

**Tag Rugby Rules**

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| **Requirements**  | **PLEASE READ BEFORE YOU ATTEND – IMPORTANT INFORMATION**Teams to provide their own tag belts and tags. Teams to bring their own spare set of bibs to wear in the event the opposing team is wearing a similar colour.Teams should wear kit which makes them easily identifiable (team kit or coloured bibs).This event in no-contact but a gum shield is advisableThis event will be taking place on a 3G pitch. Appropriate footwear must be worn (trainers, Astro’s or moulds). Studs will not be permitted.  |

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| **Team Requirements:** * A squad shall consist of no more than 10 players (we recommend a minimum of 4 of either sex)
* 6 players on the pitch at any one time - with a minimum of 2 from either sex on the pitch at all times.
* Players must be in School Years 5 and/or 6
* Teams should provide their own tag belts and tags

**Substitutions*** Substitutions may only be made when the ball is ‘dead’, or at half time, and must always be with the referee’s knowledge
* Substituted players can be re-used at any time

**Free pass*** A free pass, from the centre of the pitch, is used to start the match and to restart the match after a try is scored.
* A free Pass is also given at the side of the pitch when the ball goes into touch and from where the referee makes a mark when an infringement has taken place.
* Free passes cannot take place nearer than 7m from the try line. If an infringement takes place over the goal line or within 7m of the try line, then the free pass should be awarded to the non-offending team 7m from the try line
* At a free pass, the player taking the pass should start with the ball in both hands and, when instructed by the referee (who will call “PLAY”), pass the ball backwards, through the air, to a member of their team who for safety reasons must be within two metres of the free pass mark
* The player taking the free pass must pass the ball and is not allowed to just run with the ball on the referee’s call.
* At free passes, opponents must be 7m back from the mark. Players should not start to move forwards until the ball leaves the hands of the player taking the free pass.

**Scoring a try*** A try is scored by placing the ball with downward pressure on or behind the opponents try line.
* The ball carrier must be on their feet, NO diving over the Try Line.

**Passing the ball*** The ball can be passed only sideways or backwards through air, not handed to another player. If the ball is handed to another player or passed or knocked forwards to the ground (‘forwards’ meaning towards the opponent’s goal line) then a free pass is awarded to the non offending team.
* The ball cannot be pulled or wrestled from the ball carriers hand at any time, a free pass is awarded to the ball carrier’s team.

**Knock-on*** Occurs when a player, attempting to catch the ball, fumbles it and knocks it forwards to the ground towards the opponents’ Try line.
* A free pass is awarded to the non-offending team unless advantage can be played.

**The Tag*** A tag is the removal of one of the two tags from the ball carrier’s belt.
* Only the ball carrier can be tagged.
* The ball carrier can run and dodge a potential tagger but is not allowed to fend them off using their hands or the ball and cannot guard or shield their tags in any way.
* Players must always have two tags affixed to their belt whilst taking part in the game. One must be placed on each hip. When a player has one or both tags missing and they become the ball carrier or tag an opponent a free pass will immediately be awarded against them unless advantage can be played.
* When a tag is made, the tagger should stop running and hold the tag above his / her head, and shout “TAG”
* If a tagger continues to play and influences the game with an opponent’s tag in their hand, or throws the tag to the ground, they should be penalised and a free pass awarded against them at the place of the infringement.

**Actions by the ball carrier*** When the ball carrier is tagged, the ball must be passed to a team mate within approximately three seconds (including stopping time).
* The ball carrier should attempt to stop as soon as possible - within three strides is a reasonable guide for referees, but the ball can be passed in the act of stopping.
* Players are only allowed one step to score a try after being tagged.
* The ball carrier is not allowed to spin 360° in order to avoid being tagged, in this instance they will lose possession and the other team will get a free pass.
* After the ball has been passed, the player must go to the tagger, retrieve his / her tag and place it back on his / her belt before re-joining play.
* If the player continues to play and influences the game without wearing both tags then they will be penalised and a free pass awarded against them at the place of the infringement.

**Contact*** The ball carrier must not deliberately make contact with an opponent - offenders must be spoken to and reminded of the non-contact rules of tag rugby and a free pass awarded to the non-offending side.
* Defenders cannot physically touch the ball carrier, the only contact allowed between the two teams is the removal of a tag from the belt of the ball carrier. Shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch and wrestling the ball from the ball carrier should be penalised.

**Offside*** Occurs immediately at the tag where the offside line is through the centre of the ball.
* When a tag is made, all players from the tagger’s team must attempt to retire towards their own goal line until they are behind the ball.
* If a player in an offside position (i.e. further forward than the ball) intercepts, prevents or slows down a pass from tagged player to a team mate, a free pass will be awarded to the non-offending team. A player can, however, run from onside to intercept a floated pass before it reaches its intended recipient.
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