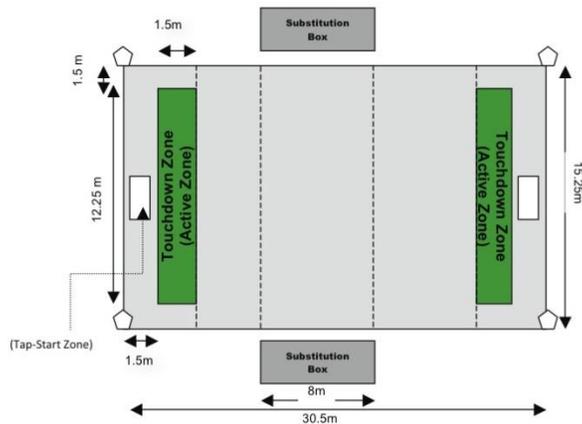


## Turbo Touch Rules at a Glance

### For Players and Referees

#### The Field of Play

Markers/cones may be placed on four corners of the outside lines.



#### TAP

The **TAP** starts and restarts all parts of play. An incorrect TAP will result in a change of possession. To perform a TAP

- Ball must be placed on the ground within 2 metres of where the play stopped or in the TAP START ZONE at the centre back of the TOUCHDOWN ZONE
- Ball must be released from both hands
- Ball is tapped with either foot a distance of not more than 1 metre
- Ball must be picked up cleanly

#### ATTACK

On **ATTACK** your **ACTIVE ZONE** is in play and cannot be entered into or scored in until it is called **OPEN** by the referee

- After a TAP, the ball must connect with two players before the **ACTIVE ZONE** is called **OPEN** (IE 2 passes or 'flick-ons').
- You may pass the ball forwards, backwards, sideways and use any style of throwing or flicking to move the ball around.
- You have **TWO** chances to score. If the Defending team effects **TWO** touches on your team before you score then it is a change of possession.
- After a **TOUCHDOWN** is scored or a **TOUCH** made, you must restart play with a TAP. You have **TWO** seconds from the TAP until the defender can advance to make a **TOUCH**.
- When you hear the referee call **USE IT**, this indicates the **TWO** (or **FIVE** if tapping from the TAP START ZONE) seconds have passed & you can be touched.
- When restarting play in the TAP START ZONE after a **TOUCHDOWN** is scored, the **TOUCHDOWN ZONE** becomes a **SAFEZONE** for **FIVE** seconds where no Defending player may enter or they will be deemed to be **OFFSIDE**. Defenders may run through the **SAFEZONE** if the Attacking Team passes twice before five seconds is up therefore opening both the **ACTIVE** and the **SAFE ZONES**.
- If a ball is intercepted by a Defender, they are now on **ATTACK** and the **ACTIVE ZONE** is automatically **OPEN** therefore they may score.

#### DEFENCE

- On **DEFENCE** you must **TOUCH** the attacking player carrying the ball to stop them from scoring.
- You cannot enter the **ACTIVE ZONE** until it is **OPEN**
- You cannot interfere with any **ATTACKING** player who does not have the ball, this includes body blocking. This will result in a **PENALTY** being awarded
- You cannot **TOUCH** or call a **TOUCH** on an **ATTACKING** player before they have caught the ball. The ball must be in contact with the players hands when the **TOUCH** is effected
- If a **DEFENDING** player knocks down a ball possession stays with the **ATTACKING** team and the **TOUCH** count goes back to **ZERO**

#### POSSESSION

A change of possession shall occur

- After the **SECOND TOUCH**
- After an incorrect **TAP**
- When the ball goes to ground
- When a **TOUCHDOWN** occurs
- When there is a **TOUCH** and **PASS**
- When the ball goes out of bounds
- When an **ATTACKING** player enters the **ACTIVE ZONE** before it is **OPEN**
- If an incorrect substitution is made
- Whenever the referee indicates and / or there is a penalty infringement against the attacking team.

Play is recommenced with a **TAP**

#### OFFSIDE

You are deemed **OFFSIDE** when

- An **ATTACKING** or **DEFENDING** player enters the **ACTIVE ZONE** before it is **OPEN**
- Playing the **RESTRICTED** version, you enter the **ACTIVE ZONE** at any time before the ball is grounded for a **TOUCHDOWN**.
- A Defending player enters the **SAFEZONE** before the referee has called **FIVE** seconds or **USE IT**
- A Defending player has not retired **2 METRES** (radius) from a player or given the attacker **2 Seconds** (referee's perception of 2 seconds) and tried to or effected a **TOUCH**

#### SCORING

To **SCORE** a **TOUCHDOWN**

- A **Touchdown** can occur when the **Touchdown zone** is **OPEN** i.e. once the ball has been passed or flicked-on two times or intercepted by the Defending team.
- The ball must be placed on or into the **ACTIVE ZONE**
- No **TOUCHDOWN** will be awarded if any body part of an attacker is inside the **Touchdown zone** before it is deemed **OPEN**

#### FLICK-ONS

A **FLICK ON** is when an attacking player does not attempt to catch the ball but 'Flicks' it (bats it on) to another player. If the attacking player is simultaneously touched by a defender, the **Touch** **WILL NOT** count and play will continue.

#### GAME MODIFICATIONS

**Modifications may be made to the game to allow for player ability, age, venue, time, and game standard.**

All modifications need to be authorised by Turbo Touch Ltd management and the controlling organization.

#### RULINGS AROUND THE ACTIVE ZONE

The game can be played with two separate rulings around the **ACTIVE ZONE**.

- **Standard** – Predominantly used for Adult grades. You may stand in the **Touchdown Zone** after the **ACTIVE ZONE** has been opened but for no more than **2 seconds** or it will be deemed to be 'CAMPING'.
- **Restricted** – Predominantly used for Junior grades. No player is allowed to enter the **ACTIVE ZONE** at any time while the ball is in play. To score the ball must be placed in the **ACTIVE ZONE** before any part of the attacker makes contact with the **ACTIVE ZONE**.
- **TOUCHES** – The **Touch** count can be increased to allow teams with lesser balls skills the chance to learn the game with longer possession
- **TIME** – Length of game and half times.
- **COURT/FIELD DIMENSIONS** – Smaller overall dimensions can be used to meet the available playing area at the venue, however the **TOUCHDOWN ZONE** measurements must be in proportion to the new overall size to ensure there is still space to run around and jump over the **ACTIVE ZONE** without going out of the boundary lines.
- **BOUNDARIES** – Indoor facilities may have no boundaries and use of walls and nets may be used for deflections.
- **DROPPED BALL OR BALL TO GROUND** – Allowing **Drop Balls** to be counted as a **Touch** is an option for Junior, lesser skilled or beginner players