

Tag Rugby League Laws January 2009

Second Draft

Tag Rugby playing guidelines

All distances provided are based on a 50 metre by 70 metre pitch for 7 a side games. This should be altered proportionally on the size of the pitch and number of players.

1. Tag Rugby is a non contact based version of Rugby League,
2. The game is suitable for all age groups.
3. The game can be played by mixed gender teams, the number of players per team shall be 7 versus 7. However, the game can be played by any numbers beginning at 4 v 4 to a maximum of 13 v 13.
4. Any use of additional players (substitutes/replacements) should be encouraged with all involved playing at least a minimum of half a game.
5. For 7 v 7, the pitch dimensions should be a gridded area of 50 metres wide and 70 metres long and be adjusted accordingly to accommodate any differing number of players. These dimensions are only approximations. Consideration must be given to the players having adequate space to play in an enjoyable manner with further consideration also being given to any safety aspects. 13 v 13 can be played on a full size rugby pitch preferably with 2 sets of goal posts.
6. The duration of each game should be 2 x 20-minute halves being the norm for 7 v 7 however can be adjusted for festival competitions. For 13 a side games the duration can be played 2 x 40 minutes and for 7 v7 games for open age teams in a league system should be 4 x 15 mins.
7. The game should be played with a minimum size 4 standard rugby league ball. Ideally a size 4 for anything other than 13 v13.
8. The referee or person controlling the game will implement a 5 metre rule for the 7 v 7 defensive line but will move up to a maximum of 10 metres for a 13 v 13 a side game.
9. When playing Tag Rugby all players must wear a 'tag belt' or Tag Shorts which has two ribbons (tags) attached to velcro. The tags should be a contrasting colour from the shorts. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned on either side of the hips with teams being distinguished by the colour of tags they wear. The tags should be a contrasting colour from the shorts and shorts should not have any pockets. A player must be wearing both tags to pass

or carry the ball. If a player receives the ball with one or no tags on, this will be deemed to be a tackle.

10. The team in possession has the ball for a maximum of six tags after which a handover of possession in the form of a play the ball will take place. Only the player in possession of the ball can be tagged. A tag is simply the removal by a defender of one of the two ribbons from the ball carrier's tag belt. The attacker returns to where the defender is holding the tag and restarts the game by 'playing' the ball backwards with the foot in the correct manner. A defender must have two tags on in order to effect a tackle.

When a defender has removed the tag, he/she must stand still at the point at which the tag was removed, hold the tag above their head and shout 'tag' for all to hear. Following the play the ball, the defender must present the 'tag' back to the tackled player immediately (NB: Neither the defender nor the 'tagged' player can take any further part in the game without both 'tags' properly in place on their belts). The referee must ensure that no-one throws away the tag to gain an advantage. In the event of throwing away the tag a penalty will be awarded and the mark advanced 10 metres forward, parallel to the touch line, and a play the ball will take place.

11. At no point should the defender use undue initiate undue contact to stop an attacking player (if this happens the referee should award a penalty and advance the mark 10 metres forward, parallel to the touch line, and instruct a play the ball to the non-offending team. For continued, or severe offences, the referee to his/ her discretion may dismiss or temporary dismiss any player from the field of play.
12. If the ball carrier knocks off any of his/her own tags the tackle will be deemed as complete and the ball carrier must stand at the point where the tag lands and play the ball with the tackle count continuing with the number of the tackles being called by the referee
13. A try is scored in the normal way by placing or touching the ball down on or over your opponent's goal line. A play who dives over the goal line to decrease the chance of a defender being able to remove a tag, then referee will award a play the ball back 5 metres parallel with the touch line and the tackle count continues.
14. Where a player has their tag removed from the belt whilst they are in their opponents' in-goal area a play the ball should be taken 10 metres in-field, opposite where they were tagged, parallel to the touch line (this can be reduced for small versions of the game).
15. When a player is tagged during the final tackle in their opponents in-goal area the defending team will have possession of the ball 5 metres in-field opposite where they were tagged, parallel to the Touch line.
16. Ball stealing is illegal and should be penalised.
17. All infringements will result in a penalty to the non-offending team at the place the infringement occurred. The team can asked for the mark to be moved 5 metres close to their opponents try line. (N.B Kicking for touch is not allowed from a penalty)
18. In games being played when its 7 v 7 a side, kicking is allowed on the 4th and 5th tackles only. Any games being played 13 a side kicking is allowed on any tackle. In

Chasing a kick, the attacking team must give the player catching the ball at least a metre of space.

19. The game will commence with a kick off, at the centre of the field, for who ever wins the toss.

After a try has been scored the non-scoring team will restart with a centre field kick off (13 v 13). Anything less the non scoring side will receive the ball from kick off.

20. There is no fending off the opposition player, this will result in a penalty to the opposite side.

21. Scrums are not permitted unless 13 v 13. A tap will be used as a substitute for the scrum.

22. No more than 2 in a tagging situation otherwise a penalty will be awarded.

23. The dummy half cannot score within 10 metres of the score zone (13 v 13), this distance can be altered in accordance to the size of the game. Tagging of the dummy half does not result in a turn over.