. Changes will be made in the following instances:
- A team requests a grade change. Any requests must be made to the Sports Program Officer on 9266 7052 or email socialsports@curtin.edu.au
- The Sports Program Officer and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Program Officer on 9266 7052 for any general enquiries.

1. The Playing Area
   - Curtin Stadium staff will mark an appropriate field on Edinburgh oval.

2. Players
   - The maximum number of players on the field at any given time is six (6).
   - The minimum number of players on the field without incurring a forfeit is four (4).
   - **The minimum number of females on the field at any given time is two (2).**
   - Players can only play for their registered teams. Players can only register for one team
- Players can only fill-in for teams that play in the division below their team or higher. (Example: player from division 1 can only fill-in for division 1&2 – a player from division 3 can fill-in for divisions 1, 2, 3, 4.)
- Teams that bring a player from 2 or more divisions higher will not receive competition points for that game (forfeit loss). It is the team captain’s responsibility to ensure any fill-in players are eligible to play.

3. Player Equipment
- All players are required to wear a team uniform consisting of the same coloured tops. Teams who do not have a team uniform will be supplied with stadium bibs.
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped.
- Nails must be cut.
- Appropriate covered footwear must be worn. Curtin Stadium staff have the right to check footwear prior to each match to ensure ‘studs’ are safe.

4. Substitution of players
- Substitution of players can only occur upon request to the referee and at a possession changeover.

5. To Play
- Games will be forfeited if a team is not ready to play within eight (8) minutes of the scheduled start time.
- Late teams will be penalised 1 try for every 2 minutes they are late
  - 2 minutes late – 1 try
  - 4 minutes late – 2 tries
  - 6 minutes late – 3 tries
  - 8 minutes late – 4 tries

6. Length of the game
- All matches shall consist of 2 x 20 minute halves with three (3) minutes break at half time.

7. Competition points
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (a 10 – nil score will be given to the winning team)
- Bye = 0 points

8. Mode of Play.
- The ball may be passed, knocked or handed between onside players of the attacking team who may in turn run or otherwise move with the ball in an attempt to gain territorial advantage and score. Defending players prevent the attacking team from gaining a territorial advantage by touching the ball carrier. Either defending or attacking players may initiate touches upon which, play stops and is restated with a Rollball, unless other rules apply.

- A touchdown is awarded when a player (without being touched and a player other than the half) places the ball on the ground on or over the team's attacking score line and within the boundaries of the Touchdown Zone. A touchdown is worth one (1) point.

10. General Rules
- The attacking team is to start the match with a foot tap at the centre of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.
- The foot tap is taken by placing the ball on the ground at or behind the mark, tapping the ball the foot. Any player of the attacking team may take the tap. Any onside player of the attacking team may retrieve the ball once the tap has been taken.
- All players of the defending team are required to retire a distance, determined by the referee, from the mark for the tap. Defending players may move forward of their positions once the ball has been tapped with the foot.
- Providing other Rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.
- Following the sixth touch or the loss of possession due to any other means, 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.
- If the ball is dropped to the ground, a change of possession is the result. The mark for a change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is of greater advantage to the team gaining possession.
- Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is affected, a touchdown is scored, or a stoppage occurs as a result of other actions.

11. Rollball
- Upon a change in possession a player is to perform a Rollball.
- The attacking player is to position on the mark, face the opponent's (defending) score line, stand parallel to the sidelines, 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.
- Any other player of the attacking team may receive the ball from the Rollball and thus become the half. The half may pass or run with the ball. However, if touched, loses possession.
- Players of the defending team are not permitted to move forward until the half has made contact with the ball.

12. The Touch
- Players of both defending and attacking teams are to use the minimum force necessary to affect touches.
- If the ball is knocked from the hands of a player in possession during a touch, the touch counts and the player retains possession, and they are required to perform the Rollball. The touch count continues, unless it is the sixth (6th) touch.
- After a touch has been affected, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.
- A player is not to pass or otherwise deliver the ball after a touch has been affected. If a player passes the ball after being touched, the lose possession.
- A player must not claim or otherwise call for a touch unless a touch has actually been affected.
- The mark for the Rollball is dependent on the position of the player in possession at the time of the touch.
- On the rare occasion a player places the ball on the ground on or over the score line at the same time a touch is affected, the touch counts and a touchdown is not awarded.
- Should a player in possession affect a touch on an offside defender who is making every effort to retire and remain out of play, the touch is to count.
- If a player in possession of the ball is touched after crossing the attacking score line and prior to the scoring of a touchdown, the touch counts. Play is restarted with a Rollball five (5) metres infield from where the player in possession crossed the score line.
- 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.

13. Ball Touched in Flight
- If the ball goes to ground following a defender's attempt to gain possession, the attacking team retains the ball and the touch count restarts. This also applies if the defending player deliberately knocks the ball to the ground. The mark where the Rollball occurs is where the ball first pitches or where the defender touched the ball, whichever is of best advantage to the attacking team.
- If a defending player touches the ball in flight and the ball is retrieved by an attacking player, play continues and the touch count restarts at the next touch.
- If an attacking player attempts to gather the ball after a deflection by a defender and the ball goes to ground, the attacking team retains possession and the touch count restarts.

- For minor offences i.e. arguing with refs, shouldering, leg trips, calling phantom touches etc. the player will be sin binned without replacement (duration at the discretion of the referee). Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field without replacement for the remaining duration of the game.

15. Duty of Care
- For the safety of all social sport participants a penalty will be given against any player, for deliberately or recklessly playing in a manner that does, or could potentially cause harm to another player, as determined by the umpire. It includes unfair play, dangerous play and misconduct that does not meet accepted standards of good sportsmanship.
- The 'DoC' penalty will be decided by the umpire/s dependant on the situation, but may result in penalty, send-off, suspension or banning from the competition.

16. Suspensions and Ejections
- Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously.
• All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Officer in consultation with senior members of staff.
• Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least one (1) game.
• Both teams are given a warning in relation to language and general behaviour on the court before the game and if any of this occurs it results in the player being removed from the court.

17. Forfeits and Withdrawals
• Teams must attend every fixtured game for the season or notify the Sports Program Officer on 9266 7052 or socialsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
• A game will be declared a forfeit when:
  o A team is not ready to play within (10) ten minutes of the scheduled start time;
  o A team fails to honour their fixtured game (this includes finals).
• Any team forfeiting will incur the following fine’s:
• Any team that has notified the Sports Program Officer by 4.00pm the day of the fixture: Normal game fee for that chosen sport.
• Any team that does not show up to a fixture game without notifying the Sports Program Officer prior to 4.00pm the day of their fixture will be charged twice (2x) the Normal Game fee for that chosen sport. This is referred to as a ‘NO SHOW FEE’
• Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Unfinancial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
• Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
• If a team forfeits their match, the opposing team will be awarded a win 10 – 0 and their game fee will be held over to the following week.
Any team that withdraws from the competition throughout the season will be issued with a $200 withdrawal fee.

18. Finals procedures
- To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season
  - In the event of a draw in the final fixtures, teams will go to extra time consisting of five (5) minutes and the team that scores the first try within this period will be declared the winner (golden try).
  - In the event that scores are still tied at the end of the extra time, the team that ranked higher at the end of the group matches will be declared the winner.

19. Have Fun!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above the referees and/or competition organiser will use their discretion in making a decision.