

UNITOUCH



RULE 1.	DEFINITIONS AND TERMINOLOGY.....	1
1.1	Advantage	1
1.2	Attacking Team	1
1.3	Attacking Score line.....	1
1.4	Behind	1
1.5	Dead Ball	1
1.6	Defending Score-line	1
1.7	Defending Team	1
1.8	Deliver	1
1.9	Half.....	1
1.10	Field of Play	1
1.11	Forward.....	1
1.12	Full Time.....	1
1.13	Interchange Area.....	1
1.14	Mark – for a touch.....	1
1.15	Mark - for a tap	1
1.16	Offside.....	2
1.17	Onside	2
1.18	Penalty	2
1.19	Rebound.....	2
1.20	Rollball	2
1.21	Ruck	2
1.22	Ruling	2
1.23	Score-line	2
1.24	Sidelines	2
1.25	Tap	2
1.26	Touch	2
1.27	Touchdown	2
1.28	Touchdown Zone.....	2
1.29	Touchdown Zone Line	2
RULE 2.	THE FIELD AND THE BALL	3
2.1	Field of Play.....	3
2.2	Markings	3

2.3	Markers	3
2.4	Playing Surface	3
2.5	The Ball	3
RULE 3.	PLAYER ELIGIBILITY AND ATTIRE.....	5
3.1	Eligibility.....	5
3.2	Uniforms	5
3.3	Footwear	5
3.4	Identification Numbers	5
3.5	Jewellery and Fingernails	5
RULE 4.	MODE OF PLAY, DURATION AND SCORING	6
4.1	Object.....	6
4.2	Mode of Play	6
4.3	Duration	6
4.4	End of Play	6
4.5	Scoring	6
4.6	The Winner	6
4.7	Competition Points	6
4.8	Extra Time for Drawn Matches.....	6
4.9	Abandoned Matches	7
RULE 5.	TEAM COMPOSITION AND SUBSTITUTION.....	9
5.1	Number of Players	9
5.2	Mixed Competition	9
5.3	Substitution.....	9
5.4	Interchange Procedure.....	9
RULE 6.	COMMENCEMENT/RECOMMENCEMENT OF PLAY	11
6.1	The Toss	11
6.2	Attacking Team	11
6.3	Method	11
6.4	Defending Team.....	11
6.5	Recommencement of Play	11
6.6	Kicking.....	11
RULE 7.	POSSESSION	13
7.1	General.....	13
7.2	Changeover Procedure.....	13

7.3	Ball to Ground	13
7.4	Mishandled Ball.....	13
7.5	Intercepts	13
RULE 8.	PASSING	14
8.1	General.....	14
8.2	Forward Pass.....	14
8.3	Passing into Opposition.....	14
RULE 9.	THE ROLLBALL	15
9.1	When Required.	15
9.2	Method	15
9.3	Attacking Team	15
9.4	Defending Team.....	15
9.5	Actions without Half in Position	15
9.6	Voluntary Rollball.....	16
RULE 10.	THE TOUCH	18
10.1	General.....	18
10.2	Ball Knocked From Hands.....	18
10.3	Actions Following Touch	18
10.4	Passing After Touch.....	18
10.5	Claimed Touch.....	18
10.6	The Mark	18
10.7	Interference after Touch	18
10.8	Touched While Scoring	18
10.9	Touch on Offside Defender	18
RULE 11.	BALL ON OR OVER SIDELINE/SCORELINE.....	20
11.1	On or Over Sideline	20
11.2	Touched Over Attacking Score-line	20
11.3	Ball on or Behind Defending Score-line.....	20
11.4	Actions Near Defending Score-line.....	20
11.5	Actions Near Attacking Score-line	20
11.6	Actions further than five (5) metres from Defending Score-line	20
RULE 12.	BALL TOUCHED IN FLIGHT	22
12.1	Intentional Contact by Defender.....	22
12.2	Intentional Contact but Not to Ground	22

12.3	Intentional Contact and Touched Again by Attacker	22
12.4	Rebound and Ball to Ground	22
12.5	Rebounds but Not to Ground	22
RULE 13.	OFFSIDE	24
13.1	Attacking Team	24
13.2	Attacking Player Offside at Tap	24
13.3	Defending Team	24
RULE 14.	OBSTRUCTION	25
14.1	Attacking Team	25
14.2	2Defending Team	25
RULE 15.	PENALTY	26
15.1	General.....	26
15.2	Location of the Tap for a Penalty	26
15.3	Method	26
15.4	Attacking Team	26
15.5	Defending Team	26
15.6	Penalty Touchdown.....	26
RULE 16.	Advantage	28
16.1	Advantage Principle	28
RULE 17.	DISCIPLINE AND PLAYER MISCONDUCT	29
17.1	General.....	29
17.2	Frequent Infringements	29
17.3	Dismissals.....	29
17.4	Striking Officials	29
17.5	Disciplinary Reports	29
17.6	Misconduct	29
RULE 18.	THE REFEREE, LINE JUDGES & TOUCHDOWN ZONE OFFICIALS	31
18.1	Manner of Appointment	31
18.2	The Referee.....	31
18.3	Authority of Referee	31
18.4	Area of Control.....	31
18.5	Line Judges Touchdown Zone Officials.....	31

RULE 1. DEFINITIONS AND TERMINOLOGY

The following definitions and terminology apply to the game of Touch:

1.1 Advantage

Advantage is that property or part of play, which gives one team the potential to improve its position to score relative to the other team.

1.2 Attacking Team

Attacking team is the team, which has possession or is gaining possession of the ball.

1.3 Attacking Score line

Attacking score line is the line on or over which a team has to place the ball to score a touchdown.

1.4 Behind

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

1.5 Dead Ball

Dead ball means when the ball is out of play and includes;

- a) the period following a touch until the ball is brought back into play at a Rollball,
- b) the period following a touchdown or penalty, until the match is recommenced, and
- c) when the ball goes to ground and/or
- d) outside the boundaries of the field of play.

1.6 Defending Score-line

Defending score-line is the line, which a team has to defend to prevent a touchdown.

1.7 Defending Team

Defending team is the team without possession of the ball.

1.8 Deliver

Deliver means to part with the ball.

1.9 Half

The half is the player who takes possession of the ball behind the player who performs the Rollball.

1.10 Field of Play

Field of play is the playing area bounded by the sidelines and Touchdown Zone lines both of which are out of bounds.

1.11 Forward

Forward means in a position or direction towards a team's own attacking score-line.

1.12 Full Time

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

1.13 Interchange Area

Interchange area is a rectangle measuring twenty (20) metres long by no more than five (5) metres wide, marked on both sides of the field, extending ten (10) metres either side of the half way line and being one (1) metre from the sideline.

1.14 Mark - for a touch

Mark for a touch is the position where the attacking player in possession of the ball is at the time of the touch.

1.15 Mark - for a tap

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 an infringement.

1.16 Offside

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

1.17 Onside

Onside means in a position whereby a player may legitimately become involved with play.

1.18 Penalty

Penalty is the action by the referee in awarding a tap when a player or team infringes the rules of the game.

1.19 Rebound

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

1.20 Rollball

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

1.21 Ruck

The ruck is the area between the person performing the Rollball and the half.

1.22 Ruling

Ruling is the decision made by the referee as a result of particular circumstances. It can result in a play on, a tap or a change of possession.

1.23 Score-line

Score lines are the lines separating the Touchdown Zone from the field of play.

1.24 Sidelines

Sidelines are the side boundaries of the field of play.

1.25 Tap

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

1.26 Touch

Touch is contact on any part of the body between a player in possession of the ball 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.

1.27 Touchdown

Touchdown is the result of an attacking player, except the half, placing the ball on or over the team's attacking score-line.

1.28 Touchdown Zone

Touchdown Zone is the area bounded by the sideline, score-line and Touchdown Zone line.

1.29 Touchdown Zone Line

Touchdown Zone Line is the line joining the sidelines extending no less than five (5) metres and not more than ten (10) metres past the score-line.

RULE 2. THE FIELD AND THE BALL

2.1 Field of Play

The Field of play is rectangular in shape and measures seventy (70) metres in length from score line to score line and fifty (50) metres in width.

2.2 Markings

Line Markings defining the field of play are to be at least 2.5 cm in width that are to be laid out as shown in the diagram. (See Figure 1). Sidelines are to be extended at least five (5) metres beyond the score lines and joined by the Touchdown Zone line.

Interchange areas measuring twenty (20) metres in length by no more than five (5) metres in width shall be marked on both sides of the field of play, extending ten (10) metres either side of the halfway line and one (1) metre from the sideline.

2.3 Markers

Suitably sized markers of a distinguishing colour and made from a safe and pliable material are to be positioned at the intersections of the sidelines and score lines: and at the intersections of the halfway line with the sidelines (See Figure 1).

2.4 Playing Surface

The playing surface is normally grass. However, other approved surfaces may be used. Ground surfaces, which may cause injury, are to be avoided.

2.5 The Ball

The game is played with an oval, inflated ball of an approved shape, colour and size. The ball shall be inflated to the recommended air pressure. The approved ball size is 36 cm long and 55 cm in circumference.

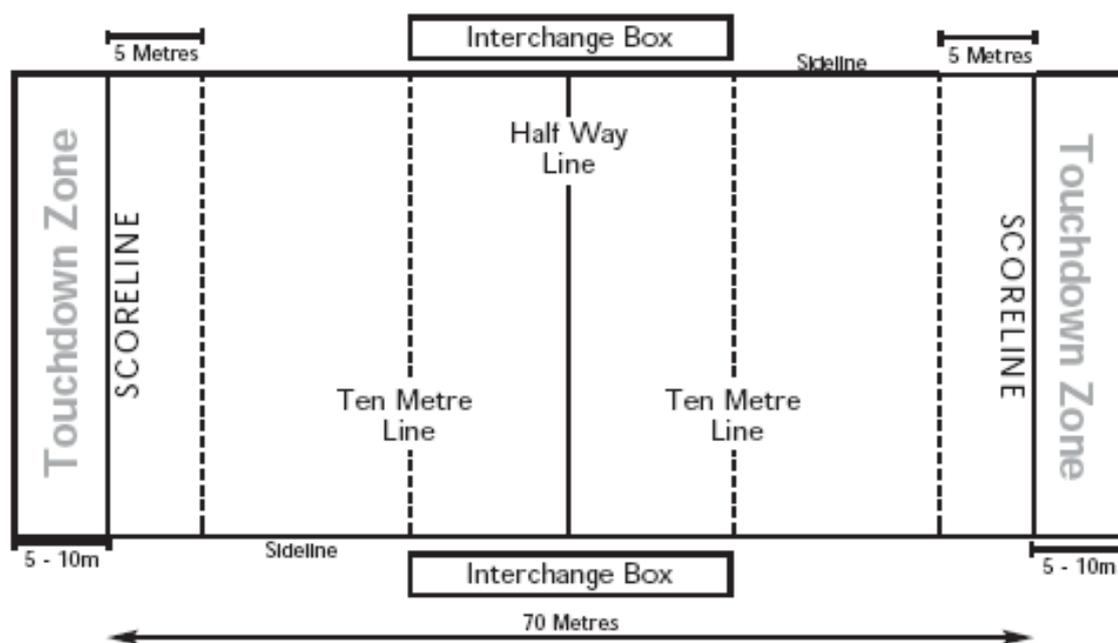


Figure 1 - The Field of Play

PLAYER NOTES - RULE 2

- PN A.** Team captains have the right to lodge a complaint regarding field conditions and dimensions or environmental conditions (e.g. weather or state of the ground or field markings) prior to the commencement of a match.
- PN B.** The ball must not be hidden under player attire.

REFEREE NOTE TO RULE 2

- RN A.** The Referee is to inspect the field of play, boundaries and markers for clarity and safety, prior to the commencement of the match.

PARK RULES - RULE 2

- PR A.** The size of the playing field will vary at Unitouch as determined by the available playing fields.
- PR B.** Interchange areas are **not** to be dispensed with, however local conditions may mean that both teams will share the Interchange area.
- PR C.** The touchdown zone lines have been set by Unitouch.

RULE 3. PLAYER ELIGIBILITY AND ATTIRE

3.1 Eligibility

All participating players are to be registered with the association they represent and are authorised to play with. Teams playing unregistered or unauthorised players will forfeit such matches.

3.2 Uniforms

All participating players are to be correctly attired in team uniforms approved by the local controlling association. Uniforms consist of upper apparel, shorts or briefs for female players, and socks with footwear.

3.3 Footwear

Shoes with screw-in studs or cleats are not to be worn by any player. Light leather or synthetic boots with soft moulded soles are permitted, provided individual studs are no

longer than thirteen (13) millimetres in length; the measurement being taken from the sole of the boot.

3.4 Identification Numbers

All players are to wear an identifying number, not less than sixteen (16) centimetres in height, clearly displayed on the front OR rear of the upper garment. Numbers may be positioned on both sleeves as an alternative providing the numbers are not less than eight (8) centimetres in height. No two (2) players of the same team may wear the same number.

3.5 Jewellery and Fingernails

Players are not to participate in any match while wearing any item of jewellery, which might prove dangerous. Long or sharp fingernails are to be trimmed or taped.

PLAYER NOTES - RULE 3

PN A. Players may, in conditions of cold weather, wear additional clothing providing colours and numbers are displayed.

REFEREE NOTE TO RULE 3

RN A. Referees are not to allow players to participate in any match unless the above dress requirements are met.

RN B. Referees are to inspect team clothing and footwear prior to matches. Fingernails and jewellery of all competitors are to receive specific inspection however any item that may pose a risk of injury to players shall be removed.

PARK RULES - RULE 3

PR A. The Unitouch association or ground coordinator may approve minor dress variations, including non-prescription sunglasses and the checking of same may become an administration task not a referee's role.

RULE 4. MODE OF PLAY, DURATION AND SCORING

4.1 Object

The object of the game of Touch is for each team to score touchdowns and to prevent the opposition from scoring.

4.2 Mode of Play

The ball may be passed, knocked or handed between onside players 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 touching the ball carrier. Either defending or attacking players may initiate touches upon which, play stops and is restated with a Rollball, unless other rules apply.

4.3 Duration

The match is forty-five (45) minutes duration, consisting of two (2) twenty (20) minute halves. There is a five (5) minute halftime break. The duration may only be extended for exceptional circumstances.

4.4 End of Play

When time expires play is to continue until the ball next becomes dead. Should a penalty be awarded during this period, the penalty is to be taken.

4.5 Scoring

A touchdown is awarded when a player (without being touched and other than the half) places the ball on the ground on or over the team's attacking score-line and within the boundaries of the Touchdown Zone. A touchdown is worth one (1) point.

4.6 The Winner

The team who at the end of play has scored the most touchdowns is declared the winner. In the event of neither team scoring, or in the event of both teams scoring the same number of touchdowns, a draw is declared.

4.7 Competition Points

Points are awarded in competition matches as follows:

- WIN - 3 POINTS
- BYE - 3 POINTS
- DRAW - 2 POINTS
- LOSS - 1 POINT
- FORFEIT - 0 POINTS

4.8 Extra Time for Drawn Matches

The following procedure will be utilised to establish a single winner.

THE DROP OFF PROCEDURE

- i) When the match is drawn at the expiration of full time, the referee will wait until the ball is dead, halt play, and then signal to the tournament control area or a tournament official that the game is drawn. A one (1) minute break will occur prior to commencement of the "Drop-Off". Each team will reduce their playing strength by one on-field player.
- ii) The Drop-Off commences with a tap from the centre of the halfway line by the team who won the toss at the commencement of the game. Teams continue to play in the same direction as they finished

the game. Substitution of players is permitted at any time as per the normal interchange rules.

- iii) At the conclusion of two (2) minutes of extra time, a signal is sounded and the referee will stop play at the next touch or dead ball. Each team will then reduce their on-field strength by one (1) player.
- iv) Play will recommence immediately after the players have left the field at the same point in the play where it was halted; (i.e. the team retaining possession at the designated number of touches, or a change of possession due to some infringement or it being the sixth touch).
- v) The clock does not stop when the hooter sounds at the two (2) minute intervals, as there is no time off during the Drop-Off.
- vi) At each subsequent two (2) minute period a signal for another player to drop off will be sounded.
- vii) Once the teams have been reduced to only three (3) players

each, no further drop off of players will occur, and the match will continue until a touchdown is scored. Should a player be sent off for the remainder of the match when teams have only three players each, the offending team will forfeit, and lose the match.

- viii) During the Drop-Off, before a winner can be declared, both teams must have had possession. If a team scores before their opponents have had possession, the touchdown counts and the match commences as per normal after a touchdown is awarded. Once possession is lost the winner is then confirmed.
- ix) The decision on which player will drop off is entirely up to the team management, that is the captain, coach, etc.
- x) A player/team wasting time at a drop off will be penalised at the mark for recommencement of the match.

4.9 Abandoned Matches

If a match is abandoned due to any circumstances, the controlling association shall decide the result.

PLAYER NOTES - RULE 4

- PN A.** During the original match, if a player has been sent from the field of play for the remainder of the match, that player cannot participate in extra time.
- PN B.** A team that had a player (or players) dismissed from the field of play for the remainder of the match will commence extra time with a reduced number of players. Thus the team will commence extra time with four (4) players if one (1) player had been sent off and three (3) if two (2) players had been sent off.
- PN C.** At the drop off time, each team will still reduce their playing strength as per the rules, thus ensuring the one team will have the player advantage as per in the match.

Once a team reaches only three players, no further drop off of players from either team, will occur. Injured players can be replaced at any time.

- PN D.** Mixed teams can drop off in any sequence provided Rule 5.2 applies and that there is a minimum on one (1) male and one (1) female player on the field at all times.
- PN E.** If a player places the ball on the ground and releases it short of the score-line, while attempting to score a touchdown, a touch is counted and the player is required to Rollball to restart play at the position of contact with the ground. However a touchdown results if an untouched player (other than the half) slides the ball along the ground to or beyond the score-line. If a player does not release the ball from their hands, no touch is counted and the match continues.
- PN F.** In attempting to score a touchdown a player must have possession and control of the ball prior to placing it on, or over the score-line.

REFEREE NOTE TO RULE 4

- RN A.** A referee should be aware of players who commit “professional fouls” and should take appropriate action.
- RN B.** If in attempting to score, a player either makes contact with the corner marker or crosses the extended sideline, no touchdown is awarded and the match is recommenced by the opposition with a Rollball five (5) metres from the score-line and five (5) metres in from the sideline.
- RN C.** If the ball is in flight and it is grounded simultaneously by an attacking player who has placed their hand(s) on it – no touchdown will be awarded.

PARK RULES - RULE 4

- PR A.** Unitouch shall provide official time keepers (ground coordinator) for all matches. Should time keepers not be appointed, the referee is to act as the sole time keeper.
- PR B.** From time to time it may be necessary to vary the duration of matches to suit particular competition requirements. These decisions will be at the discretion of the ground coordinator.
- PR C.** To separate teams on equal competition points the difference in touchdowns “for” and “against” will be used, with the higher progressing.
- PR D.** If the Drop-Off is utilised the ground coordinator (time keeper) shall be responsible for the timing of the two (2) minute intervals.

RULE 5. TEAM COMPOSITION AND SUBSTITUTION

5.1 Number of Players

A team consists of fourteen (14) players, no more than six (6) of who are allowed on the field at any time.

RULING - A penalty awarded to the non-offending team at the position of the ball at the time the offence is identified.

5.2 Mixed Competition

In mixed competitions, the maximum number of males allowed on the field of play is three (3). The minimum male requirement on the field of play is one (1).

RULING - A penalty awarded to the non-offending team at the position of the ball at the time the offence is identified.

5.3 Substitution

Players may substitute at any time in accordance with the interchange procedure. There is no limit to the number of times a player may interchange.

PLAYER NOTES - RULE 5

- PN A.** Although a team consists of fourteen (14) players, a minimum of four (4) players are required for the match to continue. All players who are involved in the match both on and off the field of play are under the direct control of the referee.
- PN B.** Female players in mixed competition may play in any team positions. Male players may interchange with female players providing Rule 5.2 applies.
- PN C.** Attacking and defending players must interchange in accordance with Rule 5.4. Intending substitutes must not voluntarily remain off the field.

REFEREE NOTE TO RULE 5

- RN A.** Should the number of players on the field from one team fall below four (4), the match is finished and the non-offending team is declared the winner. This applies if

5.4 Interchange Procedure

Substitute players must remain in their interchange area for the duration of the match. All interchanges must occur at or within the team's Interchange Area, and only after the substituted player has crossed the boundaries and entered the Interchange Area. All interchanges must be made on the one side of the field and without delay.

Physical contact does not have to be made between interchanging players and players leaving or entering the field shall not hinder or obstruct play and must enter from an onside position.

Following the scoring of a touchdown, players may interchange at will without having to wait for the substituted player to enter the interchange area.

RULING - A penalty awarded to the non-offending team five (5) metres infield from where the substituted player left the field or where the substituting player entered the field, whichever is the greater advantage.

players have been dismissed for the remainder of the match, but not for injuries or dismissals for a period of time.

- RN B.** Players who arrive late may enter the field immediately, providing their team does not already have six (6) players on the field.
- RN C.** If a team is unable to continue to meet the requirements of Rule 5.2 because of injury caused during the game, the make-up of the male-female ratio may be varied at the discretion of the referee, provided both captains agree.

RULE 6. COMMENCEMENT/RECOMMENCEMENT OF PLAY

6.1 The Toss

Team captains are to toss the coin in the presence of the referee with the winning captain's team receiving possession for the commencement of the first half, the choice of direction for the first half and the choice of Interchange areas for the duration of the match.

6.2 Attacking Team

The attacking team is to start the match with a tap at the centre of the halfway line following the indication to commence play from the referee. All players of the attacking team are to remain in an onside position until the ball has been tapped.

RULING - A change of possession at the centre of the halfway line.

6.3 Method

The tap is taken by placing the ball on the ground at or behind the mark, releasing both hands from the ball, tapping the ball with either foot a distance of not more than one (1) metre, and retrieving the ball cleanly.

Any player of the attacking team may take the tap.

Any onside player of the attacking team may retrieve the ball once the tap has been taken.

**RULING - A change of possession at the mark for the tap.
made contact with the foot.**

PLAYER NOTES - RULE 6

PN A. A player taking the tap may face any direction to take the tap and may be forward of the halfway line.

6.4 Defending Team

All players of the defending team are required to retire a distance of not less than ten (10) metres from the mark for the tap.

Defending players may move forward of their positions once the ball has been tapped with the foot.

RULING - A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark.

6.5 Recommencement of Play

For the recommencement of play following a half-time break, teams shall change directions and the team losing the toss is to start the match with a tap as described in Rules 6.2 and 6.3.

For the recommencement of play following the scoring of a touchdown, the team against which the score was made is to recommence play as described in Rules 6.2 and 6.3.

6.6 Kicking

The ball cannot be kicked or played with the foot except when taking a tap or a Rollball. The half may use the foot to control the ball.

RULING - A penalty awarded to the non-offending team at the position where the ball

- PN B.** The player taking the tap is to wait until the referee indicates the mark prior to tapping the ball. See also Rule 15 Note PN A.
- PN C.** Players may take the ball behind the mark for a tap up to a maximum of ten (10) metres. No sideways movement from the mark is allowed.

REFEREE NOTE TO RULE 6

- RN A.** Referees are to ensure that there is minimum delay between the scoring of a touchdown and the recommencement of play.
- RN B.** Referees should penalise players who attempt to delay play following a touchdown. If the delay is caused by the team scored against, the penalty should be awarded from the centre of the halfway line. If the team who scored is causing the delay, the penalty should be awarded at a mark ten (10) metres forward of the halfway line.

RULE 7. POSSESSION

7.1 General

Providing other Rules do not apply, the team with the ball is entitled to six (6) touches prior to changing possession with the opposing team.

7.2 Changeover Procedure

Following the sixth touch or the loss of possession due to any other means, players of the team losing possession are to either;

- a) hand, or pass the ball to the nearest opposition player, or
- b) place the ball on the ground at the mark without delay.

Attacking players who request the ball are to be given the ball.

Players are not to delay the changeover procedure.

RULING - A penalty awarded to the non-offending team ten (10) metres

PLAYER NOTES - RULE 7

- PN A.** Should a touch be effected on a player in possession while the ball may not be physically in the hands (e.g. while juggling or trying to maintain control), the touch is to count.
- PN B.** Providing the same player retrieves the ball prior to it going to ground, any knock forward resultant from an intercept is allowed.

REFEREE NOTE TO RULE 7

- RN A.** Referees are to be aware of players deliberately attempting to delay play during normal changeover procedures.
- RN B.** If a ball contacts the ground while still under the control of a player (e.g. falling over) a change of possession DOES NOT result and play is to continue.
- RN C.** Players may intercept behind the defending score-line. If a player in possession is touched or effects a touch whilst on or behind their defending score-line the touch counts and play is restarted with a Rollball five (5) metres forward of the score-line from where the player was touched.

forward of the mark for the change of possession or penalty.

7.3 Ball to Ground

If the ball is dropped to the ground a change of possession results.

The mark for a change of possession is where the ball first pitches or where the attacking player dropped or passed the ball, whichever is of greater advantage to the team gaining possession.

7.4 Mishandled Ball

If a player mishandles the ball and providing the ball does not go to ground, play is to continue.

7.5 Intercepts

Intercepts by onside defending players are allowed. Following an intercept, play continues until the first touch is effected, a touchdown is scored, or a stoppage occurs as a result of other actions.

RULE 8. PASSING

8.1 General

A player in possession may pass, flick, knock, throw or otherwise deliver the ball to any other onside player in the attacking team.

8.2 Forward Pass

A player in possession is not to pass, flick, knock, throw or otherwise propel the ball in a forward direction. See Rule 7 Player Notes PN A and PN B.

RULING - A penalty awarded to the non-offending team at the mark where

PLAYER NOTES - RULE 8

PN A. A player who, in attempting to control the ball, juggles or knocks the ball forward, is not to be penalised, provided the player regathers the ball. See Rule 7 Player Notes PN A and PN B.

REFEREE NOTE TO RULE 8

- RN A.** A Penalty is to result from a forward pass even if the receiver was in an onside position prior to the pass.
- RN B.** Referees are to be aware of players who make any deliberate passes at an opposing player, especially on the fifth (5th) touch.
- RN C.** Forward passes are to be penalised even if the ball goes to ground or if it is the last touch.

the ball was passed, flicked, knocked, thrown or otherwise propelled forward.

8.3 Passing into Opposition

A player who passes the ball at or towards a defending player and thereby causes the ball to go to ground shall lose possession. However, if the defending player attempts to catch the ball or play at the ball and the ball goes to ground, the attacking team retains possession. Play is restarted at the mark where the ball goes to ground or at a position of best advantage to the non-offending team. The touch count is restarted.

RULE 9. THE ROLLBALL

9.1 When Required.

A player is to perform a Rollball under the following circumstances:

- a) When a touch has been effected;
- b) When possession changes due to the sixth (6th) touch;
- c) When possession changes due to the ball going to ground;
- d) When possession changes due to an infringement by an attacking player at a penalty or a tap;
- e) When possession changes when the half is touched or places the ball on or over the score-line whilst in possession of the ball;
- f) When possession changes due to a player in possession of the ball running across the sideline; or
- g) When so directed by the referee.

9.2 Method

- A. The attacking player is to position on the mark, face the opponent's (defending) score-line, stand parallel to the sidelines, and roll the ball backwards along the ground between the feet a distance of not more than one (1) metre.
- B. The ball is placed on the mark, the attacking player may step over the ball.

RULING - A change of possession at the mark.

9.3 Attacking Team

- A. Any other player of the attacking team may receive the ball from the Rollball and thus become the half. The half may pass or run with the ball. However, if touched, loses possession.

RULING - A change of possession.

- B. The half is not to delay picking up or gathering the ball. The player who performs the Rollball is not permitted to obstruct or otherwise prevent the defending team from gaining possession or effecting a touch on the half.

RULING - A penalty awarded to the non-offending team at the mark where the infringement occurred.

9.4 Defending Team

All players of the defending team are to retire a distance of not less than five (5) metres from the mark for a Rollball. Players of the defending team are not permitted to move forward of the five (5) metre position until the half has made contact with the ball.

RULING - A penalty awarded to the attacking team along a line five (5) metres forward of the mark for the Rollball and nearest the infringement.

9.5 Actions without Half in Position

When the player in possession is required to Rollball without a half in position, players of the defending team may move forward of the five (5) metre positions as soon as the ball leaves the hand/s of the player in possession.

Should a defending player gain possession, the match is recommenced with a Rollball at the same mark.

RULING - A penalty awarded to the non-offending team at the mark where the Rollball occurred.

9.6 Voluntary Rollball

A player in possession is not to perform a Rollball unless a touch has been effected.

PLAYER NOTES - RULE 9

- PN A.** The ball must touch the ground in a Rollball but does not necessarily have to be rolled. The foot may be used to control the ball.
- PN B.** The player performing the Rollball must ensure the ball passes on the inside of the supporting foot.
- PN C.** Defending players who are offside at the Rollball are liable to penalty and should remain out of play until a touch has been effected or until they have assumed an onside position.
- PN D.** The player performing the Rollball cannot retrieve the ball.
- PN E.** Any defending player involved in a touch must immediately retire to a position along a line five (5) metres forward of the touch or to their own defending score-line.

REFEREE NOTE TO RULE 9

- RN A.** The mark for a tap from a penalty is awarded under Rule 9.4 is along a line five (5) metres forward of the mark for the Rollball and nearest the infringement.
- RN B.** The half is permitted to use the foot to control the ball. However, play must not be delayed. Defending players may move forward as soon as the half has made contact with the ball.
- RN C.** A player in possession may run or stand with the ball extended towards the ground without penalty. However, Rule 9.6 (Voluntary Rollball) applies as soon as the ball is rolled.
- RN D.** In an attempt to encourage a free-flowing match, referees should warn offside players (or teams) and use the advantage rule as applicable (e.g. If a warned offside player moves to make a touch, the referee may call “play on” rather than stop play and penalise the offender). However, if the referee hasn’t warned the player (or team) he cannot call “play on” and must allow the touch or penalise the offending player.
- RN E.** Players who delay the Rollball are to be penalised.
- RN F.** Should the half or other attacking players effect a touch on an offside defender following a quick Rollball, the touch will count (and the half would lose possession).

- RN G.** The half is not permitted to score touchdowns. They are unrestricted as to where they can run and may cross the score-line to link up with support players. Should the half be touched or placed the ball on the ground within the boundaries of the Touchdown Zone, whether the ball is released or not, a change of possession will occur five (5) metres from the score-line. The change of possession will occur no closer than five (5) metres from the sideline opposite where the half was touched or where the ball touched the ground.
- RN H.** There is no requirement for the ball to be picked up to commence the Rollball but the referee should ensure the Rollball takes place at the mark.

RULE 10. THE TOUCH

10.1 General

Refer definition 1.26, players of both defending and attacking teams are to use the minimum force necessary to effect touches.

RULING - A penalty awarded to the non offending team and, as a minimum, a warning to the offending player.

10.2 Ball Knocked From Hands

If the ball is knocked from the hands of a player in possession during a touch, the touch counts and the player retains possession, and they are required to perform the Rollball. The touch count continues, unless it is the sixth (6th) touch.

10.3 Actions Following Touch

After a touch has been effected, the player in possession is required to stop, return to the mark where the touch occurred if the mark has been over-run, and perform a Rollball without delay.

RULING - A penalty awarded to the defending team at the mark where the Rollball should have been performed.

10.4 Passing After Touch

A player is not to pass or otherwise deliver the ball after a touch has been effected.

RULING - A penalty awarded to the defending team at the mark where the touch occurred.

10.5 Claimed Touch

A player must not claim or otherwise call for a touch unless a touch has actually been effected.

RULING - If an advantage is apparent, the referee will indicate “play on”,

otherwise a penalty is awarded to the attacking team where the touch is claimed.

10.6 The Mark

The mark for the Rollball is dependent on the position of the player in possession at the time of the touch.

10.7 Interference after Touch

Following a touch, the ball is deemed to be dead and is brought into play at the Rollball when the half touches the ball or, if there is no half in position, when the ball leaves the hands of the attacking player performing the Rollball. See Rule 9.4 and 9.5.

Defending players are not to interfere with the player in possession or otherwise prevent the immediate Rollball, after a touch is made.

RULING - A penalty awarded to the attacking team five (5) metres forward of the mark for the Rollball.

10.8 Touched While Scoring

On the rare occasion a player places the ball on the ground on or over the score-line at the same time a touch is effected, the touch counts and a touchdown is not awarded.

10.9 Touch on Offside Defender

Should a player in possession effect a touch on an offside defender who is making every effort to retire and remain out of play, the touch is to count. If the player in possession is the half, a change of possession results in accordance with Rule 9.3.

PLAYER NOTES - RULE 10

- PN A.** When effecting touches with the ball, attacking players are to ensure minimum force is used (See Rule 1.1).
- PN B.** If a touch is effected on or over the score-line before the ball is grounded, no touchdown results. The player in possession is to move from that point to a position five (5) metres from the score-line to Rollball, provided it is not the sixth (6th) touch.
- PN C.** If in doubt as to the location of the mark for the Rollball, the player in possession should check with the referee.
- PN D.** Attacking players cannot delay the Rollball while waiting for a half to be in position.
- PN E.** Calling a touch prior to contact is subject to a penalty under Rule 10.5
- PN F.** A player who is touched while in the act of passing should attempt to refrain from releasing the ball.

REFEREE NOTE TO RULE 10

- RN A.** More than the minimum physical force to effect a touch should be dealt with severely.
- RN B.** A player should be instructed to regather the ball if it is knocked or dropped to the ground during or following a touch. However, players who attempt to delay play by such deliberate acts are to be penalised under Rule 10.3.
- RN C.** If defending players effect a touch after an attacking player has delivered the ball, play continues and “play on” is called.
- RN D.** Unless the referee is sure no contact is made, the referee should acknowledge all claimed touches and call back the player in possession for a Rollball. Should the referee observe a defending player claim a touch without contact and unless there is an advantage to the attacking team, a penalty and a warning are to be awarded under Rule 10.5.
- RN E.** On the rare occasion that the referee is unable to distinguish between a pass before a touch and a pass after a touch and provided the ball does not go to ground, the touch counts as a “simultaneous touch”. The ball is returned to the attacking player for a Rollball. If the ball goes to ground on such occasions, or if it is the sixth (6th) touch, a change of possession is the result.
- RN F.** Mandatory penalties should not be awarded when players fail to feel slight touches. However, deliberate running on is to be penalised.
- RN G.** Infringements against Rule 10.4 are to be penalised, even if it is the sixth (6th) touch.

RULE 11. BALL ON OR OVER SIDELINE/SCORELINE

11.1 On or Over Sideline

The ball becomes dead when it or a player in possession touches or crosses the sideline and a change of possession results. However if a player in possession is touched prior to crossing the sideline, then the touch counts and play continues with a Rollball at the mark where the touch occurred.

RULING - The team NOT responsible for the ball touching or crossing the sideline restarts play with a Rollball five (5) metres infield from where the ball or the player in possession touched or crossed the sideline, or at the position of best advantage to the attacking team.

11.2 Touched Over Attacking Score-line

If a player in possession of the ball is touched after crossing the attacking score-line and prior to the scoring of a touchdown, the touch counts. Play is restarted with a Rollball five (5) metres infield from where the player in possession crossed the score-line.

11.3 Ball on or Behind Defending Score-line

If a player in possession of the ball is touched whilst on or behind their defending score-line, the touch counts and play is restarted with a Rollball

five (5) metres infield from where the player in possession was touched.

11.4 Actions Near Defending Score-line

An attacking team is not required to Rollball within five (5) metres of the defending score-line. After each touch the player in possession may move forward to the five (5) metre broken line to Rollball.

11.5 Actions Near Attacking Score-line

When a touch is effected within five (5) metres of the attacking score-line, a player in possession may move directly behind the mark a distance of up to five (5) metres to the broken line to restart play with a Rollball.

11.6 Actions further than five (5) metres from Defending Score-line

When defending players are required to defend further than five (5) metres from their defending score-line, they must move forward beyond the five (5) metre broken line and continue to move forward in an attempt to effect a touch on the player in possession.

RULING - A penalty awarded to the attacking team at the position of the ball at the time the offence is identified.

PLAYER NOTES - RULE 11

PN A. When moving forward or backward from the mark in accordance with Rules 11.4 and/or 11.5, players should indicate to the referee that such options have been chosen and thus avoid confusion. Defending players must remain five (5) metres from the Rollball.

- PN B.** When moving forward or backward in accordance with Rules 11.4 and/or 11.5, the player in possession should avoid contact with defending players and should not move sideways from the mark.
- PN C.** When the player in possession is further than five (5) metres from the score-line and the defending team is defending on or within five (5) metres of their defending score-line, the defending team must move forward in an attempt to effect a touch. This means the whole team must move out to beyond the five (5) metre line and can only return to the score-line once a touch is imminent. They may however move back beyond the five (5) metre broken line to realign for the next defensive move once a touch is about to be effected by either the attacking or defending player.
- PN D.** When a player in possession is on or within five (5) metres of their attacking score-line, the defending team are permitted to remain on, and defend their score-line.
- PN E.** In respect of Rule 11.6 above a defending player moving forward to effect a touch and who subsequently pull out of making a touch in an attempt to “milk” a penalty for a voluntary Rollball is guilty of an offence and subject to being penalised.

REFEREE NOTE TO RULE 11

- RN A.** Players who are onside at their defending score-line may lean over the score-line to touch an attacking player, and remain onside provided both feet remain on or behind the score-line and contact with the ground is not made with the hands inside the field of play.
- RN B.** Before a penalty is awarded in accordance with Rule 11.6, the referee must warn the defending team to move forward in an attempt to effect a touch. If the defending team does not move forward in accordance with the referee’s direction a penalty will result.
- RN C.** If the same situation arises again after a tap from a penalty has been taken, (that is, within the attacking team’s following six possessions), and the defending team still refuses to move forward to effect a touch, another penalty is awarded to the attacking team. In addition the referee will instruct the captain of the defending team to remove one (1) player from the field. The player is to return to the interchange area.
- RN D.** That player (or a substitute) cannot be replaced until the defending team gains possession. On each occasion before awarding a penalty the referee must have warned the defending team to move forward of the five (5) metre broken line, to effect a touch.

RULE 12. BALL TOUCHED IN FLIGHT

12.1 Intentional Contact by Defender

If the ball goes to ground following a defender's attempt to gain possession, the attacking team retains the ball and the touch count restarts. This also applies if the defending player deliberately knocks the ball to the ground. The mark where the Rollball occurs is where the ball first pitches or where the defender touched the ball, whichever is of best advantage to the attacking team.

12.2 Intentional Contact but Not to Ground

If a defending player touches the ball in flight and the ball is retrieved by an attacking player, play continues and the touch count restarts at the next touch.

12.3 Intentional Contact and Touched Again by Attacker

If an attacking player attempts to gather the ball after a deflection by a defender and the ball goes to ground, the attacking team retains possession and the touch count restarts as per Rule 12.1. (See Referee Note RN A below).

PLAYER NOTES - RULE 12

PN A. If an attacking player considers a deflection from a defending player is difficult to retrieve, the player may let the ball go to ground and receive six (6) more touches at the mark of best advantage. Alternatively the player may attempt to retrieve the ball, and even if the ball then goes to ground receive six (6) more at the mark of best advantage.

REFEREE NOTE TO RULE 12

RN A. In the case of Rule 12.3 above, the referee is to decide whether the deflection by the defending player was the cause of the ball to ground.

RN B. If a ball deflected from a defending player travels in a forward direction and is then retrieved by a player of the attacking team, play should continue and Rule 12.2 applies.

12.4 Rebound and Ball to Ground

If the ball rebounds from a defending player, who has not made an attempt to retrieve it, and the ball goes to ground, a change of possession results. Play restarts with a Rollball where the ball first pitches or where the ball rebounded from the defender, whichever is of best advantage to the team gaining possession.

12.5 Rebounds but Not to Ground

If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball is regained by an attacking player, play on and the touch count continues.

- RN C.** Unintentional contact by a defending player includes contact on the arms and hands providing an attempt is not made to secure possession.
- RN D.** If the ball is passed forward and then deflected or played at by a defending player back to the attacking team or to ground, Rule 8.2 (Forward Pass) applies, with a penalty to the defending team.

RULE 13. OFFSIDE

13.1 Attacking Team

A player in the attacking team is offside when that player is forward of the player who has possession or who last had possession. In general play, offside attacking players who interfere with play should be penalised.

13.2 Attacking Player Offside at Tap

Attacking players are to remain onside at a tap until the ball has been tapped.

RULING - A change of possession at the mark (See Rules 6.2 and 15.4).

13.3 Defending Team

A player of the defending team is offside when the following rules are infringed:

- a) Rule 6.4 - at the commencement and recommencement of play;
- b) Rule 9.4 - at the Rollball;
- c) Rule 15.5 - at the tap for a penalty;
- d) Rule 9 - Referee Note RN D - offside at a quick Rollball or tap.

RULING - A penalty awarded to the attacking team in accordance with the above rules.

PLAYER NOTES - RULE 13

- PN A.** Attacking players who are offside are non-effective and should return to an onside position as soon as possible.
- PN B.** Offside defending players must at all times make an effort to retire to an onside position.
- PN C.** A defending player must have both feet on or behind the defending score-line to be onside when a Rollball occurs within five (5) metres or a tap from a penalty within ten (10) metres of that player's defending score-line.

REFEREE NOTE TO RULE 13

- RN A.** Referees should note Rule 10.9, Rule 9 Player Note PN C, PN E and Referee Note to Rule 9, RN D.
- RN B.** Defending players who are retiring should not normally be penalised while taking no active part in the match.
- RN C.** Refer to Referee Note to Rule 15 RN C and RN D for consecutive penalties.

RULE 14. OBSTRUCTION

14.1 Attacking Team

Players of the attacking team are not to obstruct defending players from attempting to effect a touch. A player in possession must not run or otherwise move behind the referee or other players in the attacking team in an attempt to avoid a touch.

Obstruction is defined as a deliberate attempt by an attacking player to gain an unfair advantage by preventing a defending player from effecting a touch.

RULING - A penalty awarded to the defending team at the mark where the infringement occurred.

14.2 Defending Team

Players in the defending team are not to obstruct or otherwise interfere with the attacking players supporting the player in possession.

RULING - A penalty awarded to the non-offending team at the mark of the infringement providing the stoppage is not to the disadvantage of the attacking team.

PLAYER NOTES - RULE 14

PN A. A player supporting the player in possession is entitled to run as necessary to obtain the best supporting position. However, in moving to a supporting position, attacking players must not deliberately interfere with defending players.

REFEREE NOTE TO RULE 14

- RN A.** Referees should note any changes in the line of support adopted by attacking players. If the player in possession notices an obstruction by a team mate, the player may stop and wait to be touched without being penalised.
- RN B.** Accepted sub-unit skills such as wraps or run-arounds do not constitute an obstruction.
- RN C.** If a player in possession or a defender runs into the referee or the referee runs into either player, “play on” should result if there is no advantage either way. However, if the incident has an effect on the proceedings, a Rollball should be called with no effect to the touch count.

RULE 15. PENALTY

15.1 General

A penalty is to be awarded for an infringement by any player in accordance with the rules contained herein.

15.2 Location of the Tap for a Penalty

The mark for a penalty is normally at the location of the infringement unless otherwise detailed in specific rules.

For infringements which occur on the boundaries, within five (5) metres of the defending score-line or outside the field of play, the location of a tap from a penalty is to be five (5) metres infield or on the five (5) metre line from where the infringement occurred.

15.3 Method

A method of taking the tap from a penalty is detailed in Rule 6.3. The ball does not have to be lifted from the ground for the tap. However, the ball must be at or behind the correct mark prior to the tap being taken. (See Rule 6, Player Note PN C).

PLAYER NOTES - RULE 15

- PN A.** The player who is to take the tap is required to wait until the referee indicates the location of the mark before the tap can be taken. However a player may take a quick tap providing the referee acknowledges such a request and providing the tap is taken at or behind the correct mark.
- PN B.** For any tap, players may take the ball directly behind the mark up to a maximum of ten (10) metres.
- PN C.** If a player chooses to Rollball in lieu of a tap, the player who receives the ball is not deemed to be a half.

REFEREE NOTE TO RULE 15

- RN A.** To allow the full advantage of a penalty to be realised there is to be minimum delay between awarding a penalty and the indication of the appropriate mark.

RULING - A change of possession at the mark.

15.4 Attacking Team

Players of the attacking team are to be onside at the tap.

RULING - A change of possession at the mark.

15.5 Defending Team

Players of the defending team are to be onside at the tap as detailed in Rule 6.4.

RULING - A penalty awarded to the attacking team along a line ten (10) metres directly forward of the original mark and nearest the infringement.

15.6 Penalty Touchdown

A penalty touchdown will be awarded if any action by a player or spectator deemed by the referee to be contrary to the rules or spirit of the game, preventing the attacking team from scoring a touchdown.

- RN B.** A player may take the ball back behind the mark up to a maximum distance of ten (10) metres behind the mark for a tap to allow room to execute a move. In such cases the defending players must remain not closer than ten (10) metres from the mark or at the score-line, whichever is the closest.
- RN C.** If an attacking player effects a touch on an offside defending player (usually following a quick tap) in an attempt to gain a further penalty, the referee may call “play on” depending on the actions of the defending player, but only provided the offside player or team has been warned.
- RN D.** If an offside defending player, (whether that player is retiring or not), attempts to obstruct or effect a touch on an attacking player following a quick tap, the referee should play the advantage and allow play to continue. Alternatively a penalty could be awarded, whichever is of greater advantage to the attacking team.
- RN E.** For control to be maintained during a sequence of quick taps, the referee is to ensure that the location of the mark is correctly indicated.
- RN F.** With regard to awarding a penalty touchdown, a referee is to be sure that a touchdown would have occurred had it not been for the illegal action of the player or spectator concerned.

RULE 16. Advantage

16.1 Advantage Principle

The principle of advantage to the non-offending team is to apply at all times, providing some advantage is readily obvious. Once a team is given the advantage that team does not necessarily forfeit the right to other action as described in these rules.

PLAYER NOTES - RULE 16

- PN A.** Players should at all times play in accordance with the rules and allow the referee to interpret the advantage.
- PN B.** Players who use unnecessary force or whose actions unfairly prevent any other player from gaining an advantage will be liable to penalty.

RULE 17. DISCIPLINE AND PLAYER MISCONDUCT

17.1 General

Players who infringe the rules are liable to penalty or other appropriate action according to the seriousness of the infringement. Penalties are to be awarded in accordance with applicable rules.

17.2 Frequent Infringements

A Player who continually breaches the playing rules is liable for dismissal. Team captains are responsible for the conduct of players in their respective teams and should be aware that undisciplined players are disruptive to the spirit of the game.

17.3 Dismissals

Any player may be dismissed as follows:

- a) **Period of Time** –A player dismissed for repeated infringements or any offence requiring more than a penalty is to move from the field of play and remain in a position midway along the team’s touchdown zone line and no closer than five (5) metres to the touchdown zone line. The dismissed player cannot be replaced.
- b) **Remainder of Match** - A player dismissed after any previous ‘Period of Time’ dismissal, or for an offence such as gross misconduct or a dangerous act is to take no further part in that match and is to move to and remain not closer than ten (10) metres from the score-line. The dismissed player cannot be replaced and that player shall receive an

automatic two (2) match suspension. Two (2) matches refers to the period of time it takes for two matches to be completed by the team in the division from which the player was suspended. A bye does not count as a match completed.

17.4 Striking Officials

Any player who is found guilty of striking and/or assaulting an official, referee or line judge is liable to disqualification from playing the game for life.

17.5 Disciplinary Reports

Officials are required to submit dismissal reports or any other reports required in accordance with the governing regulations of the local association.

17.6 Misconduct

Players guilty of misconduct will be penalised and could be excluded from the match. Misconduct includes:

- a) continual breaches of the rules;
- b) swearing;
- c) back-chatting referees or other match officials;
- d) bad sporting behaviour;
- e) fighting;
- f) using physical force in making a touch;
- g) attacking the head of an opponent;
- h) tripping;
- i) any other action which is not in the spirit of the game.

PLAYER NOTES - RULE 17

- PN A.** A player sent from the field for a period for time is to remain at the midpoint of the Touchdown Zone line until recalled by the referee. Such a player is allowed to join his team mates at halftime.

REFEREE NOTE TO RULE 17

- RN A.** The referee is the sole judge of time in relation to dismissed players.
- RN B.** A referee is required to advise the team captain as to the reason for a player's dismissal.
- RN C.** Referees must submit a written report on players sent from the field for the remainder of the match.
- RN D.** Referees may suggest to captains to replace infringing players for the remainder of the match otherwise the player may be sent off and suspended and the team reduced in playing numbers.

PARK RULES - RULE 17

- PR A.** Unitouch Executive Committee shall appoint a judiciary if and when the need arises. The judiciary shall determine all disciplinary actions and their decision shall be final.
- PR B.** Coaches and officials deemed guilty of misconduct will be reported to the Unitouch Executive Committee and will be liable to disciplinary action.
- PR C.** Players sent from the field for the remainder of the game will receive an automatic two (2) game suspension.
- PR D.** With respect to Referee Note RN D above, Unitouch authorises the controlling referee to DEMAND that the offending player no longer participates in the match.

RULE 18. THE REFEREE, LINE JUDGES & TOUCHDOWN ZONE OFFICIALS

18.1 Manner of Appointment

The appointment of all referees, line judges or touchdown zone officials will be made by Unitouch.

18.2 The Referee

The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match and in particular, award penalties for infringements against the rules.

18.3 Authority of Referee

Players, coaches and officials of both teams are under the control of the officiating referees.

18.4 Area of Control

The playing area under the control of the referee extends from the boundaries of the field of play, to an area which covers substitute players and officials involved in the particular match.

18.5 Line Judges Touchdown Zone Officials

Line Judges and Touchdown Zone officials should be appointed to assist the referee with tasks associated with sidelines score-lines and touchdown zone lines, and other matters at the discretion of the referee. Their normal duties include, indicating the ten (10) metres distance for taps from a penalty, controlling substitutions, matters of back-play and other advice when sought by the central referee.

PLAYER NOTES - RULE 18

PN A. Team captains may respectfully enquire of the referee, matters of varying interpretation or causes of penalties. Any discussion is to be brief and polite and must not delay play. Other team members should not talk to the referee.

REFEREE NOTE TO RULE 18

RN A. Referees must familiarise themselves with grounds, markings and officials prior to the commencement of matches.

RN B. Referees may consult with line judges and/or touchdown zone officials prior to making decisions.

PARK RULES - RULE 18

PR A. Controlling associations are responsible for all matters connected with the conduct of the competition including safety aspects of the grounds, surrounding environments and playing games in adverse climatic conditions.