



**ERNST & YOUNG SUMMER
TOUCH LEAGUE**

Rules and Regulations
May 2010

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Conditions of Entry

Team Eligibility

Entry to the League is open to any mixed, men's or women's teams.

Each team competing in the Ernst & Young Summer Touch League (the "**League**") must have one individual nominated as a team captain (the "**Team Captain**") who has agreed to be responsible to Guernsey Touch Rugby LBG and individuals appointed to run the League (the "**League Coordinators**") for any matters concerning their team. Team Captains must be at least 18 years of age.

The entry fee for each team registered in the League will be £200 per team and must be paid by Wednesday 12th May 2010.

Eligibility of Players

All players must be at least 14 years of age. For players under the age of 18 years, a parent or legal guardian must complete their online Individual Registration Form (as defined below). For further information on Guernsey Touch Rugby LBG's Child Protection Policy please refer to the summary below and Appendix 4.

Referee Requirements

Each team registered in the League must nominate at least **two** individuals to participate in the League in the capacity of referees.

Guernsey Touch Rugby LBG will provide the opportunity for all prospective referees to gain their European Level 1 referee qualification before the start of the League. Those individuals nominated to referee in the League, but have not yet attended a Level 1 course previously, will be registered for the Level 1 referee course being held on the weekend of 23, 24 & 25 April 2010. More details will be provided to Team Captains closer to the weekend (please note that a nominal fee of £10 will be payable by all those attending the course).

The League Coordinators will select the required number of referees needed for the League.

All referees officiating in the League must receive prior approval from the League Coordinators.

Registration of Players

All players participating in the League must register individually by completing their own online individual registration form at www.guernseytouch.org.gg (the "**Individual Registration Form**").

Team Captains must also complete an online team registration form at www.guernseytouch.org.gg (the "**Team Registration Form**").

Teams are permitted to register up to 18 players, with a maximum of 14 players per team permitted to play in any one game. **All** players in any team must have completed an Individual Registration Form and appear on a Team Registration Form before participating in any game in the League. Any team found to be in contravention of this rule may, at the discretion of the League Coordinators, have League points deducted and/or be disqualified. Players are required to have played at least one League game prior to semi-finals night.

Individual players may only register for **one** mixed team and/or **one** men's or women's team (as appropriate) in the League. Men will not be permitted to participate in the women's league and women are not permitted to take part in the men's league. Individual players may only play for the team or teams (as appropriate) for which they are registered. Any player found to be in contravention of this rule may, at the discretion of the League Coordinators, have League points deducted from the team or teams (as appropriate) the player is registered for and the team or teams (as appropriate) they are purporting to represent when the contravention took place.

The registration of **all** players is the responsibility of the Team Captain.

Equipment

Team Kit

All players in teams must be wearing a common colour of shirt, clearly numbered on the back (no duplicate numbers permitted). Players are required to wear the same numbered shirt each week.

Players, referees and other officials may wear any protective visors or caps as protection against the elements. It is recommended by the League Coordinators that unsafe equipment, such as jewellery, not be worn during games (if such jewellery cannot be removed, please ensure that it is taped). Suitable footwear (trainers, turf shoes or football cleats) must be worn. Bare feet, spikes and footwear with screw-in or steel studs are not permitted. All kit is subject to the approval of the League Coordinators.

Game Equipment

The League Coordinators will provide the touch balls for all games.

Player Insurance Waiver

The player insurance waiver is set out in Appendix 1. This should be read and understood by all players before completing their Individual Registration Form.

Conduct

All participants in the League are bound by, and subject to, the Code of Conduct guidelines set out in Appendix 2. It is the responsibility of each Team Captain to ensure that **all** their players set a very high standard of conduct for themselves at **all** times over the period of the League.

Policies

Member Protection Policy

As an affiliate member of the Federation of International Touch Inc, Guernsey Touch Rugby LBG adheres to the FIT Member Protection Policy which is designed to provide guidelines for the protection of the health, safety and well being of all FIT members and those who participate in the activities of FIT's Member Nations and their Affiliated Clubs. The full policy can be downloaded from <http://www.international-touch.org/>

Anti-Doping Policy

The Guernsey Touch Rugby LBG Anti-Doping Policy will apply to all participants of the League. Any participants taking or found to be using, illegal and/or banned substances, will be banned from any further participation in the League.

For a copy of the Anti-Doping Policy please refer to Appendix 3.

Child Protection Policy

The Guernsey Touch Rugby LBG Child Protection Policy will apply to all participants of the League. Any participants found to be acting in contravention to the policy will be banned from any further participation in the League.

For a copy of the Child Protection Policy please refer to Appendix 4.

The League Conditions

All League games will be played in accordance with the following rules. For a full glossary of touch terms, please refer to Appendix 5.

Short Rules

1. The fields on which the League will be played are a reduced size from the international standard. The League games will be played on a field approximately the size of half of a rugby field.

2. The game will be started with a tap ball in the middle of the halfway line of the field by the attacking team.
3. The team defending at the start of the game, and following a touchdown, must find a position 10 metres back from the halfway line of the field.
4. Teams must swap the direction of play following a touchdown (Men's and Women's League games may, if required to play 40 minute games, will only swap direction following half time). Play will restart with a tap ball in the middle of the halfway line of the field.
5. The defending team must retreat five metres from the roll ball after a touch is made on an attacking player.
6. Following a touch being made on an attacking player, that player must complete a roll ball by placing the ball on the ground, between their legs, without losing control of the ball.
7. When the attacking player is performing the roll ball they must be facing the score line, but they do not have to be parallel to the sideline.
8. The attacking team may only have possession of the ball for six consecutive touches.
9. Ball touched in flight.
 - a. Intentional contact by a 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 defender deliberately knocks the ball to ground.
 - b. 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.
 - c. 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 9.a.
 - d. Rebound and ball to ground. If the ball rebounds from a defending player who has not made an attempt to retrieve the ball and the ball goes to ground, a change of possession results.
 - e. 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.
10. The person who takes the role of acting half on any given roll ball can cross the touchdown line but cannot score a touchdown.

11. Possession of the ball is lost and play restarts with a roll ball by the opposing team if:
 - a. If the acting half is touched while in possession of the ball.
 - b. The ball is dropped on the ground (see Rule 9).
 - c. A player while in possession of the ball runs out of the field of play.
 - d. The ball is passed out of the field of play.
 - e. The 6th touch is made by the defending team.
 - f. An infringement is made by an attacking player at a roll ball or a tap ball.

12. A team is awarded a penalty and restarts play with a tap ball on the penalty spot if any of the following offences are committed by the opposing team:
 - a. A forward pass of the ball.
 - b. Passing the ball immediately after being touched by a defending player (called 'Touch and Pass').
 - c. Stepping beyond the mark at which the touch was made before completing a roll ball (called 'Stepping the mark').
 - d. Offside in defence by not retreating the five metres or 10 metres (whichever is appropriate) before making a touch on an attacking player.
 - e. Calling a touch on an attacking player without making the touch (called 'Phantom Touches').
 - f. Performing a roll ball without being touched (called 'No Touch').
 - g. When a player, following a touch by the defending team rolls the ball further than one metre on the ground, after completing a roll ball.
 - h. Deviation by a defending player while retreating five metres after a touch has been made. Defending players must retreat in a straight line.
 - i. Incorrect substitution.
 - j. Playing with more than the allowable number of players.
 - k. Obstruction.
 - l. Aggressive play by a player (two handed touches can be considered aggressive).

- m. Verbal abuse of the referee or another player.
- 13. When a penalty is awarded, the penalised player and their team must retreat 10 metres from the penalty spot.
- 14. For minor offences i.e. bickering with a referee, shouldering, leg trips etc... the offending player will be sin binned without replacement.
- 15. Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field without replacement.

Additional Game Conditions

The following game conditions are to be used in conjunction with the short rules above.

1. A team may field up to 14 players per game. A maximum of six players are permitted on the field at any one time. A minimum of four players per team is required for the match to be played.

A mixed team is not permitted to field more than three male players at any one time nor are they permitted to field less than one male player at any one time.

2. Interchange Areas. The interchange areas are an area where substitute players stand when not on the field of play. Due to space constraints, both teams may be positioned on the same side of the field. Teams must take a position on each side of the halfway line and cannot stand less than a meter from the halfway line or the sideline. Interchange boxes may at times be marked out on the ground.
3. Correct Substitution of Players. Substitutions can only occur when the exchanging players swap outside the field of play. Should a substitute player enter the field of play while the exchanging player is still on the field of play (seven players on the field) the referee will award to a penalty against the offending team (after a touchdown is scored and teams are changing ends substitutions may enter the field of play before the exchanging player has left. This must be completed before the game restarts.
4. Late Arrival of Teams. Teams who have not taken the field within five minutes of the official commencement of the game will be deemed to have forfeited that game. Should a team arrive within 10 minutes of the official commencement of the game, the option to play the game will be given to the team that had arrived the earliest.
5. Scorecards. The Team Captain (or a person nominated by the team Captain) is responsible for signing the scorecard at the end of the game. They must ensure all details on that card with respect to their team are accurate. This includes the number of touchdowns scored and the respective playing number of the player(s) who scored each touchdown (if applicable). Once the scorecard is signed, the League Coordinators will

treat the results as final and no discussion will be entered into regarding incorrect details.

6. Game Times. For all games the times will be as follows:
 - a. Games will run for 25 minutes starting at 30-minute intervals. (Men's and Women's League games may, at the discretion of the League Coordinators, run for 40 minutes – 2 x 20 minute halves with a 5 minute half-time – at 45 minute intervals.)
 - b. The first round of games start at 5.30 pm at the earliest.
 - c. League Coordinators will attempt to rotate team playing times weekly.
7. All games will be played at Cambridge Park on Wednesday nights from 19 May 2010 to 4 August 2010.
8. Draws will be made available on the website (www.guernseytouch.org.gg) as soon as they are available (at least one week in advance of any scheduled games). Draws will also be posted at the ground on each night of the League.
9. League Points. League points and points for a touchdown will be in accordance with Federation of International Touch Rules; namely,

League Points:	Win:	3 Points
	Draw:	2 points
	Loss:	1 Point
	Bye:	0 Point
	Forfeit:	0 Points

 - a. The structure of the draw will be finalised following the close of registration.
 - b. A finals night will held for all registered teams to determine the League winners at the end of the season.
11. If any doubt arises as to the positioning of teams of the table, the following rules will be applied:
 - a. Highest on the table first and so on – but if any teams are equal on the table priority is given to;
 - b. Teams that have not suffered a defeat – but if any teams are still equal;
 - c. Difference (for and against touchdowns scored) – but if still equal;
 - d. Result of round robin game – but if drawn; then

- e. A drop off game is to be held between the teams involved.
12. Drop Offs. A drop off will be played in any game that ends in a draw on finals night. When a match is drawn, the match is stopped; teams drop off one player and extra time is played. Teams drop off a player every two minutes until down to three players. The first team to score a touchdown in extra time wins the match (each team must have possession of the ball at least once). Order of player removal is female, male, female.
 13. The Blood Bin. If during a match a player is bleeding from an open wound or graze, that player will be instructed to leave the field and may not return to the field until the bleeding has been controlled. The player may be replaced during this period of enforced absence from the match.

The wound must be adequately covered by a suitable bandage to protect the wound from further bleeding and if the players clothing is stained with blood, the garment must be replaced or washed out so that the blood is no longer present, or at least, suitably diluted.
 14. Sin Bin. The off-field time awarded to any player sin binned during a match is at the discretion of the referee.
 15. Suspensions. In the event of a player being sent from the field for the remainder of the match by the referee, the Disciplinary Committee will consider the infringement and determine at their discretion an appropriate outcome which may include a suspension. For more information on the Disciplinary Committee please contact Guernsey Touch by sending an e-mail to info@guernseytouch.org.gg.
 16. First Aid. A first aid kit will be provided but players should be aware that no trained medical practitioners will be in attendance. Please contact a League Coordinator for assistance. Neither Guernsey Touch, its sponsors, directors or committee can be held responsible for damage caused to players, spectators, referees or property, howsoever caused.
 17. Alteration and Amendments. The League Coordinators have the right to change or alter these Rules and Regulations at their own discretion.

Appendix 1 – Waiver, release of liability, assumption of risk and indemnity agreement

In consideration of me being allowed to participate in any way in the Ernst & Young Summer Touch League (operated by Guernsey Touch Rugby LBG) the Ernst & Young Guernsey Touch Team or any associated social events or training sessions, to take place each year inclusive ("the Activities"), I hereby acknowledge and agree, by way of completing my Individual Registration Form, as follows:

1. I understand the nature of the Activities and acknowledge my experience and capabilities and believe I am qualified to participate in the Activities. I further acknowledge that I am aware that the Activities will be conducted in facilities open to the public during the Activities. I further agree and warrant that if, at any time, I believe conditions to be unsafe, I will immediately discontinue further participation in the Activities.
2. I fully understand that:
 - a. the Activities involve risks and dangers of serious bodily injury, including permanent disability, blindness, paralysis and death ("Risks");
 - b. these Risks may be caused by my own actions, or inactions, the actions or inactions of others participating in the Activities, the conditions in which the Activities take place or the negligence of the Releasees (defined below);
 - c. there may be other risks and social and economic losses either not known to me or not readily foreseeable at this time; and
 - d. I fully accept and assume all such risks and all responsibilities for losses, costs and damages incurred as a result of my participation in the Activities.
3. I hereby release, discharge, covenant not to sue, and agree to hold harmless Guernsey Touch Rugby LBG and its League Coordinators, directors, members, promoters, agents, officers, volunteers, and employees, other participants, Ernst & Young our sponsors and advertisers, and, if applicable, owners and lessors of premises on which the Activities take place (each considered to be one of the "Releasees" herein) from all liability, claims, demands, losses, or damages on account caused or alleged to be caused in whole or in part by the negligence of the Releasees or otherwise, including rescue operations, and further agree that if, despite this release, I, or anyone on my behalf, makes a claim against any of the Releasees named above.
4. I will indemnify, save and hold harmless each of the Releasees from any litigation expenses, attorneys fees, loss, liability, damages or costs any may incur as the result of any such claim. I have read this agreement, fully understand its terms, understand that I have given up substantial rights by signing it and have signed it freely and without any inducement or assurance of any nature and intend it to be a complete and unconditional release of all liability to the greatest extent allowed by the governing law and agree that if any portion of this agreement is held to be invalid that the balance, notwithstanding, shall continue in full force and effect.

Appendix 2 – Code of Conduct For All Participants

All participants in the Ernst & Young Summer Touch League (the “League”) are expected to adhere to the following values and code of ethics and conduct to:

1. Encourage honest and open competition.
2. Respect individual differences of people within the League.
3. Display gentlemanly and ladylike characteristics.
4. Support innovation and creativity.
5. Share failures and celebrate success.
6. Share the responsibility and workloads.
7. Adhere strictly to Guernsey Touch Rugby LBG’s Anti-Doping Policy (Appendix 3) and Child Protection Policy (Appendix 4).

Player's Code

1. Play by the rules of the game at all times.
2. Play equally intensively for yourself and your team.
3. Be equally loyal to yourself and your team.
4. Exhibit exemplary sporting like behaviour at all times.
5. Enjoy the game by giving your best at all times.
6. Co-operate with your team mates and officials.
7. Respect your opponents no matter how good or bad they are.

Referees' Code

1. Display fairness and uniformity in applying the rules.
2. Be honest in your assessment of situations.
3. Be consistent and courteous in calling all infractions.
4. Condemn the deliberate foul as being unsporting, and promote fair play and appropriate sports behaviour.
5. Use common sense to ensure the “spirit of the game” for players is not lost by being too pedantic when applying the rules.
6. Be conscious that you are seen as a “Role Model”.
7. Ensure you remain up to date with any rules changes and/or interpretation of rules as laid down by Guernsey Touch Rugby LBG.

League Coordinator's Code

1. Ensure that equal opportunity for participation in touch is available to all regardless of ability, size, shape, sex, age, ethnic origin or disability.
2. Ensure equipment and facilities are safe and appropriate to the ability level of all the participants.
3. Establish that adequate supervision is provided by qualified and competent referees and officials capable of developing appropriate sports behaviour and specific skill technique.
4. Focus on the needs of the participant and the enjoyment of the spectator.
5. Provide opportunity aimed at improving the standards of officiating, with an emphasis on appropriate sports behaviour and skill technique.
6. Ensure all participants in the League understand their responsibilities regarding fair play in sport.
7. Ensure on and off the field behaviour is consistent with the principles of good sportsmanship.

8. Modify rules and regulations to match the needs of the players and the level and nature of the League.
9. Publicly encourage rule changes, which will reinforce the principles of participation, fun, safety and enjoyment for all.
10. Distribute a Code of Conduct to all participants.

Coaches' Code (Ernst & Young Guernsey Touch Team)

1. Teach your players that the rules of the game are mutual agreement, which no one should try to evade or deliberately break.
2. Be reasonable with your demands on players, their time, their energy and their enthusiasm.
3. Avoid over playing and/or training your players.
4. Ensure that equipment and facilities meet safety standards of the age, sex and ability of your team.
5. Demonstrate respect for all your players no matter what level of ability they possess.
6. Do not swear or abuse players of any team.
7. Develop respect for the ability of your opponents, referees and all officials.
8. Make a personal commitment to keep informed on sound coaching principles and abreast of current trends.

Media Code

1. Provide fair coverage of the League, the Ernst & Young Guernsey Touch Team and the sport per se.
2. Place in proper perspective the isolated incidents of behaviour that is unsporting like, rather than make such incidents the 'highlight' of the event.
3. Focus upon participants' fair play and their honest efforts.
4. Focus on the positive (skilful attack - brilliant defence) rather than on the negatives (poor attack - mistakes in defence).
5. Identify and report on the problems people have participating in organised sport and illustrate the violations and distortions of their rights as participants.

Appendix 3 – Anti-Doping Policy

Effective: 01/03/2010

Objectives

This policy is designed to meet the following objectives:

1. To maintain the conditions and practises of the World Anti-Doping Code (the “**Code**”) (Copenhagen: Apr 2005)
2. To uphold Guernsey Touch Rugby LBG’s strict liability whereby players are responsible for any banned substance found in their body, regardless of how it got there.
3. To communicate that any anti-doping violations during competition will lead to an automatic disqualification, including the loss of any medals won.
4. To make clear the position of Guernsey Touch Rugby LBG on the use of drugs in the Ernst & Young Summer Touch League (the “**League**”) and in tournaments that involve the Ernst & Young Guernsey Touch Team.
5. To communicate the roles and responsibilities of players, coaches, spectators, and the League Coordinators in conjunction with anti-doping in the League.

Introduction

Guernsey Touch Rugby LBG condemns the use of prohibited substances and methods in sport. The use of prohibited substances and methods is contrary to the ethics of sport and potentially harmful to the health of players.

The only legitimate use of prohibited substances and methods is under the supervision of a physician for a clinically justified purpose in accordance with the Federation of International Touch (the “**F.I.T**”) and the Code.

Guernsey Touch Rugby LBG aims to stop doping practices in sport by:

1. Educating and informing persons about drugs in sport issues;
2. Supporting the drug testing programs and education initiatives of the F.I.T and other World Anti-Doping Organisations; and
3. Imposing effective sanctions on persons who commit Anti-Doping Rule Violations

Who Does This Policy Apply To?

This policy applies to:

1. Players;
2. Referees;
3. Athlete Support Personnel;
4. Persons; and
5. League Coordinators of Guernsey Touch Rugby LBG.

Definition

Anti-doping has been defined as:

“The use or *attempted use* of a *prohibited substance* or a *prohibited method*.”

Possession of prohibited substances and methods and trafficking in any prohibited substance or prohibited method. Administration or attempted administration of a prohibited substance or prohibited method to any athlete, or assisting, encouraging, aiding, abetting, covering up or any other type of complicity involving an Anti-Doping Rule Violation or any attempted violation.”

Responsibilities

Guernsey Touch Rugby LBG and appointed League Coordinators uphold sport's "strict liability" policy whereby athletes are responsible for any banned substance found in their body, regardless of how it got there. The issue of sabotage and the athlete's responsibilities in relation to medical personnel is clarified.

Players and referees must be knowledgeable of and comply with all anti-doping policies and rules applicable to them. They must also be available for sample collection if practises are developed at European Championship level and must take full responsibility, in the context of anti-doping, for what they ingest and use.

Outcomes of Anti-Doping Violations

Any anti-doping violations during competition will lead to an automatic disqualification, including the loss of any medals won. For a first serious violation, players and referees participating in the League will receive a two-year suspension, with a life ban imposed for a second offence. The punishment will be reduced or waived if athletes can prove "no fault" or "no significant fault". However, the offence would remain on record.

List of Anti-Doping Drugs and Methods Not to be Used

Guernsey Touch Rugby LBG will follow the conditions of the Code recently developed in Copenhagen (April 2005) and by the anti-doping conditions and practises of the F.I.T.

Appendix 4 – Child Protection Policy

Effective: 01/03/2010

Objectives

This policy is designed to meet the following objectives:

1. To ensure the safe and professional conduct of Guernsey Touch Rugby LBG.
2. To ensure Guernsey Touch Rugby LBG Child Protection Policy is adhered to.
3. To minimise harm to individual participants during and after participation in the Ernst & Young Summer Touch League (the “**League**”), those representing Guernsey and any other events organised by Guernsey Touch Rugby LBG.
4. To maintain confidentiality of information and communicate it with the authorities to maintain the welfare of a child (any person under 18 years of age).
5. To minimise the vulnerability for a child.
6. Improve and preserve the reputation of Guernsey Touch Rugby LBG in the general community.

Responsibility

All adults have a responsibility to assert and protect the rights of children. No child shall be left in the presence of only one adult at any stage. Any children travelling to away tournaments shall not be allowed to be in the presence of one adult, including a committee member or a member of coaching team.

Police checks

It shall be mandatory for a police check to be carried out on every member of the committee and those involved with coaching/training of the Guernsey team.

Injuries

If a child is injured during play, the first responsibility is to arrange immediate medical attention from an ambulance or hospital. If the child's parent/guardian is not available to accompany the child, then two adults (one of whom must be a member of the committee) should remain with that child until its parent/guardian is in attendance.

Confidentiality

Any player who has children must be aware that confidentiality may not be maintained if withholding of the information will prejudice the welfare of the child.

Guernsey Touch Rugby LBG Child Protection Officer

Guernsey Touch Rugby LBG will liaise with the States of Guernsey Services for Children and Young People, via the Secretary, when child abuse is suspected.

Record Keeping

A copy of every written referral to the States of Guernsey Children Board will be kept in a special needs file and forwarded to the States of Guernsey Services for Children and Young People.

The Individual Registration Form of a child under the age of 18 years to participate in the League must be signed by a parent or legal guardian who must be aware that they will be participating.

Procedures When a Child Abuse is Suspected

1. Whenever child abuse is suspected, the player should inform a member of Guernsey Touch Rugby LBG or its appointed League Coordinators as early as possible.
2. Members of Guernsey Touch Rugby LBG or its appointed League Coordinators should document briefly the disclosure of suspicion (giving date, name of child, reason for suspicion or nature of disclosure, and actions taken) and pass it on to the Secretary who will then pass this information to .
3. Record the information in the child's file whether or not further action is subsequently taken.

Appendix 5 – Glossary of Touch Terms

Change Over	The ball is given to the opposing side. This usually follows a dropped ball, forward pass, or touch pass.
Acting Half	The name given to the player who picks up the ball after a roll ball. Any player may act as acting half. If an acting half is touched whilst in possession of the ball the referee will award a change over. The acting half cannot score.
Stepping the Mark	If a player attempts to roll the ball in front of the position at which he/she was touched. The referee will award a penalty to the defending side.
Penalty	A penalty is awarded for a deliberate infringement. A referee will mark a place for the tap ball on a line 10 metres forward of the original infringement.
Roll Ball	<p>After a touch, the attacking player must roll the ball to restart the play. To do so, the ball is placed on the ground, between the legs, and rolled backwards (no more than one meter) by the player who was touched. A roll ball counts if it is placed on the ground and stepped over, but the ball may not move forward.</p> <p>The defending side must retire five metres (or behind their touchdown line if it is within 5 metres of the mark where the touch is awarded) when the roll ball is taken. They may not move forward until the acting half has touched the ball.</p>
Tap Ball	A tapped ball starts or restarts a game following a penalty or when a touchdown is scored. To complete a tap ball, the ball should be placed on the ground, released from the hands, tapped with the foot forwards, and picked back up.
Touch and Pass	If a player continues to pass a ball after he/she has been touched, a 'touch pass' is called by the referee. The referee will award a penalty to the defending side.
Touchdown	A team scores a touchdown by placing the ball on the ground across the opposition's touchdown line.