

School Games

Tag Rugby - Official Rules

Team Requirements

A squad of 10 players, with 8 to play at any one time.

Eligibility

All competitors must be in school years 7 or 8

Specific Game Rules

- The game format will be Tag Rugby - a non-contact form of the game in which the tackle is replaced by a 'tag'.
- When playing Tag Rugby all players wear a tag belt, which has two ribbons (tags), attached to it with Velcro. The belt is worn around the waist and on the outside of the clothing. Shirts must be tucked in. The tags are positioned on either side of the hips and teams are distinguished by the colour of the tags they wear.
- Only the ball carrier can be tagged. A tag is simply the removal by a defender of one of the two ribbons. Once tagged the player in possession must stop and pass the ball to a team-mate within three seconds. However, the game is continuous and tagged players may pass within the act of stopping.
- The defending player who makes the tag must hold the tag above their head, and along with the rest of their team, stand back on their own side allowing the attacker to pass. When the pass has been made the defender must give the tag back to the tackled player before rejoining the game.
- No player can take any further part in the game without both tags properly in place on the belt.
- The object of the game is to score a try by placing the ball with downward pressure on or behind the opponent's 'goal line'. **You are not allowed to dive over the line to score**
- There will be no scrummaging, no kicking and no line out.
- A free pass is used to start the game and to restart after an infringement has occurred i.e. forward pass, ball out of play, knock on, off side. At a free pass, the opposing team must be 5 metres back.
- Games will be approximately 10/15 minutes in duration with no half-time; no player should play any more than 50 minutes rugby throughout the whole day.
- 5 points will be awarded for a win, 3 points for a draw and 1 point for a loss.