

## **Blundell's Touch Rugby Tournament**

### **Rules of Play**

*Please remember that this is a fun, family tournament. We encourage everyone to embrace the RFU core values of Teamwork, Respect, Enjoyment, Discipline and Sportsmanship.*

#### **Kick-Off/Restart**

1. The game will be started or restarted by a player from the attacking team tapping the ball on their foot or knee. The ball does not have to leave the hands. A restart takes place after a turnover, infringement or try.
2. At any start, restart or after any infringement, the defending side will only be onside and able to take an active part in the game if they are 5 metres back from the point at which the start or restart is taken.
3. The only time the attacking team has to wait for the defence to be onside is at the beginning of the game, the start of the second half and the restart following the scoring of a try.
4. In the case of open play when an infringement is made or the ball is turned over, the attacking team (as long as they tap from the correct location) do not have to wait for the defending team to retreat before restarting the game and playing on.

#### **Touches**

5. The team with the ball has 6 touches to score. Touches are one handed and will usually be performed by the defending team but may be performed by the player with the ball.
6. When the attacking team is touched for the sixth time the ball is turned over to the other team and the game is restarted from the point at which the sixth touch was made.
7. On being touched the ball carrier must place the ball on the floor at the point at which they were touched. This is called the 'chicken scratch'. The ball may not roll forward but may roll backwards or sideways not more than 1 metre. A ball which is not placed correctly (i.e. one which rolls forwards or too far) will be treated as a knock-on and will be turned-over. The player placing the ball may wish to step over it but does not have to. It is permissible for the player placing the ball also to be the first receiver from the scrum half.
8. The only time a chicken scratch takes place is after a touch. In every other instance the game is restarted by a tap (see point 1).
9. If a ball carrier, having been touched, continues in a forwards or sideways direction they must return to the point of the touch before chicken scratching. If they chicken scratch other than at the point of touch the referee will call play back to the point of touch for the chicken scratch to be made. Repeatedly failing to chicken scratch at the point of touch may result in the ball being turned over to the opposition.

### Offside

10. The defender who has performed the touch must retreat 5 metres, along with the rest of the defending team, to be 'on side' and back in the game. If a player does not retreat to a line 5 metres back from the point of touch they are deemed 'offside' and may play no active part in the game other than to retreat. Once they retreat to the 5-metre line they are 'on side' and back in the game. A touch made by a player in an offside position can be ignored and play will continue.
11. Where a touch or restart takes place less than 5 metres from the defenders' try line, the try line forms the offside line.
12. After a touch is made and the ball has been chicken scratched, the ball is in play at the point at which the scrum half picks it up off the floor. That is the point at which the offside line ceases to exist. However, it should be noted that a player who has not yet retreated 5 metres is not on side until he has done so; they are not on side simply because the ball is back in play.

### Turnover

13. If the ball is dropped, passed or knocked forward, if it goes in to touch or if it touches the ground at any time other than for the purposes of a restart, try, turnover or chicken scratch, it will be turned over to the other team at which point the attacking team tap the ball to restart the game.
14. The team receiving the turnover must restart the game from the point at which the infringement took place. In cases of the ball being passed forward or dropped, this will be the location at which the pass was given or the ball hits the floor respectively. In the case of a player carrying the ball in to touch, it will be a point 5 metres in from touch, level with the point at which the touchline was breached.
15. If the ball is passed or knocked forward and is caught by the opposition without the ball having touched the ground, the team having caught the ball may play on. Since there has been no restart, there is no offside line. If the ball hits the ground at any time other than when chicken scratched (which must be precipitated by a touch), the game restarts from the point at which the ball hit the ground.
16. If a team chicken scratches the ball without having been touched, this is an infringement and the ball is handed over to the opposition to restart.
17. If a player places a foot on or over the touch line they will be deemed 'in touch'.

### Scrum Half

18. The scrum half (any player picking the ball up from a 'chicken scratch') can run with the ball but if they are touched by a player in an onside position the ball is turned over. The scrum half's team will become the defending team and must retreat 5 metres to be on side and back in the game.
19. Conversely, the player starting or restarting the game in any other situation may score and may be touched without the ball being turned over. Whilst this keeps the game fluid, the restart must be taken from the correct location and the ball must be tapped on the foot or the knee.

20. If the scrum half is touched by a player in an offside position, the touch does not count and play will continue.
21. The scrum half is not permitted to score, which implies a pass must be made before a try is awarded.

#### Scoring/Red Zone

22. A try will be deemed to have been scored when an attacking player places the ball on the floor on or over the try line.
23. If a player is deemed to be 'in the act of scoring' when touched, the try will stand.
24. Following the scoring of a try, the game will be restarted with a tap by the team just having conceded the try from the centre point of the pitch under the direction of the referee.
25. If a touch is made within 5 metres of the try line, the attacking team has a choice: they can either take a chicken scratch point of the touch itself or at any point up to 5 metres from the try line and in a direct line behind the point of touch. Likewise, if the defending team commits an infringement within 5 metres of the try line, the attacking team may take the restart at the point of the infringement or up to 5 metres back from the try line in line with the location of the infringement.
26. Defenders must move off their own try line when defending it. This is to prevent negative defensive tactics which spoil the game as an attacking spectacle.

#### Knock-ons

27. If a defender knocks the ball out of an attacker's hand or commits a deliberate knock on, the attacking team will restart from the point of the offence and be given 6 more touches. The defending team will need to retreat 5 metres to be on side and back in the game.
28. If a deliberate knock on takes place when a try would otherwise undoubtedly have been scored in the opinion of the referee, a penalty try will be awarded. Persistent deliberate knock-ons by a team or an individual may result in a player being dismissed from the pitch without replacement for the remainder of the half in which the offence takes place.

#### Conduct

29. There is no such thing as 'advantage'.
30. The referee's ruling is final.
31. If a team questions the decision of the referee or shows dissent the referee may penalise the offending team and advance the ball/restart 10 metres towards the offending team.
32. Unsporting conduct not befitting a family-orientated event may be dealt with by dismissal without replacement for the remainder of the half, the remainder of the match or the whole tournament, depending on the referee's opinion of the gravity of the offence.