



Touch
For
Juniors

CONTENTS

INTRODUCTION	2
ACKNOWLEDGEMENTS	2
CHILDREN AND SPORT	3
CODE OF CONDUCT	5
SCHOOLS AND TOUCH	6
JUNIOR TOUCH RULES	7
SKILLS REQUIRED FOR EACH LEVEL OF TOUCH	8
TOUCHBALL	10
MINI-TOUCH	11
AUSSIE TOUCH	12
TEEN TOUCH	13
TOUCH	14
TOUCH: A SUMMARY OF THE SENIOR GAME	15
BASIC RULES OF TOUCH	16
GAME PLAY TERMS	17
DEFINITION AND TERMINOLOGY	18

INTRODUCTION

This booklet contains guidelines for the teaching and coaching of Touch for Juniors from 8 years of age through to the Senior Level. It is a guide only as teachers and coaches should carefully consider the needs and abilities of the students and players.

The booklet has been provided as a medium to raise the standard of Touch as well as to provide an enjoyable and stimulating environment for the participants in the sport.

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CHILDREN AND SPORT

TEACHERS' GUIDELINES

- Encourage children to develop basic skills in a variety of sports and avoid overspecialisation in positional play during their informative years.
- Create opportunities to teach sportsmanship, just as you would in teaching the basic skills.
- Ensure that efforts for both skill improvement and good sportsmanship are rewarded by praise.
- Remember that players are also students and be reasonable in your demands on their energy and enthusiasm.
- Prepare children for intraschool and interschool competitions by first providing instruction in the skills required.
- Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of children.
- Help children understand the philosophical differences between the games they play and professional games shown on television. The professional is an entertainer and a wage earner whose play often reflects these facts.
- Make children aware of the physical fitness values of the sports and their lifelong recreational value.

(Sport: Are Children Little Adults? Department of Leisure, Sport and Tourism, N.S.W)

Advice to Coaches, Teachers and Parents

The following guidelines are offered to all adults involved in Junior Touch:-

1. Children should be in good health and/or be aware of their limitations with regard to participation.
2. Ensure shoes and other clothing fit correctly.
3. Be aware of the possibility of physical and mental stress.
4. Do not indulge in heroics, strongly urging the child to representative extremes.
5. Never humiliate children, particularly in front of peers.
6. Encourage versatility in positional play and skills.
7. Make training sessions fun with a variety of activities.

8. Give every child an equal opportunity and support the lesser-able players.
9. Recognize talent and help all children achieve their full potential.

The game is not worth playing unless you play it as well as you possibly can. It is important to try with all you have to win, for to do less is an insult to your opponent. But nothing can justify a 'win-at-all-costs' approach. To play around the rules, or purposefully against them, is an insult to the game and the game is always bigger than the individual or the match or the premiership.

Furthermore, although trying to win is important, once the game is over, winning or losing is irrelevant. If you have tried your hardest as an individual and as a team, and done your very best ... that is all that matters.



CODE OF CONDUCT

As a Player

1. Play by the spirit of the game, not just the letter of the law. Do not seek an advantage that is questionably honorable.
2. Treat your opponents with respect; they are not your enemies.
3. If you cause an opponent to be injured, find out if they are badly hurt, and help them where possible.
4. Play your best. Play fairly.
5. Maintain self-control under all circumstances.
6. Give no evidence by word or action that you disagree with a decision of an official.
7. Address the officials in a courteous manner.
8. Thank the opponents for playing and the officials for officiating the game.

As a Spectator and Parent

1. Show your appreciation for good playing regardless of the team. Applaud a good play.
2. Do not applaud a player's mistake by cheering when a penalty is given.
3. Give every player a fair chance to do his best. Do not 'boo' under any circumstances .
4. Treat the officials with respect. If it is necessary to address them, do so In a courteous manner.



SCHOOLS AND TOUCH

Introduction

A school-based programme might include a set number of sessions which focus on skill development, a lunch-time programme, sports sessions during or after school, inter-school competitions or any combination of the above.

Children should be involved in developing organization and officiating skills. (Children in Sport Report 1985 - A.S.C.)

Policy

Touch at the school age level should be left to the schools and no competitive Junior Club Touch should be established. However, if some associations wish to conduct competitions for Juniors then these will be allowed.

Where club and school Touch operate together, the age groups should be the same and co-operation between those involved in the club competition and schools should exist. This should be done to serve the best interests of the players and touch generally.

Care should be taken not to overdo the commitment to Touch by Juniors. It is important to note that in some areas club teams are also school teams.

School / community links should be utilized in the development of Touch. Plans will need to be developed for qualified and skilled adult leadership at the school/community level.

(A) Primary School

Up to the age of twelve, or the end of primary school, boys and girls should be provided with the opportunity to play Touch on the same teams and on the same terms. Girls and boys may play in separate teams if school/club decide, but it is recommended that, where possible, teams be mixed.

No competitive representative Touch at a State level will be played in any age group younger than twelve. For teams playing in age groups below twelve, it is recommended that variations of Touch reflecting the skill levels and physical abilities of students be played. It is also suggested that the keeping of scores be optional for these age groups.

(B) Secondary School

At the secondary level it is recommended that separate boys' and girls' Touch teams compete. Touch at a district/regional or State level at representative level will be played in girls' and boys' teams.

Schools and clubs may wish to organize competitions or with mixed teams but no State carnivals at the present time will have Mixed teams at the representative level in schools.

Some variations to A.T.A. rules at the lower secondary level are desirable.

Age Divisions for Schools

It is recommended that at this stage the following age divisions apply.

Primary	- 8 to 9 years
	- 9 to 10 years
	- 10 to 12years
Secondary	- 13 and under - optional
	- 15 and under
	- Open.

Touch and Teachers

As teachers will have a major role in developing Touch through the coaching and refereeing of teams, various strategies and methods should be employed to encourage teachers (and teachers-in-training) to gain or upgrade their qualifications with regard to Touch (as player, coach or referee). Teachers should also be provided with, or have access to appropriate resources on Touch and be offered various incentives to include Touch programmes in their schools.

JUNIOR TOUCH RULES

ATTITUDES TO SPORT

It has been identified that children usually participate in sport:

- a. To have fun
- b. To be with their friends
- c. To experience a sense of participation
- d. To improve their skills
- e. To accept new challenges and
- f. To develop fitness and health.

Parents, teachers, referees and other officials must ensure that unrealistic adult attitudes are not enforced on the young players. While encouragement and involvement from adults is both welcome and needed, the object of the games outlined is to allow children's interests to be satisfied. Winning should take second place to skill learning and good sportsmanship; losing must be replaced with positive and enjoyable alternatives.

JUNIOR TOUCH AGE GROUPS

- | | |
|-----------------|---|
| Ages 6-10 | No strict competitive structure and an emphasis on skills and fun. |
| Ages 10-12 | Loosely structured games with skills in games without too much pressure. |
| Ages 12 onwards | Team and individual skills in a well-organized and supervised competition. Games should reflect the maturity and ability of players |

VERSIONS OF TOUCH FOR JUNIORS

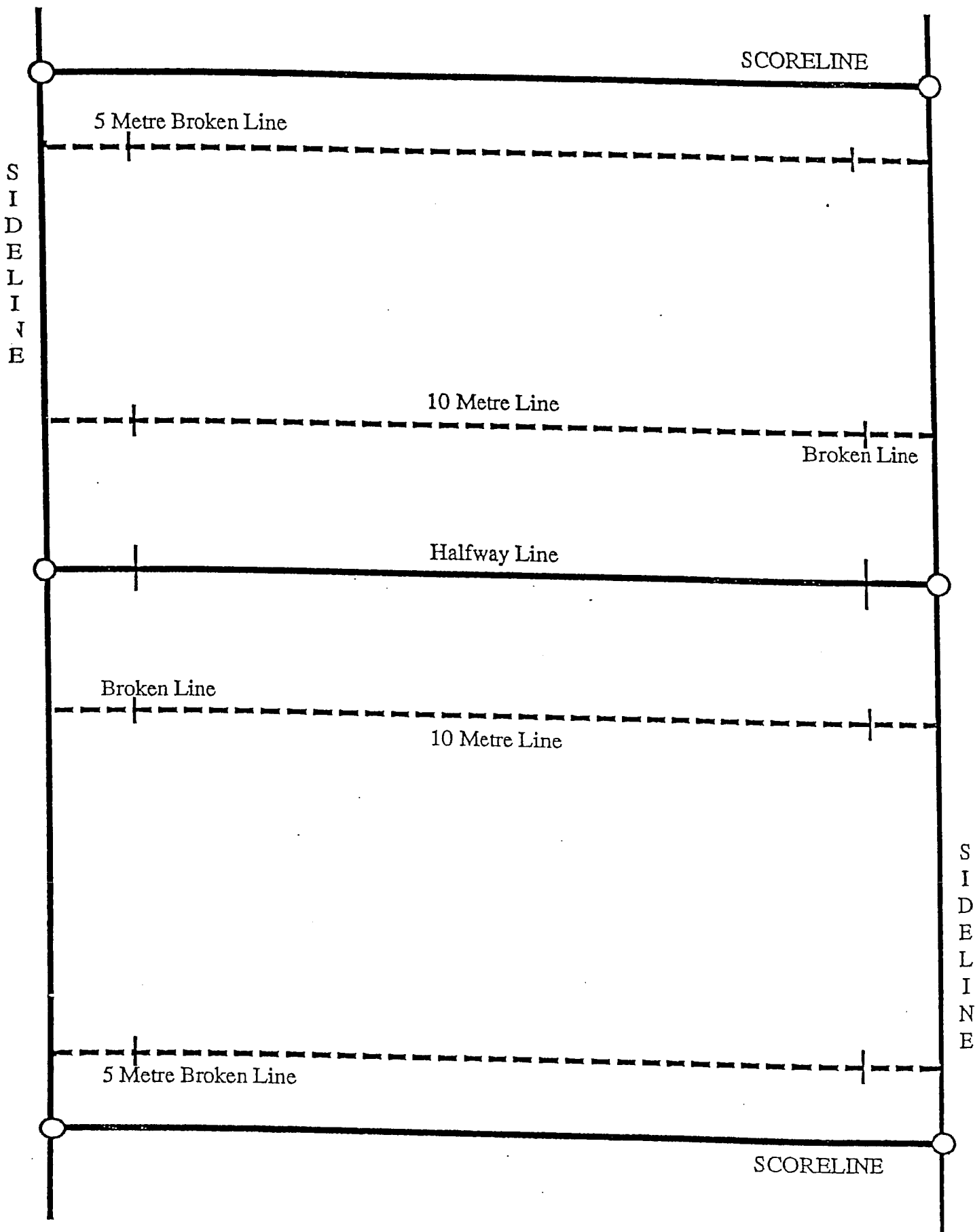
AGE GROUP	NAME OF GAME
8 - 9 years	Touchball
9 - 10 years	Mini-Touch
10- 12 years	Aussie Touch
13 and under	Teen Touch (optional)
15 and under	Touch
and Open	Touch

The games represent the first attempt to outline versions of Touch suitable for various groups of young people. Interested people are invited to make comments regarding these games and it is expected that experience and time will lead to further modifications. However, the games are those currently being played by the various school age groups.

SKILLS REQUIRED FOR EACH LEVEL OF TOUCH

AGE GROUP	NAME OF GAME	SKILLS
8 to 9 years	Touchball	<ul style="list-style-type: none"> - Basic catch and pass - Running with the ball - Running without the ball - Making a touch as a defender - Taking a tap and passing the ball - Touch the ball on the ground and pass - Scoring a touchdown
9 to 10 years	Mini-Touch	<ul style="list-style-type: none"> - All of the above skills plus: - Rollball - Acting half pass - Making a touch as an attacker - Making a touch in a defensive line - Evasive skills - Sidestep, swerve and change of pace
10 to 12 years	Aussie Touch	<ul style="list-style-type: none"> - All of the above skills plus: - Wraps and switches for advanced groups
13 and under	Teen Touch	<ul style="list-style-type: none"> - All of the above skills
15 and under and Open	Touch	<ul style="list-style-type: none"> - All of the skills depending on ability - Refer to "Touch—The Basic Coaching Manual"

THE FIELD OF PLAY



NOTE: 5 metres from the scoreline

TOUCHBALL

Age Group:	8 to 9 years
Players:	6-a-side with up to 4 replacements.
Equipment:	a junior rugby ball or mini football.
Area:	50 metres long and 35 metres wide (minimum size 40mx20m).
Length of Game:	4 quarters of 10 minutes, with a 5 minute break after the second quarter, or 10 minutes with changeover after each touchdown.

GAME PLAY AND RULES:

1. Play is commenced and re-commenced with a tap at the halfway mark.
2. Players may run with the ball and pass the ball but if touched they return to the place where they were touched and touch the ball on the ground and pass (touchball), or tap and pass.
3. The team in possession of the ball (attacking team) should be onside at the touchball or tap and pass.
4. The defending team will be 5 metres back from the touchball or tap and pass.
5. The defending team does not move until the ball has been passed (released from their hands) to another player.
6. After the touchball or tap and pass the team in possession may pass the ball sideways or backwards in attempting to score a touchdown.
7. A forward pass counts as a touch and play is re-commenced with a touchball, or tap and pass.
8. TOUCHES: Each team will have 6 touches to attempt to score before the opposition gains possession.
9. If a team in possession drops or otherwise loses the ball it counts as a touch and play is re-commenced with a touchball, or tap and pass.
10. A player will not be allowed to kick the ball, except at a tap.
11. If the ball is passed after a player is touched, the ball will be returned to the touched player and a touchball or tap and pass will result. A player is in possession if they are holding or attempting to control the ball.
12. If a player drops or loses the ball while passing or attempting to catch the ball it may be regained by that or another player of either team and play will continue until a touch is made. A player in gathering a loose ball will not be allowed to dive on the ball, but must bend over and pick it up.
13. For infringements the opposition team will gain possession with a touchball or tap and pass. For some infringements such as incorrect playing of the ball, or passing after a touch has been effected the team in possession should retain possession with the touch counted.

OPTION: If children are proficient a rollball may be used instead of a touchball .

MINI-TOUCH

Age Group:	9 to 10 years.
Players:	6-a-side with up to 4 replacements.
Equipment:	1 junior rugby ball or touchball.
Area:	50 metres long and 35 metres wide
Length of Game:	4 quarters of 10 minutes, with 5 minute break after the second quarter.

GAME PLAY AND RULES:

Variations to the Standard A.T.A. rules occur:

1. The game will be started and re-started from the centre of the halfway mark with a tap.
2. There will be change of possession instead of tap penalties for infringements. (NOT all infringements will result in a change of possession).
3. If a player drops or loses the ball while passing or attempting to catch the ball it may be regained by that or another player of either team and play will continue until a touch is made. A player in gathering a loose ball will not be allowed to dive on the ball, but must bend over and pick it up.
4. In the case where a player unintentionally throws a forward pass or unintentionally passes after they are touched, then the play should be recalled to the place of infringement and a touch counted. The player then performs a rollball. If this occurs a second time in the series of 6 touches allowed to the team then they will lose possession.
5. The defending team cannot move until the actinghalf has passed the ball to another player. However, the actinghalf cannot unduly delay the pass or a touch will be counted and they will be required to rollball.
6. For minor infringements the referee may allow a replay of the action. Examples include rollball infringements.
7. The actinghalf must pass the ball to another player before they are able to join in further play (stand and pass).
8. NOTE: In cases where play is recalled or replayed for the team in possession the referee should hold the ball and explain the ruling before allowing the rollball.

NOTE:

1. Referees are to apply rules with due regard to the age and level of ability of players. Deliberate and other actions against the nature and spirit of the game should be dealt with.
2. No penalties are to be awarded (change of possession when required).
3. If rollball skills are not proficient, a touchball or tap and pass may be used.

AUSSIE TOUCH

Age Group:	10 to 12 years
Players:	7-a-side with up to 4 replacements.
Equipment:	1 touchball.
Area:	70 metres long and 50 metres wide
Length of Game:	2 halves of 20 minutes each way with a half-time of 5 minutes.

GAME PLAY AND BASIC RULES:

Standard A.T.A. Playing rules with some changes.

1. If a player drops or loses the ball while passing or attempting to catch the ball then the play is recommenced with a rollball and a touch counted. If this occurs a second time in the series of 6 touches allowed to the team, then they will lose possession of the ball to the other team.

2. Play will be recalled in a similar manner to the above for cases where a player unintentionally passes the ball after they are touched. However, if the ball goes to ground from the pass after the touch has been made or effected then a change of possession will result immediately. (Players should be encouraged not to pass the ball after they are touched).

Note: A team will be allowed only one loss of the ball or an unintentional touch and pass in its 6 allowed touches. (The recommended referee signal is to hold the ball in one hand straight above their head before the rollball).

3. There will be a change of possession instead of tap penalties for infringements. A tap will only be taken for starts and re-starts of play at the halfway line.

4. For 'minor' infringements the referee may allow a replay of the action. Examples include:-
- not releasing the ball from the hands for a tap, and
- not performing the rollball correctly; especially at a change of possession .

These may be repeated without a change of possession. (This will be at the discretion of the referee).

5. The acting half must pass the ball to another player before they are able to join in further play.

6. The attacking team cannot unduly delay the pass or a touch will be counted and they will be required to rollball.

SUGGESTIONS FOR MODIFYING THE GAME TO SUIT THE VARIOUS SKILL LEVELS OF JUNIORS AT THIS LEVEL INCLUDE:

- The team in possession may be required to make 2 passes before they are allowed to run with the ball.
- A team in possession has a minimum of 3 touches before they lose possession .
- On all forward passes, call the play back and have the player who performed the forward pass rollball with a touch counted.
- Change of possession if a team loses the ball on the ground, performs an unintentional forward pass or a touch and pass.
- No replay for infringements.
- A minimum of 2 passes before a touch can be effected (change of possession results).
- Ball can be released (rolled or passed) after a touch is made.

TEEN TOUCH (Optional)

This game is included as it generally relates to the first year of secondary school and it may be the first experience students have of Touch.

Age Group:	13 years and under
Players:	7-a-side with up to 4 replacements.
Equipment:	1 touchball.
Area:	70 metres long and 50 metres wide
Length of Game:	2 halves of 20 minutes each way with a half-time of 5 minutes.

GAME PLAY AND RULES:

Standard A.T.A. Playing rules with some exceptions.

1. There will be change of possession (at the mark) instead of tap penalties for infringements. A tap will only be taken for starts or re-starts of play at the halfway line.
2. Minor infringements such as:
 - not releasing the ball from the hand for a tap and,
 - not performing the rollball correctly, may be repeated without a change of possession but will be at the discretion of the referee (This will depend on whether the referee has drawn attention to these occurrences previously.)

VARIATIONS TO THE GAME DEPENDING ON THE SKILL LEVEL OF PARTICIPANTS MAY INCLUDE:

- No change of possession for passing after a touch has been effected/made (recall play with the touch counted).
- Actinghalf not allowed to run with the ball at any time and must not pass the ball back to the player who performed the rollball.
- The actinghalf may not run with the ball if within 5 metres of the scoreline. If the actinghalf passes to another player then the conditions related to actinghalf play do not apply.



TOUCH

Age Group: 15 years and under and open age.
Length of Game: 2 halves of 25 minutes each way with 5 minute break for halftime.

GAME PLAY AND RULES:

Standard A.T.A. rules with the exception of the following in relation to discipline, player misconduct and the acting half.

1. Depending on the severity of their actions, players may be given suspensions of 5 or 10 minutes or sent off for the remainder of the game. If a player is sent from the field for 5 or 10 minutes resumes play and is sent off again then this shall be for the remainder of the game.
2. A player sent from the field for the remainder of the game will be able to be replaced by another player after 10 minutes. Such replacement will be made at the referee's discretion and will depend on the severity of the action causing the player to be sent from the field in the first place.
3. A player who is touched within 5 metres of an opponent's scoreline will be required to perform a rollball no closer than 5 metres from the scoreline. The referee should indicate the mark.

NOTE: The above may be applied to all junior touch matches.

Other modifications or variations of rules will be allowed, but competition matches will be conducted within the rules as outlined by the current Australian Touch Association Rule Book or the Junior Touch Book.

NOTES: SPECIAL CONDITIONS OF PLAY

1. For safety or other reasons a safety line may be marked 8-10 metres behind the scoreline.
2. Extra or fewer players than the designated number may be used in all junior games if both coaches agree before the game starts. The referee should then be notified.
3. Defending players should be encouraged to make all touches on or below the shoulders of the ball-carriers. Attempted trips or touches with the legs should be dealt with firmly.

TOUCH -

A Summary of the Senior Game

The game in an organized form developed in the Sydney area in the mid - 1960's. The game was referred to as Touch Football and was very similar to Rugby League, but without the scrums, tackles and kicks (except a tap). The game name was changed to Touch in September, 1981.

Touch is a limited contact sport.

ATTRIBUTES OF A TOUCH PLAYER: Basic team-work, individual skills, alertness and anticipation, rule knowledge and a degree of fitness applicable to the standard of play.

SKILLS: Running, passing and catching, making touches, rollball, taking a tap, evasion skills, support and drawing an opponent, scoring touchdowns.

METHOD OF PLAY: The ball may be passed, knocked, or handed between onside players in a sideways or backward direction 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 effecting a touch on the player in possession. Either defending or attacking players may initiate touches which will cause the attacking team to use the touch count.

When attacking, a team should aim to go forward, use the touch count, pressure the opposition, control the speed of play and support each other.

The object of the game is to score more touchdowns than your opponents. The scoring is achieved by out-maneuvring the opposition through passing running, deception and overlap to cross the scoreline and place the ball within certain boundaries. A touchdown is worth one point.

The defending team must use the touches to prevent the team in possession from scoring. The skills of speed, deceleration, communication are all used to apply pressure to the attacking team. A defending player must have a sense of commitment to touch the attacking player at all costs.

Touch is played by two teams of up to fourteen participants, no more than seven of whom are allowed on the field at any one time. Players may interchange throughout the match.

BASIC RULES OF TOUCH

For details, refer to the A.T.A. Rules Book

PLAYERS:	7-a-side with up to 7 replacements. A minimum of 5 players for the game to continue.
EQUIPMENT:	1 touchball.
AREA:	70 metres long by 50 metres wide

GENERAL POINTS:

1. The object of the game is to score touchdowns in order to gain points and also to prevent the opposition from scoring. The team with the most points at the end of
2. Players may substitute at any time in accordance with the interchange procedure.
3. The game is divided into 2 halves of 25 minutes each. There is a 5 minute break at half-time and the teams change direction in the second half.
4. Unless infringing the Rules the team with the ball is entitled to 6 touches prior to changing possession with the opposing team.
5. All players are to wear an identifying number and wear suitable footwear.
6. The touchball used is smaller in size than the normal Rugby ball.
7. The normal team of seven is made up of two wingers, two links and three middles. These positions are not critical to success and players should be capable of playing in any position.

STANDARD A.T.A. RULES:

1. Commencement of Play
 - (a) A coin is tossed to decide direction of play and possession for the tap off.
 - (b) Play is commenced with a tap at the centre of the halfway line. The defending team is 10 metres back from the tap and cannot move forward until the ball is tapped.
 - (c) A tap is also used to re-commence play after a touchdown, after half-time and for some infringements.
2. General Play
 - (a) The ball may be passed to a team-mate who is positioned behind the ball-carrier (onside). The ball cannot be passed forward (tap penalty).
 - (b) The ball carrier may run with the ball until they are touched by an opponent or they effect a touch on an opponent.
 - (c) If the ball is dropped to the ground possession changes (rollball).
 - (d) An advantage rule to determine 'play on' situations or to determine the positions of play is used in the game.

3. Offside

- (a) The defending team must stand 10 metres from the ball at a tap to start re-start play or at a tap penalty.
- (b) All defending players must stand 5 metres back from the rollball and cannot move until the actinghalf touches the ball (tap penalty). If no actinghalf is in place, the defending team can move when the rollball is performed.
- (c) An attacking player may not receive the ball if he is standing in front of the last player of his team to touch the ball (offside). Forward passes to previously onside players are penalised.
- (d) Offside infringements are usually penalised (tap penalty).

4. Effecting a Touch

- (a) All touches are to be made with minimum physical force and may be made by a defending player or by the player in possession. Defending players should call touches.
- (b) For a touch to be effected, a contact is made on any part of the body between a player in possession and a defending player. A touch includes contact on the ball, hair or clothing.
- (c) The player touched must bring the ball back into play with a rollball at the place (mark) where a touch was effected. There should be little delay.
- (d) A player cannot pass the ball after a touch has been effected (tap penalty)

5. Rollball

- (a) The rollball is usually made by placing the ball on the ground and rolling it back between the legs with the hand(s).
- (b) All players on the defending team must move back 5 metres from the player performing the rollball.
- (c) The actinghalf is an attacking player receiving the ball from the player performing the rollball. The actinghalf may run with the ball but if touched possession is lost.
- (d) The actinghalf usually passes to a team-mate standing behind who may run or pass the ball on to another team-mate in support. (Use of deception, overlap and ball-handling skills to score).
- (e) If the ball is not returned to the mark for a penalty or rollball but is thrown away to cause delay, a penalty 10 metres downfield from the original mark is given.

6. Scoring

- (a) A touchdown is awarded when a player places the ball on the ground on or over the team's attacking scoreline without being touched.
- (b) A touchdown is worth one (1) point.
- (c) The actinghalf cannot score a touchdown.

7. Mixed Teams

- (a) Maximum number of male players on the field is 4.

8. Tap Penalties

- (a) After a penalty the defending team must move back at least 10 metres from the mark.
- (b) Penalty tap is awarded in such cases as:
 - Obstruction
 - Offside infringements by defending team.
 - Forward passes.
 - Voluntary rollball
 - Player misconduct

9. **Change of Possession**
- (a) The attacking team performs a rollball.
 - (b) The non-offending team performs a rollball in cases such as:
 - After the sixth touch
 - Dropped ball
 - Incorrect rollball
 - (c) The defending team must move back 5 metres from the mark.

Note: Refer to A.T.A. Rule Book for more details. This is especially so for Tap Penalties and Change of Possession.

GAME PLAY TERMS

THE ROLLBALL Following a touch the player in possession of the ball has to return to the mark or place of the touch and roll (or play) the ball backwards between the legs to a player designated as the actinghalf. All the players in the opposing team must be back at least 5 metres from the mark of the rollball and cannot move forward until the actinghalf has touched the ball. A rollball is also used following a change of possession to bring the ball into play.

THE TAP A tap is used to start or re-start play or when a penalty is awarded. A tap is taken by placing the ball on the ground on or behind the location of the mark, releasing both hands from the ball, or tapping the ball with either foot a distance of not more than 1 metre and retrieving the ball cleanly. Any player of the attacking team may take the tap.

STARTING THE GAME The game is started with a tap at the centre of the halfway line by the team which wins the toss. A similar procedure is used to re-start the game by the team scored against following a touchdown. After the half-time break, the opposing team re-starts as for the first half.

PENALTIES Penalties are awarded for infringements such as forward passes and players being offside and also misconduct, etc. In addition, a referee may award a penalty for bad sportsmanship. Defending players must retire back 10 metres when a penalty is awarded.

CHANGES OF POSSESSION The ball is to change possession when the team has used up their touch count, or when the referee decides because of other mistakes. The team losing the ball hands it to the opposition without any delay.

SCORING The team which scores the most touchdowns is usually declared the winner. However, due consideration is to be given to all match players who participated in the match and encouragement is to be distributed equally amongst the teams. The keeping of scores in under 10 and under 8 games should be optional.

EFFECTING A TOUCH A touch is contact on any part of the body between a player in possession and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession.

TOUCHDOWN This is the result of an attacking player placing the ball on or over the team's attacking scoreline. The actinghalf cannot score.

(Note: Onside and offside refer to the position of players relative to the ball.)

DEFINITIONS AND TERMINOLOGY

Unless otherwise stated, the following definitions and terminology apply to the game of Touch:

Actinghalf is the player who receives the ball behind the player in possession

Attacking Team is the team which has possession or is gaining possession.

Attacking Scoreline is the line on or over which a team has to place the ball

Advantage is the aspect of play which gives one team the potential to improve its position or score relative to the other team.

Behind means in a position or direction towards a team's defending

Dead Ball means when the ball is out of play and includes the period following a touch until the ball is brought back into play at the rollball and the period following a touchdown until the game is recommenced.

Defending Scoreline is the scoreline behind a team.

Defending Team is the team without the ball.

Delivered means to part with the ball.

Field of Play is the playing area bounded by the sidelines and scorelines.

Forward means in a position or direction towards a team's own attacking

Full Time occurs at the expiration of the normal time allowed for play.

Mark (For a Touch) is the position where the attacking player is at the time

Mark (For a Tap) is the centre of the halfway line for the commencement or recommencement of play, or the position where a tap is awarded as a result of infringement.

Offside means in a position forward of the ball for an attacking player and in position liable to penalty for a defending player.

Onside means in a position whereby a player may legitimately become involved with play. (Usually 5 metres in general play and 10 metres for penalties or commencement of play.)

Rebound occurs when the ball deflects from or makes contact with a player other than the player who first had possession.

Rollball is the normal act of bringing the ball into play following a touch or a change of possession.

Ruling is the decision made by the referee as a result of particular circumstances. It is normally a tap or change of possession.

Scorelines are the boundaries at the end of the field of play. They extend from one sideline to the other.

Sidelines are the side boundaries of the field of play.

Tap is the method of commencing the game, recommencing the game at half-time and after a touchdown has been scored. It is also the method of recommencing play when a penalty is awarded.

Touch is contact on any part of the body between a player in possession and a defending player. A touch includes contact on the ball, hair or clothing and may be made by a defending player or by the player in possession.

Touchdown is the result of an attacking player placing the ball on or over the team's attacking scoreline.