

1. See General Regulations Governing Sporting Competitions.
2. Touch is conducted under the rules of the Victorian Touch Association unless otherwise stated. Whilst the rules for Touch are numerous, the following is an introduction on how to play the game. Rule books are available for purchase through the Victorian Touch Association or free download.

The Rules of the Game

1. It is best for all involved to have 6 - 8 players on the field at one time and have plenty of interchange. The fewer players on the field the more the game will flow.
2. The attacking team has **six touches to score**
3. The team in possession cannot pass the ball forward
4. The player in possession cannot pass the ball after they have been touched
5. They must perform a rollball (place ball on ground and step over it) where the initial touch was affected
6. The defending team attempts to stop the attacking team from scoring by effecting a touch, with **minimal** force, on the player in possession
7. **It is recommended that a defending player indicate a touch has been made on an opposition player by raising their hand.**
8. The defending team must **retire 5 metres** from the mark where the touch was affected, before they can take further part in the game
9. The attacking team loses possession of the ball if it is dropped
10. **The person picking up the ball from the roll ball is known as the acting half. They cannot score, or get touched, whilst in possession of the ball**
11. Penalties which incur a 10 metre advantage to the non-offending team are:
12. **Mercy Rule/Termination Score:** The Mercy rule will be invoked when a team is **5 Try's** ahead. When one team leads by **5 Try's** the following strategies will apply: Rotate key players.
If the score difference exceeds **7 Try's**, the game is terminated, and teams are mixed up to provide a more even competition for the duration of the match. The Home team must provide bibs for this situation.

Attacking

1. Passing the ball forward, or after the touch has been affected
2. Not returning to the mark where the touch was affected to perform the rollball
3. Performing a rollball before being touched or initiating a touch
4. **Kicking the ball** (No kicking of the ball at all).
5. Touching with more than minimal force

Defending

1. Touching with more than minimal force
2. Not retiring 5 metres from rollball, or 10 metres at a penalty
3. Disputing referee's decision
4. Delaying the play

Infringements which incur at least an automatic 2 game suspension from ALL affiliated competitions:

1. Continual touching with more than minimal force
2. Tripping an opponent
3. Verbal or physical abuse of a referee
4. Physical abuse of another player
5. Continued verbal abuse of another player
6. These rules have been provided as a starting point for new player

Further information

A useful document on the basics of the game is '**Touch - Playing the Game**'.

For information on Touch go to www.victouch.com.au Please note: Version 7 Rules are now available.