

TOUCH PLAYERS: THINGS YOU SHOULD KNOW!

CTS level. This document tries to highlight the most important things, but does NOT replace the [official FIT rules, 4th edition](#).

I. The referees

1. Referees like players learn and develop over time. Look at the referee's badge level and adjust your expectations to suit.
 - Level 1: will be able to keep a good 5m and count the touches
 - Level 2: will know all the rules and will be consistent on the basic infringements rulings
 - Level 3+: will be able to have an efficient communication, preload, consistent on the advantages
2. Referees are human and although they will always try keeping a level head they do have emotions. Working with the referee by being respectful and approachable should mean the referee responds in the same manner to you.
3. This document describes what happens in a perfect world. Then, I must always keep in mind that errors may be made by the referees and that I will have to respect their decision whatever it is.

II. Behaviour on the pitch

1. I'm defending!

1. A touch is just about to be made: I look at where the ref is standing, here is the outside line I'll have to reach.
2. A touch has been made. I am running backwards but the ball carrier is running in my area. I'm offside and the ref hasn't called me onside so far: I raise my hand and ask the ref

whether I'm onside. If not, I keep running backwards and do not try to do anything else. I can keep asking the ref, of course.

3. I am making a touch: I call it loud and clear and raise my hand!
4. The ref is behind me. If I see them breaking the line, I know a turnover is coming. I look for the ball and do not wait for the ref to whistle or say anything to get myself ready. Then I look what the ref's sign is (tap ball or roll ball?). If I have a doubt (tap ball/roll ball) I ask. I also ask for the mark. For a higher level ref, short whistle = roll ball, long whistle = tap ball. If the ref has their arm outstretched and pointed straight at my team its normally a penalty.

2. I'm defending after a touch in my five meters!

Between the score line and up to about eight meters further back in the pitch

1. I'm offside until I've reached the onside line. This is likely to be the scoreline
2. Once on the score line and the ball is outside the 5m, I have to keep moving forward until next touch is being made. I can move really slowly if I want, but I have to show the ref I'm moving.
3. A touch is being made: I choose a direction/running line until I reach the onside line. I can't change my direction/running line until I'm onside.
4. I listen to the sideline refs, they are supporting the onfield ref to get players onside and try and avoid the need for penalties.

3. I'm attacking!

1. The ref is calling the offside players, and points at them as well (in theory!). I use that to detect lazy defenders.
2. If I am the ball carrier and if I make a touch (i.e. I touch the defending player) on an offside player, it counts as a touch!
3. I know the count, or ask for it. Then, when the fifth touch has been made, I am ready to switch on defence mode as soon as the last touch is made, even slightly before. I can listen to my wingers as they may count loud and clear.

4. I'm attacking in the defence's 5m!



Between the score line and up to about eight meters further back in the pitch

1. As long as I make a touch up to 7-8 meters from the score line, I know the defending team will have to reach the outside line that is likely to be the score line, and cannot alter their chosen direction/running line until outside.
2. If I dive to score and am touched by a player who was offside then it is very likely the ref will award the touchdown.

III. Roll ball and tap ball?

1. Turnovers - short whistle:

The new attacking team plays a roll ball on the mark, the touch count starts at zero

3. Sixth touch
4. Roll ball not square
5. Roll ball, more than one metre
6. Incorrect roll ball (not between the legs)
7. Tap ball, more than one meter
8. Roll ball or tap ball off the mark (turnover not played at the right position on the pitch for instance)
9. Loss of control of the ball
10. Dummy half is caught or tries to score a touchdown
11. Ball carrier goes out of the pitch's limits

2. Other roll balls - short whistle:

The new attacking team plays a roll ball on the mark, the touch count starts at zero

1. Missed interception, loss of control of the ball (ball falls on the ground): attacking team plays a roll ball on the mark, touch count back to zero.



2. Ball touched in flight by defending team, attacking team keeps control of the ball: play on, next touch is first touch.

3. Penalties against attacking team - long whistle:

The defending team will play a tap ball on the mark, the touch count starts at zero

3. Off the mark (overstepping)
4. Late pass (touch and pass)
5. Roll ball before the touch

4. Penalties against defending team - long whistle:

The attacking team will play a tap ball on the mark, the touch count starts at zero

6. Offside
7. Defending player in the ruck
8. Defending player altering their chosen direction/running line before outside
9. "Touch, no touch" (defending player calls a touch but does not actually make it and then says "no")

5. Penalties against any side - long whistle:

The attacking or defending team can be penalised depending on who makes the fault. The attacking team will play a tap ball on the mark, the touch count starts at zero

10. Excessively physical play
11. Throwing/kicking ball away
12. Any bad behaviour

