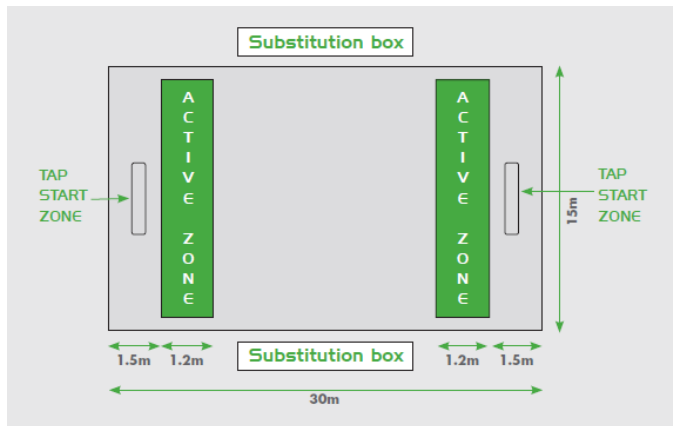


Turbo Touch Rules at a Glance

For Players and Referees

THE FIELD OF PLAY



TAP

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

- Place ball on the ground within 2m of where the play stopped or in the TAP START ZONE.
- Ball must be released from both hands
- Ball is tapped with either foot & must not move more than a distance of 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') & a touchdown can be scored.
- The ball may be passed in any direction and any style of pass can be used.
- You have TWO chances to score or TWO Touches. Play must always be restarted with a TAP. You have two seconds to TAP the ball before defence can advance.
- When you hear the Referee call USE IT, this indicates the TWO (or FIVE if tapping from the TAP START ZONE) seconds is up & defence may advance.
- 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 advance if the Attacking Team passes twice before five seconds is up therefore opening the Zone.
- 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 on Defence or Attack or you will be OFFSIDE.
- You cannot interfere with any ATTACKING player who does not have the ball, this includes body blocking.
- You cannot TOUCH or call a TOUCH on an ATTACKING player before they have caught the ball.

- 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 or DEFENDING player enters the ACTIVE ZONE
 - 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
- A Defending player enters the SAFEZONE before the referee has called FIVE seconds or USE IT
- A Defending player attempted to effect a TOUCH but has not retired 2 METRES (radius) from a player or given the attacker 2 Seconds (referee's perception of 2 seconds)

SCORING

To SCORE a TOUCHDOWN

- A Touchdown can occur when the Touchdown zone is called OPEN
- The ball must be placed on or into the ACTIVE ZONE

FLICK-ONS

A FLICK ON is when an attacking player does not attempt to catch the ball but 'Flicks' it (bats it) 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.

- **TOUCHES** – The Touch count can be increased to 4 TOUCHES for Juniors
- **TIME** – Length of game and half times.
- **COURT/FIELD DIMENSIONS** – Different sized playing areas may be used, 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
- **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