



Tiny Touch Rules

Number of Players

5-a-side

Age Group

Kindergarten to Year 4

OR

Under 8's & Under 10's divisions

Playing Field

50 metres long and 35 metres wide (Half-Field)

Explanations

1. Play is commenced and re-commenced with a rollball from the centre of halfway.
2. The dummy half must pass the ball immediately. They cannot run with the ball at all.
3. The attacking team maintains possession for six touches. The team in possession of the ball should be onside at the rollball.
4. Loss of possession, forward passes and late passes (passes made after a touch has been affected) are counted as touches.
5. The defending team will be at least 7 metres back from the rollball and cannot move until the ball has been passed to another player (remember the acting half is not allowed to run).
6. Penalties are awarded for offside, kicking the ball and violent behavior. These infringements result in the re-start of six touches which is commenced with a rollball (no taps are taken).
7. The coach/manager of a team may take the field to assist their team, however they cannot become directly involved with the game.
8. The game normally consists of two fifteen minute halves with a half time period of two minutes but alternate game lengths can be made BY TFACT.