



TIGER BALL™

Official Summer Game

1. Players

Eight (8) players per side – maximum 12 players registered per team (unlimited interchange). All players present to play either by interchange or replacement.

2. Duration

Games will be played over 25 minutes with no half time break. The duration of games may be shortened if teams are late to be ready to play on their allocated field at their allocated time.

3. Playing Field

Touch football sized fields will be used where markings are available

4. The Mode of Play

The game is one of six (6) tackles. Tackles are affected by one (1) of the defending player's making a one handed touch.

5. The "Play the Ball"

- The 'touched' player must return to the mark, and drop to one knee before playing the ball.
- The defensive line must retire 5 metres from the ball and not move forward until the dummy-half elects to run or the first receiver has the ball.
- The ball must be played backwards with the foot.
- If the dummy half runs and is caught with the ball, the ball will be 'turned over' where the touch occurred.
- No marker.

6. Turnovers

A turnover will occur when:

- A player knocks on.
- A player runs into touch.
- The football is kicked into touch after landing in the field of play.
- A player makes detrimental contact with the referee.

7. Kicking

- Kicks will be allowed below chest height. Chest height refers to the height of the kicker.
- Kicks can be on any play.
- If a kick rolls into the in goal area it is deemed dead and a 10m tap occurs to the defending team.

8. Scoring

- Tries are scored in the usual fashion and will be worth one (1) point.
- Dummy half can attempt to score but if touched, a change over will be effected
- At no time can any player “dive” to score a try.

9. Starts of Play

A place kick will commence both halves. The ball must travel ten (10) metres in a forward direction. Re-starts will commence with a tap kick to the non-scoring team.

10. Penalties

- The attacking player must not initiate contact with the defender and vice versa. The player who initiates the contact will be penalised at the point where the contact is made.
- i.e. the attacker cannot run straight at the defender but must try and run between or around defenders.
- Play will restart from a penalty with a tap restart. There will be no kicking for touch.

11. Wet Weather

- To be notified of wet weather cancellations, mobile numbers must be entered at the time of registering online.

Extra Rules and Notes

- A team that is touched on the try line can move the ruck back away from the try line as long as they move in a straight line back from where the touch is made.
- There is an ‘in-goal area’. For a player to score from a kick, that player must regain possession of the ball before scoring over the try line.
- The kick off must travel at least ten (10) metres. A kick-off that travels past the try line of the receiving teams is deemed to have traveled dead-in-goal and is a ten (10) metre tap to the receiving team and will restart the play.
- No advantage rule applies from the kick off (i.e team cannot kick into touch from kick off and receive the ball)
- When making a replacement, the player being replaced must have left the field first.