



## Angmering Cluster School Sport



### Basic Competition Rules

Squads of 12 pupils maximum.

7 pupils per team. **Minimum of 2 girls on pitch at any time.**

**Rugby/Football Boots required**

If points are tied the Winner will be decided by Head to Head result, points for and then points against. If all these are level then there will be a draw.

The referee's decision will be final.

### **Team Requirements**

A squad shall consist of up to 12 players, with **7 to play at any one time – minimum 2 girls on the pitch at one time**

### **Aim of the Game:**

To score a "Try" by running & passing (no forward passing allowed) up the pitch and placing the ball on the ground behind the opponent's try line, before 6 consecutive tackles are made.

### **Rules**

- The game format will be Tag Rugby League – a non-contact game in which the tackle is replaced by a 'tag'.
- When playing the game of Tag Rugby all the players wear a 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. The person carrying the ball must have two hands on the ball (Penalty: free pass for constant infringement). A "tag" is a tackle achieved by a defender who removes one of the two ribbons (tags) and then stands still and shouts "Tag" whilst holding it aloft. Once tagged, the player in possession must stop running, place the ball on the ground where tagged and stand over it with a team mate immediately behind him / her. The defending team must retire 7 metres behind the ball.
- Upon the referee's command, the game will recommence with a "Play the Ball" (Rolling the ball backwards to the "Dummy Half" player who is waiting directly behind the tackled player. The game then carries on as normal.
- Defenders who are not 7 metres back at the "Play the Ball" are offside and will be penalised. (Penalty: free pass).
- Defenders cannot move forwards until the Dummy Half has picked up the ball. (Penalty: free pass).
- The tackling player must wait until the tackled player ("Play the ball") has then secured their tag belt before they can both join the game again.
- Consecutive tackles are counted by the referee (who shouts them aloud) and after 6 tackles possession is lost to the opposition, who restart the game with a "Play the Ball".
- Players may pass the ball at any time and thus avoid the need for a counted tackle (and progress up the pitch).

- All players must **stay on their feet at all times**. No player may go to ground to field a loose ball or dive over line to score a try. (Penalty: free pass)
- No player can take any further part in the game without having both tags properly in place on the belt (Penalty: free pass).
- 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'.
- There will be no scrums, kicking (Penalty: free pass) or lineouts.
- A free pass is used to start the game or to restart after an infringement has occurred i.e. forward pass, ball out of play, dropped pass, knock on or offside. At a free pass, the opposing team must be **7 metres back**.
- Games should be of **two halves**, the duration of which will be announced at the start of the festival
- In a round-robin competition, **5 points will be awarded for a win, 3 points for a draw and 1 point for a loss**.
- No fend off or guarding tag (Penalty: free pass)
- No jumping through tackles or spinning through tackles (penalty: free pass).
- No free pass nearer than 7 metres to try line.
- The "turn over after 6 tackles" will apply.