

Stade Rugby Touch section – Rules

We play mainly to make friends and keep up with physical condition!

Rules are made to ensure respect between players and have fun. Everybody is welcome.

Rules: the « Stade Rugby Touch » is inspired from „Touch“(see F.I.T.) and „Rugby à 5“ in France. It is also practiced by other club in Vienna: Donau & Celtics.

What do we need?

- Half a rugby pitch (the 5m lines are the try lines)
- 6 players / team.
- Unlimited substitute players & substitutions. The substitute enters the field from the middle.
- Mix teams! (Age, sex, level.)
- 2 x 20min game

The game

- Attacking team has 5 attempts to score a try.
- Turnover if:
 - Ball touches the ground.
 - 5 attempts are done.
 - Referee decision (sanction)
 - Ball goes out of the pitch.
- Touch is done with 2 hands using soft contact.
- After a touch, the ball carrier immediately stops his move & put the ball on the ground. If the ball carrier does more than 2 steps, it is a foul and referee can apply a turnover. The half gets the ball between the legs of the touched player (Roll Ball) and initiate the next attempt.
- If the half is touched, it is turnover. Half can't score.
- Defence line must respect a 3m offside marked by the position of the touched player.
- If a defender touches the ball carrier in an offside position. Attempts counter is set back to 0 & referee apply a 10m sanction.

Back in the game

- The player starts the game with a Tap Ball:
 - To start the game (within his half of the pitch)
 - After a try (within his half of the pitch)
 - After a turnover (from the turnover point)
 - If the ball goes out of the pitch (from the point where the ball went out)

Misbehaviour

No one contests referee decisions or shows disrespect with other players! That's in rugby DNA!

1. time: The referee reminds the player this principle & sanction the team with 10m.
2. time: The player goes out for 2min (yellow card)
3. time: The player is out until the end of the game (red card)