

# TOP Sport Rugby League Two Handed Touch

1. Two handed touch is a modified version of Rugby League.
2. The game is suitable for children in the primary sector.
3. It is a small sided non-contact version of Rugby League.
4. The maximum number of players per team shall be seven. However the game can be played by any number beginning at 4 v 4 and culmination in the prescribed maximum.
5. Any use of additional players (substitutes/replacements) should be encouraged with all involved children playing at least a minimum of half a game.
6. The pitch dimensions should begin (4 v 4) as a grid area of 20' x 20' and be adjusted accordingly to accommodate players up to a maximum of 7v 7 or 35' x 35'.
7. These dimensions are only approximations. Consideration must be given to the children having adequate space to play in an enjoyable manner with further consideration also being given to any safety aspects.
8. The duration of each game is a consideration for the teacher in charge with 2 x 15 minute halves being the norm for 7 v 7.
9. The size of the ball. The game should be played with a size 3 standard rugby league ball for players up to the age of 9 years. Thereafter a size 4 should be used.
10. The team in possession has the ball for a total of six two-handed touches.
11. A try is scored in the normal way by placing or touching the ball down on or over your opponents' try line.
12. After each two handed touch all defenders must retire five metres prior to the play-the-ball restart. The attacking player should restart the game by way of a play-the-ball. The ball must be played backwards in the correct manner and where the two-handed pass occurred. The defending side cannot move until the ball has been played and is in the hands of the acting half back.
13. If the acting half back is caught in possession it will result in a turnover of possession to the opposition.
14. The person controlling the game will implement a five metre rule in defence but will also have discretion to adjust the distance should player safety become an issue.
15. No ball stealing
16. All infringements will result in a handover to the non-offending team at the place the infringement occurred and play restarted with a play-the-ball.
17. There will be no kicks allowed including conversion attempts.
18. The game will commence with a play-the-ball, centre field at the beginning of each half by:
  - a the team who win the toss of a coin and
  - b thereafter alternately
19. After a try has been scored the non-scoring team will restart with a play-the-ball centre field, five metres from their own try line.
20. All starts and restarts will be with a play-the-ball, whatever the situation.