

Quick Touch Rules

1. To start the game; the attacking team must start with a tap from the middle of the field. **(On a tap/penalty the player taking the tap/penalty may run forward without passing until they are touched then they play the ball between their legs and play continues)**
2. The defending team must be back 10m for the start of play and after each touchdown
3. After a team scores the play begins again with a tap in the middle
4. The person who takes the role of (acting) half can cross the try-line but not score.
5. If the (acting) half is touched while possessing the ball it is a turnover. **ROLL BALL**
6. After being touched, the player touched must play the ball between their legs at the point of the touch
7. The attacking team continues play until they have had 6 touches or a playing offence has been committed
8. After being touched 6 times the ball is handed over to the other side. **ROLL BALL**
9. After touching the attacking player with the ball, all defending team members must retreat 5m
10. Ball to Ground: When the ball is dropped on the ground it is a turnover. **ROLL BALL**
11. Turnover: When the attacking side loses the ball to the opposition
12. No control: When the ball is thrown, dropped, knocked on, in a touch. **ROLL BALL**
13. When someone is penalised their team must then retreat 10m
14. If the defending players do not retreat they are offside. **PENALTY**
15. If a touch is considered to be too strong. **PENALTY**
16. Offside: when the defending players have not retreated 5m. **PENALTY**
17. Forward Pass: When the ball is passed in front of the player who possessed the ball.
PENALTY
18. Touch and Pass: When the person who is touched then passes the ball. **PENALTY**
19. Voluntary Rolled Ball or No Touch: When the player is not touched and rolls the ball between their legs. **PENALTY**
20. More than a Meter: the ball must not be rolled more than one meter. **ROLLBALL**
21. Shepherd or Obstruction: Obstructing a touch from the defending side. **PENALTY**
22. The referee is the sole judge on all decisions