

Southern Area Partnership

Year 5/6 Tag-Rugby Festival



Worthing Rugby Club



Living the Olympic
and Paralympic Values

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

5 minutes EACH WAY

Scoring: 5 POINTS FOR A WIN 3 POINTS FOR A DRAW 1 POINT FOR A LOSS



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. *(At the Pool stage there will be a 2 minute play off for between the relevant teams – followed by “Golden try” if scores remain level).*

Pool A

- 1.
- 2.
- 3.
- 4.

Pool B

- 1.
- 2.
- 3.
- 4.

Time	Pitch 1	Pitch 2	Pitch 3	Pitch 4
2.00pm	1v2	3v4	5v6	7v8
2.15pm	1v3	2v4	5v7	6v8
2.30pm	1v4	2v3	5v8	6v7
2.45pm	Short break			
2.55pm	Winner Pool A v Runner Up pool B	Winner Pool B v Runner Up Pool A	3 rd v 3 rd place	4 th v 4 th
3.10pm	Final	3 rd and 4 th play off		
3.25pm	Presentation			

The referee's decision will be final.

Players and spectators are expected to display the Olympic values of Respect, Excellence and Friendship.



Year 5/6 TAG-RUGBY FESTIVAL Rules



Team Requirements

A squad shall consist of up to 12 players, with **8 to play at any one time – minimum 2 girls on the pitch at one time**

Competition Format

- Teams will play in a round robin competition. The top two teams in each pool will play off in the semi finals

Sports Rules

- The game format will be Tag Rugby – 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 simply the removal by a defender of one of the two ribbons (tags). 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 when in the act of stopping.
- After being tagged the ball must be passed after **three seconds or three strides**. (Penalty: free pass)
- The defending player who makes the tag (tackle) must hold the tag above their head and **shout ‘Tag’**. The referee will confirm that the tag has been made by shouting. The tackler, along with the rest of their team, must **stand back on their own side of the ball 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. The tag tackler may not rejoin the game until the tackled player has replaced the tag on their belt. (Penalty: free pass)
- Players on the wrong side of the ball at a tag tackle are offside and cannot make a deliberate attempt to intercept a pass. (Penalty: free pass).
- 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 of 5 minutes**
- 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 **NOT** apply.