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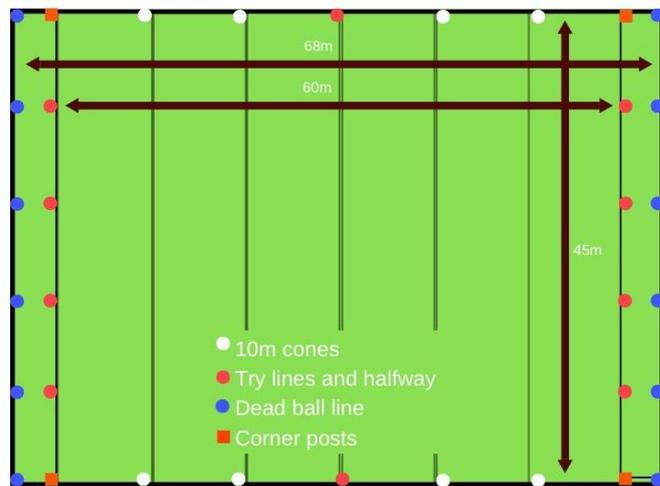
KICK IT TOUCH FOOTBALL

At Kickit Touch Football we believe that the greatest game of all is something that everyone can enjoy. Experience the fun and social atmosphere of Kickit Touch Football, the “closest social sport to Rugby League” If you love Rugby League, you’ll love Kickit Touch footy.

THE GAME

- Kick It Touch is a 40-minute game with two 20-minute halves and a 5-minute break at half time.
- Each team is allowed a maximum of 7 members on the field at any one time.
- All mixed competitions must have a minimum of two (2) girls on the field at any given time.

FIELD DIMENSIONS



A Kick It Touch field is minimum 60m long and 40-45m wide with 4-5meter in-goals.

As seen in the diagram, each colour cone represents its own marker.

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.com.au

INTERCHANGE

- Teams are entitled to unlimited interchanges.
- Players must interchange within a 10m distance to avoid disadvantaging the opposition team.

TEAM REGULATIONS

Teams are required to field a team with a minimum of four (4) players on the field at all venues.

- Teams must consist of four (4) original players before half time; otherwise a forfeit will be recorded against that team.
- Each player is required to play a minimum of three (3) games throughout the season (*trials and fixtures*) to qualify for finals games.
- In the event that a team cannot field a minimum of four (4) original players in a finals game prior to half time, they will forfeit.
- The venue manager under the consideration with the opposition captain may allocate extra players in fixtures and finals matches.

COMPETITIONS AND FINALS

Kick It Touch will run three (4), 10-week seasons each year. Each season comprises one (1) weeks of grading, followed by seven (7) weeks of regular fixtures and ending with two (2) weeks of finals.

Notes:

- Each team will play in the final two weeks of the season regardless of the teams standing on the ladder after completion of week 10.

Finals mimic a NRL top four (or eight) structure:

- Week 9 Semi: 1v4 + 2v3, 5v8 + 6v7 (etc.)
- Week 10 Grand Final: Semi final winners.

EXTRA TIME

Extra time will be allowed in finals matches only. This is when scores are level at the end of regulation (40-minutes).

- Teams are cut to four (4) players. Mixed teams must have a minimum of two (2) females on the field during extra time.
- If a try is scored on the first attacking possession (including after any repeat sets) by one team, the opposition team will have one attacking set to equalise.
- In the event a try is not scored on the first attacking possession, the game will continue until the first try is scored.
- Female tries remain as 2-points.
- Captains will be advised of minor rule modifications prior to extra time.

SCORING AND COMPETITION POINTS

- Scoring
 - Male try = 1 Point
 - Female try = 2 Points
- Competition Points
 - Win = 3 Points
 - Draw = 2 Points
 - Loss = 1 Point
 - Forfeit = 1 Point. (3-0 victory)

SAFETY

Players must wear enclosed footwear. It is against Health and Safety regulations to let any player play barefoot, in thongs or any other non-protective footwear.

- Moulded and Plastic tags are allowed.
- Metal tags, running spikes, cricket/golf shoes are not allowed
- It is highly recommended that all players take care of long fingernails and remove any type of jewellery or accessories that could be deemed dangerous prior to taking the field (e.g. necklaces, watches, rings, earrings, piercings etc. The referee may instruct a player to leave the field to remove and/or tape a dangerous item if it poses a risk to other players.

Under no circumstance can a player take the field under the influence of alcohol or drugs. Players with a previous injury or illness take the field at their own risk and may not be covered under insurance.

TEAM WEAR

Teams are encouraged to obtain team uniforms with numbers. At the bare minimum teams must wear the same colour shirts/singlets.

Our team wear sponsor Intercept Supply Co will be able to help your team out with fully sublimated shirts for under \$30 with a 3-4 week turnaround. Contact your venue manager for more information.

Bonus competition points may be allocated for correct team wear throughout the trial and fixture rounds. Visit your venue page for a full breakdown of the competition details.

PAYMENT

Please note that full payment for teams must be received by week 4. Visit the register page or contact your venue manager for payment details.

Bonus competition points may be allocated to teams who pay on time.

Note: *Outstanding payments will be dealt with accordingly and will result in loss of competition points or expulsion.*

INSURANCE

Kick It Touch Footy Pty Ltd is not responsible for any injury or loss, whether bodily or to property from the activities of Kick It Touch Footy as in registration.

Players accept that when participating in the Kick It Touch Footy competition, they do at their own risk. Participants are encouraged to visit their doctor before playing in the Kick It Touch Footy competition as any pre-existing medical condition may put a player at risk of physical injury.

Under no circumstances are pre-existing injuries covered by the Kick It Touch Footy Pty Ltd insurance policy, which is administered by Arthur J Gallagher.

Additional loss of income is the player's responsibility to take extra cover if they feel that is necessary.

Who is Arthur J Gallagher?

Gallagher is one of Australia's – and the world's – largest insurance broking and risk management companies. In Australia we are the chosen partner to more than 125,000 businesses, from micro-SMEs through to multinational corporations and some of the world's most iconic brands.

Visit our contact us page for full breakdown on the insurance provided by Arthur J Gallagher.

WEATHER

Kick-it Touch Football is played in all conditions except thunderstorms due to safety concerns from lightning and hail. Kick It Touch venue managers will notify team captains in extreme cases of weather where cancellation is necessary. Otherwise, players should assume that games will be played as per normal, even if it is raining.

At most venues the fields are out of our control and could be closed independently due to wet weather.

Notes:

- *No games are ever lost due to weather conditions. In the case of a cancelled game, it will be played the following week.*

IN ATTACK

KICK-OFF

A kick-off consists of a centred drop kick on the halfway line. A kick-off must travel at least 10 meters on the full to be considered in play.

Kick-off infringement

A kick-off that does not travel 10-meters on the full or is kicked over the sideline or dead ball line on the full.

Result: A kick-off infringement will result in a penalty awarded to the opposition team on halfway.

Notes:

- *If an opposition player touches (or straddles) the ball on the full with a body part outside the field of play, the ball is ruled out of play and a penalty will be awarded to the receiving team on halfway.*

Retaining possession

The kicking team is entitled to re-gain possession off the kick-off as seen in the NRL.

Result: Re-gaining of possession after the ball has been kicked 10m on the full results in a 'play on' call by the referee.

- If the ball is kicked over the sideline (*after bouncing*), the kicking team will receive a roll ball at the point at where the ball went out.
- If the ball is kicked dead in-goal (*after bouncing*), the kicking will receive a goal-line drop out.

Notes:

- *The ball can not be touched inside the 10m. If touched, a penalty is awarded to the opposing team.*

SCORING AND SIMULTANEOUS GROUNDING (BENEFIT OF THE DOUBT)

Scoring occurs when the ball is placed in the opposition in-goal with control and downward pressure on the ball. Grounding can occur with the fingers, hands, arms and front torso. Players need to re-grip the ball if they have lost control at any point of the ground process.

Simultaneous grounding

Simultaneous grounding is when both an attacking and defensive player ground the ball at the same time.

Result: In simultaneous situations, advantage will be awarded to the attacking player and the referee will award a try.

Notes:

- *In the event a player grounds the ball while simultaneously touching the sideline or dead-ball line, the player is deemed out of play and will result in a change over.*

- *Should a player ground the ball short of the try line and in the field of play while losing control, the ball will be ruled 'dead' by the referee and will result in a knock-on. A changeover will occur at the spot of the knock-on.*

PENALTY TRY

A penalty try occurs when there is an infringement by a defensive player, preventing an attacking player from scoring.

Player misconduct involving contact, incorrect substitution or deliberate foul play in a try-scoring situation could result in a penalty try.

Result: A referee must have little doubt that the player in possession would have scored if not for the infringement by the defensive player. If so, this will result in a penalty try.

Notes:

- No extra points are awarded for penalty tries.
- Please refer to the Code of Conduct PDF in the rules section of our website for more information on contact misconduct.

TOUCH INGOAL

An attacking player can be touched in their opponent's in-goal and still remain in possession. This is Kick It Touch's equivalent of being held up in-goal as seen in Rugby League.

Result: The referee will call "touch" and the player in possession must commence a roll ball 10-meters out from the opposition goal line.

Notes:

- If a player is touched in-goal, the touch count will continue.
- If the final touch is made in-goal, this will result in a handover and a 5-meter roll ball to the opposition team.

"Caught in-goal"

When a player catches a kick on the full in their own in-goal.

Result: The referee will rule "caught in goal" and the team in possession will be awarded a 10-metre tap restart.

Notes:

- "Caught in-goal" will be deemed when the receiving player has one grounded leg on or behind his or her own try line.
- A 'quick tap' restart will be permitted under instruction by the referee. The initial player who catches or picks up the ball needs to run it back to the middle of the 10m line where the referee will blow play on. A quick tap isn't permitted if that player passes/kicks to a teammate to take the tap.

THE PLAY THE BALL

The play the ball occurs once a touch has been made. A player must roll the ball backwards between their legs or step over the ball. Players do not need to use their foot to play the ball.

“Over the Mark”

‘Over the mark’ is deemed by the referee when a player has taken one step in any direction after the point of the touch.

Result: “Over the mark” will result in the referee restarting play with the offending player retaining possession and playing the ball on the mark.

Incorrect Play the Ball

The player in possession must roll the ball backwards and be facing forwards or ‘square’ to the ruck.

Result: An error in the process of playing the ball or playing the ball incorrectly will result in a change of possession.

Holding up the Play the Ball

A player who has been touched and is waiting for a dummy half.

Result: Players who deliberately hold up play will be given a warning by the referee. “Play on” will be called to allow the defence to move should players offend repeatedly.

Initiating the Touch

A player in possession of the ball is permitted to initiate the touch without excessive contact.

Result: If contact is present when initiating a touch (including pushing or shoving defenders), it will result in a warning, following by a penalty for repeated team infringements.

Result: Initiating the touch and playing the ball on a passive offside defender will be counted as a touch. Play will be restarted and the ball carrier will retain possession. “Play on” will be called by the referee if a player in possession initiates a touch on a passive offside defender without starting ruck or playing the ball.

a An attacking player cannot initiate the touch and ruck/play the ball on a retreating/passive offside defender.

-

or

or out to the side of the ruck.

- Any player in possession of the ball may initiate the touch on a defensive player.

- Players are entitled to take the spot of the play the ball backwards when inside the opposition’s 10m.

Notes:

An incorrect play the ball is when the control is lost in attempting to roll the ball, when the play the ball isn’t straight between the player’s legs or when the ball clearly rolls forward

THE DUMMY HALF

The dummy half cannot be touched or score, except:

The dummy half **can only be touched** when the ball is kicked through or beyond the defensive line set by the referee and successfully re-gathered.

The dummy half **can only score** after a change of possession or when ball is touched by a teammate. This cancels out the 'dummy half'.

Kicking in the Ruck

When the dummy half kicks off the ground instead of picking/scooping the ball up.

Result: For safety reasons (*see contact below*), if the dummy half kicks off the ground an immediate changeover will be ruled at the point of the play the ball.

Notes:

- *Should a dummy half be touched with the ball, an immediate changeover will occur at the spot of the touch.*
- *If the dummy half grounds the ball in-goal, this will result in a change in possession and constitute a 10-metre tap restart to the opposition team.*

KNOCK ON

A knock on is ruled when a ball moves in a forward direction towards the opponent's goal and hits the ground, a defensive player or a referee.

Losing possession

A player in possession of the ball must have complete control whilst in the process of being touched or making a kick.

Result: If possession is lost, this will result in a "knock-on" called by the referee and a changeover will occur.

If a player loses control by dropping the ball accidentally onto their foot, this is considered as losing control and will result in a knock-on. Drop kicks in the field of play are also classed as a knock on.

Tapping or juggling the ball

A player in possession who is touched by a defender while in the process of 'tapping' or 'juggling' the ball.

Result: A player can be touched while in the process of tapping or juggling the ball as long as they maintain possession. The mark is at the point of where the touch is made.

If the player loses control after the touch while juggling the ball, a knock on will be ruled.

Notes:

- *The referee will allow play to proceed long enough after a knock-on for the opposition team to take an advantage.*
- *A knock on is ruled 'dead' by the referee when the attacking team touches the ball twice or when the ball is stationary or out of play.*
- *A player in possession cannot deliberately promote the ball forward with any body part to disadvantage the defence unless it is with feet or shin otherwise it will be deemed a knock on.*

FORWARD PASS

A forward pass is when the ball is passed in a forward direction without the aid of momentum.

Ruling: Should a referee deem a pass is forward, a turnover will occur at the spot of the forward pass.

Notes

- "Play on" will ruled if a pass is deemed to be thrown backwards out of the hands but has travelled forward with momentum.
- The opposition team may take advantage should they take control of the ball either before or after a forward pass hits the ground.

KICKING

A player can kick the ball during play on any touch count. All types of kicks are allowed.

The ball is kicked out on the full
(except dead in-goal)

Result: A ball that is kicked out on the full will result in a turnover and the opposition will conduct a 'roll ball' at the original point of the kick.

Dead or dead in-goal

When a ball is kicked beyond the dead ball line or dead in-goal lines.

Result: A ball that is kicked dead or dead in-goal will result in the 10-metre tap restart awarded to the opposition team.

In Touch

When a ball is kicked over the sideline after bouncing in the field of play.

Result: In touch will result in a 'roll ball' 5-metres in field from where the kick went out.

A 20/10 kick

This is the Kick It Touch equivalent of a 40/20, as seen in the NRL.

The player in possession must kick from inside their own 20-meter line to their opponent's 10-meter line, while finding the sideline.

Result: A 20/10 will result in a tap re-start to the kicking team on their opposition 10m line, 5m in from the touch line.

Touching a referee

When the ball is passed/kicked into a referee.

Result: Should a ball touch a referee at any stage, play will restart at the spot of where it touched the official and will not affect to the touch count. The last player in possession will play the ball.

Note: A kick made off the knee or thigh is classed as a knock on. A kick can only be made off the foot or shin.

ADVANTAGE

'Advantage' is a term that applies once the team in possession of the ball makes a mistake, typically by a knock-on or a forward pass and the opposing team obtains possession. In this circumstance, the referee will call "advantage" and play will continue. Advantage is also applied in defensive situations (pg. 15-18).

Advantage Taken

10m is considered advantage taken.
Referee discretion is applied to rucking situations.

Ruling: The referee will call 'Advantage taken' and the touch count will continue.

Advantage Not Taken

"Advantage Not Taken" and play original infringement.

A team that has not promoted the ball 10m or created a ruck.

Result: The referee will call will restart the point of the

ATTACKING OFFSIDE

An attacking offside is a player who is in front of a kicker, kick off or play the ball at the beginning of any given touch. An offside player is ineligible to make a play on the ball.

Offside from a kick

(General Play)

A player who is offside and in front of the kicker.

Result: Should an offside player influence the actions of an opposition player/s, it will result in a penalty at the point where the offside player has impacted in play.

Offside players must stay outside 10m from the point the opposition player takes possession. Should possession remain with the kicking team, offside players must be run onside by the kicker.

Offside from a kick re-start

(Kick-Off or Drop Out)

A player who is offside and in front of the kick re-start.

Result: Should the referee deem a player is offside from a kick re-start; it will result in a penalty to the opposition team at the spot of the kick.

Offside in attack

(General Play)

A player who is in front of the play the ball.

Result: If the defence is disadvantaged from a player who is offside and in front of the play the ball in general play, this will result in a penalty to the defensive team at the spot of the infringement. Offside players need to return behind the play the ball to be onside.

Note: a player's front leg judges their position in general play.

OBSTRUCTION

An obstruction is when an attacking player runs around his own player and disadvantages the opposition team. In most circumstances, the attacking player will continue to run or promote the ball through a pass or a kick that will result in disadvantaging the defence.

Obstruction

A player in possession of the ball who uses a teammate as a blocker or decoy to disadvantage the defence.

Result: Obstruction will result in a penalty to the defensive team at the point of infringement

If the player in possession gives up on the play to avoid disadvantaging the defence, the referee may call 'surrender' and a touch will be counted.

Accidental Obstruction

A defender who is obstructed by a support runner who is active in the play.

Result: A support runner can not be penalised for obstruction unless that player deliberately obstructs a defender.

INTENTIONAL GROUNDING

Intentional grounding is the controlled and stationary grounding of any loose football in the field of play by a player.

Notes:

- As a method of safety and to avoid contact, this will result in a "touch" immediately called the referee.

TAP AND ROLL BALL

Tap Ball: A tap ball is taken following a penalty, a play re-start or a 20/10 kick. Players must use their foot or leg (below knee).

Roll Ball: A roll ball will be ordered when there are minor infringements such as a knock on, forward pass or change of possession. Players do not need to use their foot to roll the ball.

Quick Tap Restart: A quick tap will be allowed on 10-metre restarts only. A player must run to the mark and not pass or kick to a teammate. Players must use their foot to tap the ball in the centre of field.

REFEREE'S DECISION

The referee's decision is final. The referee uses their knowledge and vantage point to make the best decision. It is imperative to note that not all aspects of the game will be sighted or correctly ruled by our referees, which is why we place a high emphasis on the social and honest nature of our games.

At Kick It we will do the best within our power to provide the most up to date training, enthusiastic referees and correct rule clarification for our players and staff to ensure the best possible game.

Referees have the power to stop any game or to remove any player at any time from the field if they undermine the code of conduct.

Please refer to the Kick it Code of Conduct for expectations and information regarding rulings.

If you would like to referee at Kick It Touch Football contact Corey Smith. A competitive rate, education and training will be provided.

CAPTAINS COMMUNICATION

At Kick It Touch, we believe in a strong social atmosphere both on and off the field.

All Kick It referee's pride themselves on maintaining a fun, balanced and competitive playing environment where sportsmanship is upheld by all players.

We encourage all team captains to interact with referees and venue managers. Should your team feel the need to question a referee's decision, please do so during a stoppage in play or during half time or full-time. Our referee's will be more than willing to answer any questions.

Players are strongly encouraged to uphold the values of the game and not call for the ball when in defence.

Each team captain must be the voice of the team. If the team captain is off the field, a vice captain must be appointed to approach the referee.

Under no circumstances should a referee and a captain debate a call at the detriment of the game. A player or captain should not question a referee's ability or integrity.

Team captains are responsible for their team and their actions. Please refer to the Code of Conduct PDF.

CONTACT

Contact refers to touching another player in a physical manner. It is the responsibility of every player on and off field to limit physical contact for safety reasons and the promotion of the game.

Types of contact:

- **General/ low impact contact.**
 - Pushing, shoving, slapping
 - Heavy handed touching
 - Jersey grabbing or holding players
 - Ankle tapping
- **Accidental contact.**
 - Head/neck contact
 - 50/50 contact is where two players are unaware of each other and collide
- **Dangerous contact.**
 - Kicking, kicking in danger, tripping, sliding
 - Aggressive jostling, shouldering or elbowing,
 - Blocking or 'closing the gap' in kicking situations, leg contact.
 - Tackling and shoulder charging
- **Anti-Social behaviour**
 - Fighting
 - Verbal insults, Intimidation, Bullying.

Ruling: The referee will also determine the severity of each infringement prior to making a decision. In most cases the referee will give a warning followed by a penalty to the infringing player and captain of the team. In severe cases, send offs and suspensions may occur.

Warning: General, Accidental contact

Penalty: General, Accidental & Dangerous contact

Substitution/Send off: General, Dangerous contact, Anti-social behaviour

KICKING IN DANGER

Kicking in danger is kicking of the football in a direct contest with another player that is deemed unsafe or dangerous by the referee.

In close contest instances, the advantage will be given to the player who is in front or who has made first play on the ball. It is the responsibility of both players involved to ensure the safety of others.

Result: In dangerous circumstances a penalty will be awarded to the player whose safety is in question and a warning given to the offending player.

Notes:

- *In the event a player puts him or herself in a dangerous position when contesting a ball (often when diving from behind a player), may do so at their own risk. Play may be allowed to continue if this is the case.*
- *Deliberate baulking to kick is also considered to be dangerous and could result in a penalty to the opposition team.*

CONTACT ON KICKOFFS

Contact on a kick off is deemed when the safety of one or more players is placed in questioned. The onus is on the player/s who jump or leap for the ball.

Result: In a short kick off situation, any chaser who has left the ground and makes contact with a stationary (and/or) grounded receiver will be penalised.

Notes:

- *All contact rules are in play in other kick off situations.*
- *The same rules will apply for highball contests in general play.*

PROFESSIONAL FOUL

A professional foul is the deliberate act of foul play aimed at disadvantaging a player/s on an opposing team. Kick It Touch has a focus on sportsmanship and the social atmosphere of its competitions. Any foul play will not be tolerated.

A professional foul could be committed to prevent a player in possession from scoring, dangerous contact or the deliberate act of impeding the ruck.

Result: Should the referee deem a player has committed a professional foul, that player will be substituted without a replacement for five (5) sets. At the completion of the fifth set, that player will be allowed to return to the field.

IN DEFENCE

THE DEFENSIVE LINE AND OFFSIDE

The referee will set the defensive line on each touch. The mark is 8-metres in general play and 10-metres on play re-starts.

Offside Defender

An offside player who has not retired to the mark set by the referee.

Result: An offside defender is ineligible to make a play on the ball or ball carrier and will result in a penalty awarded to the team in possession. The referee can play advantage.

penalty to the team in possession if the player in possession into a passive and retreating

Contact with the Ball

A defender who comes into contact with a ball in an offside position.

Result: This will result in a The referee will call "Play on" deliberately passes or kicks offside defender.

Notes:

- Advantage can be played by the referee in cases of an offside defender or contact with the ball. "Advantage taken" is when the team in possession promotes the ball 10m. Referee discretion may be applied to ruck situations.

THE PLAY THE BALL AND THE RUCK

Defenders can move off the defensive line once the attacking player has released the ball on the ground in the ruck.

Striking at the ball/arm

Defenders who limit the ruck by slapping, punching or holding the ball when making a touch.

Result: A play the ball infringement will result in a warning by the referee followed by a penalty for repeated team infringements. Any possession that is lost at fault of the defensive team will result in a penalty to the attacking side.

Contact on the Touch

Defenders who make contact with an attacking player when making a touch.

Result: Defenders who square up late causing body contact, shooters who contact the ball carrier and defenders who excessively push will be penalised. A warning may be given for minor contact.

In The Ruck

A defender who contacts the ball in the ruck or disadvantages the dummy half.

Ruling: A ruck infringement will result in a penalty against the offending team. The referee may play advantage.

Notes:

- In the event there is no dummy half once the ball has been played, defensive players who are onside are entitled to make a play on the ball. For safety reasons, defenders only need to touch the ball to result in a changeover. There is no "play on" in this circumstance.

- Advantage can be played by the referee if there is a minor ruck infringement. "Advantage taken" is when the team in possession promotes the ball 10m. Referee discretion may be applied to ruck situations.

TOUCH INFRINGEMENTS

A touch may only be made with your hands or forearms. A touch will include contact with the ball and a player's hair or clothing.

'Yes' 'No' Touch

A defender who disadvantages the attacking team with a 'Yes/No' touch call or phantom touching.

Result: A "yes/no" touch infringement will result in a penalty against the offending player. The referee may play advantage.

Should there be no disadvantage by the call, the referee will allow play to continue and warn offending players.

Touching Without Control

An attacking player who does not physically re-grip the ball to gain control.

Result: If an attacking player does not obtain control of the ball, a touch cannot be made and the referee will call "play on". This will often occur in loose ball situations, and bat-backs on a cross kick.

A player is deemed to be in control in a try-scoring situation when they are pushing the ball downwards (while in the air) to score a try and when juggling the ball.

Notes:

- Accidental ankle taps happen. For safety reasons, players are strongly advised to avoid ankle-tapping players.
- Deliberate ankle taps will result in a penalty.
- A touch made with another body part other than a hand or forearm will result in a warning followed by a penalty for repeated team infringements.
- Advantage can be played following a "yes/no" touch call. Advantage taken is when the team in possession can promote the ball 10m. Referee discretion may be applied to ruck situations.

TOUCH IN-GOAL

A player in possession is ruled to be touched in-goal when **two** feet are on or behind any part of try-line. This includes when a player is on their knees.

When a player in possession has their torso on the ground, they will be ruled to be touch in-goal by the position of the ball. If the ball is on or behind any part of the try-line they will be ruled to be touch in-goal.

Touch In-Goal

A defending player who is touched in his or her own in-goal, grounds the ball in-foal or knocks the ball on in-goal.

Result: Touch in-goal will result in the referee will awarding a line-drop out to the opposition team.

Notes:

- In the event a player has one foot in the field of play and one-foot in-goal, the referee will rule, "play on". A player's most forward position is judged by their front leg when in possession of the ball.
- A player's torso will be used to distinguish the difference between if a player is standing or grounded.

TOUCHING ON THE KICKER

Once the player in possession releases the ball from his or her hands to kick, the player is deemed to be in the action of kicking and **cannot** be touched.

Charge Downs

When a defender attacks and contacts the ball after its been kicked.

Result: Players who are attempting a charge down must attack the ball with a downwards hand/arm motion and not contact the kicker. Should they gain possession, “play on” will occur. If the opposition team regains control the tackle count will restart.

Contact on Kicker

A defender who contacts or runs into the kicker

Result: If contact is present following a kick, a penalty will be awarded against the offending player at the spot of the contact.

‘Closing the gap’ Contact

When a defender steps in front of a running kicker and blocks their path causing contact

Result: ‘Closing the gap’ contact will result a contact penalty awarded against the offending player. The referee will warn the offending player against dangerous contact.

to

Post-kick contact

A player who strikes at or attempts block the kick and/or runs the kicker off the ball.

Result: Tripping or blocking of the kicker will result in a penalty the kicking team. When turning around, its important defenders do not directly cross into the path of the kicker causing contact. The referee will also give a warning to the offending player.

Notes:

- Please refer to Contact section (see above) for more information on types of dangerous contact.

NO TOUCH RULE

Kick It Touch Football chooses not to enforce the ‘no touch’ or ‘touch and pass’ rule that is present in traditional touch football.

No Touch

When a defender fails to touch the player in possession prior to the play the ball.

Result: Should an attacking player play the ball without being touched, the referee will re-start play with the attacking team losing all advantage. The touch count will continue.

Notes:

- Defending players are strongly encouraged to make a touch to promote positive game flow.
- Repeated ‘No Touch’ calls or defenders deliberately pulling away from making the touch will result in a warning by the referee and play being allowed to continue.

TOUCH PASS/KICK

Kick It Touch Football doesn’t enforce a touch-pass as seen in traditional touch football. In the event a player passes/kicks the ball after being touched, play is stopped and the player in possession must roll the ball at the point of the touch. The touch count continues.

Simultaneous touch-pass/kick is the term used to describe when a player in possession of the ball is touched at the same time as he/she passes or kicks the ball.

Result: Simultaneous touch pass/kick will result in a “Play on” call by the referee and the game will continue.

PLAYING AT THE BALL (GENERAL PLAY)

Playing at the ball refers to a player reacting with ‘movement towards the ball’ following a pass or a kick. The ball does not need to touch a player’s hand to be deemed played at.

Playing at the ball – Pass situation

A defender is deemed playing at the ball in a passing situation when they are attempting to make a touch or the ball touches their hand/arm.

Result: “Played at” will be called by the referee and will result in the touch count restarting and ‘advantage’ given to the team in possession.

Playing at the ball – Kick

A defender is deemed playing at the ball in a kick situation when there is ‘movement towards the ball’ or when a defender is attempting a charge down, catching and/or blocking the ball.

Result: The referee will call “Played at” and the touch count may restart.

Notes:

- It is not considered playing at the ball in a kick situation when a defender is making a touch or shielding his or her selves or when a ball is kicked point-blank into a stationary defender.

SHADOWING

Shadowing is the term used when there is a disadvantage to the attacking team by an offside defender who either dictates the path of the ball carrier or follows the player in possession.

Result: If shadowing is present, it is the referee’s discretion to penalise players. The referee can apply advantage.

Notes:

To avoid shadowing, players are strongly encouraged to retreat to the mark set by the referee in a straight line and not to deviate until they’re onside.

- Advantage can be applied to shadowing. “Advantage taken” is when the team in possession promotes the ball 10m. Referee discretion may be applied to ruck situations.

REFEREE OBSTRUCTION AND CONTACT

If a defender is obstructed or contacted by the referee and is deemed to be disadvantaged, the referee will stop play and order a roll ball to occur at the spot of the infringement. This will not effect to the touch count.

Notes:

In the event there is obstruction or contact, but no disadvantage to any player, the referee may allow play to continue.

