

# METROPOLITAN TOUCH FOOTBALL ASSOCIATION

## RULES OF THE GAME

### 1. THE TEAMS

- (1) Each side must have its own distinct colours approved by the Assoc. and each player must wear the team uniform.
- (2) All players must be numbered.
- (3) Eight men per side. Any number of replacements may be used throughout the game, however players dismissed from the field cannot be replaced.
- (4) No less than 6 players per team will be required to take the field for the commencement of a match. Teams with less than this number will forfeit the match. Replacements from other clubs will be allowed, but all points scored will be forfeited by the club using these replacements.
- (5) The following rules apply only to 1st Division Clubs :-
  - (a) Clubs shall submit a list of their registered players to the Association before the commencement of fixtures. The Association shall be notified immediately of players added to the club during the season.
  - (b) A player playing A Grade for more than 6 games in the second round of the competition or more than 12 games during the entire season shall not be permitted to play in Reserve Grade Finals.
  - (c) Reserve Grade players shall be permitted to play for the A Grade team on the same day, providing they were initially selected in Reserve grade.
- (6) A non-1st Division Club with more than 1 team must nominate six (6) players at the beginning of the season who shall play with only the 1st team of that club for the season. Other members of the club may play with any team in the club. Players are permitted to play with only one (1) team on any given fixture day.
- (7) A player must play at least 3 games for a club to qualify to play in Finals.

### 2. CONDITIONS OF PLAY

- (1) Time to be played will be 30 minutes each way with a 5 minute break.
- (2) Play should start promptly at the allotted times. Teams which fail to field a side 10 minutes after the scheduled start will forfeit the game.
- (3) The game will commence with the opposing Captains tossing a coin, in the presence of the referee. The Captain winning the toss will have the choice of ends and the loser's team will kick off.
- (4) Abandoned games may be replayed at the discretion of the management committee.
- (5) A referee will officiate at each game.
- (6) The 6 touch rule will be played, with no kicking in general play and no scrummages. The 5 metre rule will apply.
- (7) Premiership Points :-

Win	-	2 points
Draw	-	1 point
Loss	-	0 points
- (8) The playing field shall be rectangular in shape between 70 and 100 metres in length and between 50 and 70 metres in width.



### 3. SCORING

- (1) 1 point will be awarded for each try.
- (2) A try is awarded when :-
  - (a) The ball is Grounded over the try line, or
  - (b) the referee awards a penalty try because of a deliberate major infringement to obstruct scoring.
- (3) Should a player over the tryline be touched before grounding the ball he shall play the ball 1 metre from the tryline in the field of play.

### 4. COMMENCEMENT OF PLAY

- (1) Play will commence with a place kick from the centre of the halfway line, as is the case on resuming play after a try has been scored. The ball must travel at least to the ten (10) metre line, otherwise a penalty will result.
- (2) The receiving team must gain possession unless a breach has been committed by them.
- (3) Upon commencing or recommencing a game -
  - (i) if a player in attempting to trap the ball in play, forces the ball into touch or over the tryline, a player in the non-offending team will play the ball five (5) metres infield from where it went out of play.
  - (ii) if the ball is kicked over the touchline or tryline on the full, play will recommence with a tap penalty from the centre of the halfway line by a player in the defending team.
  - (iii) if the ball lands in the field of play and bounces over the touchline or tryline, the ball will be played by a player in the receiving team, five (5) metres infield from where it went out of play.
  - (iv) From the kickoff a player may "Trap" the ball with any part of his body excluding his arms or forearms.

### 5. "TOUCH"

A "touch" is defined as contact made by a defending player on any part of the attacking player's body or clothing or upon the ball being carried by that player.

### 6. MINOR INFRINGEMENTS

Minor Infringements will require a play the ball where the breach occurred with the offending side retiring 5 metres. For any infringement in the in-goal area a play the ball will be taken by the non-offending side, 10 metres from the tryline.

Minor infringements include the following :-

- (a) Dropping the ball in any direction.
- (b) Running into touch.
- (c) Passing the ball forward.
- (d) Failing to correctly effect a tap kick on the specified mark.
- (e) Incorrect Play the Ball - When the ball carrier is touch-tackled the referee will designate the position where the tackle took place and the ball carrier must return to this mark and play the ball in a backward direction with the foot.



## 7. MAJOR INFRINGEMENTS

Major Infringements will require a penalty tap where the breach occurred. The offending side must retire 10 metres. For any infringement in the in-goal area a tap kick will be taken by the non-offending side, 10 metres from the tryline.

Major infringements include the following :-

(1) Offside Play

A player is offside if he fails to retire :-

- (a) 5 metres in a play the ball, (no marker allowed)
- (b) 5 metres after a minor infringement,
- (c) 10 metres after a major infringement,
- (d) 10 metres when Opposing a kick-off.

All players are on-side once the ball has travelled 5 metres,= however each player must have attempted to retire 5 metres from the play the ball mark.

(2) Rough Play

Deliberate use of the shoulder or elbow, tripping or excessively hard touches shall be regarded as rough play.

(3) Incorrect Exchange of Players

Replacements need not consult the referee but must wait until the replaced player is off the field and must enter the field at the same point as the player leaving the field except when a try has been scored (the ball is deemed to be dead until kickoff).

Replacements must gain approval of any M. T. F. A. touch judges officiating prior to entering the field of play.

(4) Talking Back to the Referees

(5) Shepherding or Obstruction

Using the referee as a shepherd shall also be regarded as an infringement.

(6) Incorrect Touch Call

Calling touch by a player who did not actually touch the ball carrier is a major infringement if it affects the play of the non-offending side.

- (8) A player, when touched, must stop and play the ball at the point where the touch occurred. A player who deliberately runs on after being touched, will be penalised. A player who deliberately passes the ball after being touched, will also be penalised.

- (9) If a player plays the ball prior to being touched, this will be deemed a voluntary touch and a penalty will result.

## 8. ADVANTAGE

No advantage rule applies. A player touched must be regarded as physically stopped and any subsequent penalties applied.



9. DISMISSALS

The referee may dismiss a player for any excessive or continual major infringement.

Refusal of a player to obey a dismissal order will automatically result in a forfeit of the game to the non-offending side.

The dismissal may be for a specified time period or for the remainder of the game.

10. MISCELLANEOUS RULES

All other technical rules not covered shall be in accordance with the rules of Rugby League.

11. DISMISSAL AND SUSPENSION OF PLAYERS

- (1) A player dismissed from the field cannot be replaced.
- (2) A player dismissed from the field must submit his name to the referee.
- (3) If a player refuses to submit his name or gives a false name his club will be suspended until his correct name is recorded.
- (4) A player dismissed from the field for the duration of the game may be automatically suspended for one or more fixtures. A player dismissed from the field for a second time shall be automatically suspended for one or more fixtures.  
A player dismissed from the field for the duration a third time shall be suspended for five or more fixtures.
- (5) If a player dismissed from the field during a particular season, has been dismissed during previous seasons, these previous dismissals and penalties can be taken into consideration by the management committee.
- (6) Referees must report every player dismissed from the field to the secretary.