

The Rugby League Leaders Award

Tag Rugby playing guidelines

1. Tag Rugby is a small-sided non-contact version of Rugby League.
2. The game is suitable for children in the primary sector.
3. The maximum number of players per team shall be seven. However, the game can be played by any numbers beginning at 4 v 4 and culminating in the prescribed maximum (7 v 7).

Any use of additional players (substitutes/replacements) should be encouraged with all involved children playing at least a minimum of half a game.

4. The pitch dimensions should begin (4 v 4) as a gridded area of 20' x 20' and be adjusted accordingly to accommodate players up to a maximum of 7 v 7 or 35' x 35'.

These dimensions are only approximations. Consideration must be given to the children having adequate space to play in an enjoyable manner with further consideration also being given to any safety aspects.
5. The duration of each game is a consideration for the teacher in charge with 2 x 15-minute halves being the norm for 7 v 7.
6. The size of the ball. The game should be played with a size 3 standard rugby league ball for players up to the age of 9 years. Thereafter a size 4 should be used.
7. When playing Tag Rugby all players must wear a 'tag belt' that has two ribbons (tags) attached to Velcro. 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.
8. The team in possession has the ball for a total of six tags.
9. A try is scored in the normal way by placing or touching the ball down on or over your opponent's try line. NB players will not be allowed to dive over the try line in the act of scoring a try.
10. 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. The ball carrier cannot fend off or guard/shield the tags in any way.

When a defender has removed the tag, he/she stands still at the point at which the tag was removed, holds the tag above their head and shouts 'tag' for all to hear.

The attacker returns to where the defender is holding the tag and restarts the game by 'playing' the ball backwards in the correct manner.

Immediately following the play the ball, the defender must present the 'tag' back to the tackled player. Neither the defender nor the 'tagged' player can take any further part in the game without both 'tags' properly in place on their belts.

If the acting half back is 'tagged' in possession of the ball it will result in a handover of possession to the opposition and a play the ball restart.

The person controlling the game will implement a 5 metre rule in defence but will also have discretion to adjust the distance should player safety become an issue.

11. No ball stealing.
12. All infringements will result in a handover to the non-offending team at the place the infringement occurred and play restarted with a play the ball.
13. There will be no kicks allowed including conversion attempts.
14. The game will commence with a play the ball, centre field at the beginning of each half by:
 - a. the team who win the toss of a coin and
 - b. thereafter alternately

After a try has been scored the non-scoring team will restart with a play the ball centre field, 5 metres from their own try line.

All starts and restarts will be with a play the ball whatever the situation.