

BATANG PINOY TOUCH RUGBY RULES

LAWS

1. Fields or pitches should be 70 m long by 50 m wide with marked score lines, sidelines and a half-way line. The attacking team must start with a TAP from the middle of the field. The team listed first shall kick-off to start the play during the elimination rounds. A coin toss shall determine who will kick-off during the semi-final and final matches.
2. Attacking team has 6 attempts or touches before possession changes unless other rules are infringed.
3. The defending team must be back 10 m for the start of the play, and after each try.
4. After a team scores, the play begins again with a TAP.
5. The person who takes the role of dummy half can cross the try-line but not score.
6. If the dummy half is touched while in possession of the ball, it is a turnover. SET-AND-RIP. Defense back 5 m.
7. After being touched, the player touched must turn to set the ball and a dummy half will then rip the ball from the touched player. The touch must be made with ONE HAND.
8. The attacking team continues play until they have accumulated 6 touches.
9. After being touched 6 times, the ball is handed over to the other side. SET-AND-RIP. Defense back 5 m.
10. After touching the attacking player with the ball, ALL defending team members must retreat 5 m from the mark.
11. Ball to ground: when the ball is dropped on the ground, it is a turnover. SET-AND-RIP. Defense back 5 m.
12. Turnover: When the attacking side loses the ball to the opposition.
13. No control: When the ball is thrown, dropped, knocked on, in a touch. SET-AND-RIP. Defense back 5 m.
14. When someone is penalized, his/her team must then retreat 10 m.
15. TAP-AND-GO: Ball on the ground, let go of the ball, touch the ball with your foot, pick up the ball. (BALL MUST LEAVE THE PLAYER'S HAND WHEN TAPPING THE BALL)
16. If a touch is considered to be too strong, PENALTY. TAP-AND-GO. Defense back 10 m.
17. Offside: When the defending players have not retreated 5 m. PENALTY. TAP-AND-GO. Defense back 10 m.
18. Forward pass: When the ball is passed in front of the player who was in possession of the ball. Turnover. SET-AND-RIP. Defense back 5 m.
19. Touch-and-pass: When the person who is touched then passes the ball. PENALTY. TAP-AND-GO. Defense back 10 m.
20. Overstep or off-the-mark: when the player who has been touched goes past the point where they were touched. PENALTY. TAP-AND-GO. Defense back 10 m.
21. On SET-AND-RIP, when the ball carrier who was touched PASSES the ball instead of waiting for a RIP. PENALTY. TAP-AND-GO. Defense back 10 m.

22. Shepherd or obstruction: obstructing a touch from the defending side. PENALTY. TAP-AND-GO. Defense back 10 m.
23. For minor offences, e.g. bickering with referees, shouldering, leg trips, etc., the player will be sin binned for 5 minutes without replacement.
24. Foul play of any nature (the referee being the sole judge) will result in the offending player being sent from the field of play without replacement.
25. If the ball goes out of touch, SET-AND-RIP within the 5 m perpendicular from the point where it when out of bounds.
26. If it goes out of the in goal or dead ball line, SET-AND-RIP 5m away from the goal line.

SCORING

A try will be awarded when a player places the ball on the ground, on or over the try-line, prior to being touched. A try will be worth one point. The dummy half is not permitted to score tries.

POINTS

For all games in the elimination round THREE AWARDED POINTS will be given for a win and ONE AWARDED POINT for a draw. ZERO AWARDED POINTS for a loss. There will be NO EXTRA TIME played to determine a winner in the pool games.

RANKING TIE-BREAKERS

If two or more teams have the SAME Awarded Points, ranking will be determined by – in the following order of priority:

- (a) Head-to-head result during the elimination round
- (b) Points differential (difference between “Points For” and “Points Against”)
- (c) Number of tries scored
- (d) Try differential (difference between “Tries Scored” and “Tries Conceded”)
- (e) If the teams can still not be separated, ranking will be determined by a coin toss

Tie During Finals Stage: If the score is tied at full time of a Final or Semi-Final match, the following will apply in order to break the tie:

- (a) One period of extra time of five minutes will be played, during which the first team to score wins (i.e. Golden point).
- (b) If still tied after the extra time period, the winner will be decided by playing a period of “Drop One” Golden Point extra time (i.e. one player each side leaves after each minute of play).

NO SHOW

If, for any reason whatsoever, a team cannot field 7 players within 2 minutes of the referee and the opposing team being on the pitch and ready to commence play then that team will FORFEIT the game and will be assumed to have lost 0—4.

SUBSTITUTION BOX

Teams may interchange players at any time. Players coming on to the field may not do so until the player being replaced has come off. Substitutions must occur at or within the team's substitution box. Failure to do so will result to turnover to non-offending team. TAP-AND-GO. Defense back 10 m.

POSSESSION OF BALL

A change of possession shall occur when:

- the ball goes to ground.
- the dummy half is touched while in possession.
- the dummy half places the ball in the in-goal.
- the 6th touch occurs.
- the player in possession steps on or over the boundary of the field of play.
- a SET-AND-RIP is performed incorrectly (BUT, note SET-AND-RIP not performed exactly on place where touched results in a penalty).
- a TAP is performed incorrectly.

At a change of possession, play is restarted with a SET-AND-RIP.

PASSING

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

THE TAP

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one meter and retrieving the ball cleanly. Any player from the attacking team may take the tap AND can be touched – unlike the Dummy-half.

THE PENALTY

When a player/team is penalized, the non-offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire 10 m from the mark until the ball has been tapped.

Play restarts with a tap when the following infringements occur:

- Touch-and-pass.
- Set-and-rip performed off the mark.
- Defenders offside at the Set-and-rip (5 m) – (NOTE: Exception when intentional touch by attacker when defender is retreating.)
- Defenders offside at the tap (10 m) – (NOTE: Exception when intentional touch by attacker when defender is retreating.)
- Deliberately delaying play.
- More than six players on the field.
- Incorrect substitution.
- Using more than the minimum force to make a touch.
- Misconduct.
- Falsely claiming a touch.

SET-AND-RIP

A means of restarting play. The touched player must perform a set on the mark and the dummy half must come and rip the ball of set player. Player must turn backward facing their try line and set the ball at chest height for their teammates to rip/get the ball from their hands. Players must not delay performing the set-and-rip.

THE TOUCH

Players from both teams are permitted to initiate the touch. A touch is contact with any part of the body, ball, clothing, or hair. The touch must be done with ONE HAND. A minimum of force is to be used at all times. The team in possession is entitled to 6 touches.

TOUCH-AND-PASS

A player is not to pass the ball after a touch has been made.

THE DUMMY HALF

The dummy half is the person who rips the ball after a teammate has performed a set.

OFFSIDE/ONSIDE

After a touch has been made all defending players must retire 5 m from the mark for a set-and-rip, or 10 m from the mark for a penalty tap. Defenders cannot move forward until the dummy half has touched the ball for a set and rip, or when kicked for a penalty tap. When dummy half is not present or the dummy half delays ripping the ball, in which case, defending players are permitted to move forward. Intentional touch by the attacking player of a defender who is retiring directly backwards is considered a touch.

SIDELINE

If a player with the ball touches or crosses the sideline he/she is deemed to be out of play and a change of possession occurs. Play restarts with a set and rip 5 m in from where the player went out. If a touch is made before the player goes out, the touch counts.

OBSTRUCTION

Players of the attacking team are not to obstruct defending players from attempting to affect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

FIELD OF PLAY

The field is 70 m long (try line to try line) and 50 m wide. Substitution boxes measuring 20 m in length shall be situated on both sides of the field at halfway. The in-goal is the area beyond the try line.

TEAM COMPOSTION

A team may consist of up to ten (10) players. A maximum of seven (7) are allowed on the field at any time. A minimum of four players are required for the match to be played.

DURATION

The playing time for the elimination rounds is 10 minutes straight. The playing time for the semi-final and final matches shall be 7 minutes each way with a 2-minute half-time break. In all games played the official time keeper and/or the referee shall be the judge of time.



PLAYER ATTIRE

All team members must wear proper team uniforms. Footwear with molded soles and football shoes are permitted. Spikes and footwear with screw-in studs are not permitted. Players are not to wear any item of jewelry that might be dangerous.

THE MATCH OFFICIALS

The rules of the tournament, including their interpretation and any additional rules that may be required from time to time, are at the sole discretion of the Tournament Officials of the Batang Pinoy, whose decision is final and binding. The designated Tournament Officials are: (1) Tournament Director, (2) Head of Match Officials, and (3) Citation Officer.

The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match. All officials, players and coaches involved in the match are under control of the referee. There shall be 2 assistance referees or touch judges for every match.

FOUL PLAY WILL NOT BE TOLERATED

Any foul play (the referee being the sole judge) will result in the offending player being penalized, sent to the sin bin for 2 minutes, or being sent from the field for the remainder of the match, depending on the severity of the offence, without substitution.

ADVANTAGE RULE

If an attacking player is touched illegally or fouled, then play will continue until the referee determines the advantage for the attacking player is over. Should there be no advantage accrued from the continued play.