

Tag Rugby® ADULT RULES

Tag Rugby® SA uses the ITF 2015 World Cup Rules of Tag Rugby. The only major differences are as follows:

1. Basic Tag Rugby® Laws apply.
2. Some leagues are played in the 5 a side formats. The 5 a side format will be marked in bold letters.
3. Kick offs are taken by the team which scored the try, not the team which conceded the try.
4. Diving - Players can dive to score a try provided no defending player is within tagging distance (1m). If a defender is within tagging distance, the try will be disallowed.
5. Attacking team players cannot dive on a loose ball (whether kicked or not). A penalty will be given if this occurs.
6. Kicking is allowed on any tag! Kicks in general play no longer need to be placed on the 0 tag, or after tags 4 and 5. You can now kick at any point of the game, including after a changeover.
7. A call of simultaneous tag on an attacking player's kick followed up by another kick before regathering will not be allowed. Please remember that you cannot kick a loose ball when an opponent is reaching for it.
8. Red cards (straight send offs) will result in minus 5 points to the team. Any team which has a player sent off, will be deducted 5 points from their current match score. So for instance if your team is winning 10-6 with one minute to go and your player gets sent off, your team will lose 6-5. There is no points deduction for teams of players who are sin binned (temporarily sent off).

2015 ITF TAG WORLD CUP RULES

Below are the Oztag rules at a glance. Attached, please find the full Rule Book, for a more detailed explanation of the rules.

The Basics

- Tag Rugby is a minimal contact version of rugby.
- A try is awarded to the attacking team when they ground the ball on or over the try line.
- A try is worth one point. In a mixed game, female tries are worth two points. There are no conversions in Tag Rugby®
- In the Bonus Box tries are worth more – 2 points scored by a male player and 3 points scored by a female player. This is a box marked out 3m wide in the middle of the try line and 3m deep. Every try scored in the bonus box will be an additional 1 point. A try is awarded when the ball is placed directly on / partly over the try line and bonus box lines. A player can access the bonus box from any side including the back line to score a bonus try.
- Defenders must remove a tag to stop the ball carrier's progress. The defender then holds up the tag and drops it to the ground marking where the play the ball should occur.
- After a tag is made, play resumes by the attacker placing the ball on the ground and rolling it backwards with his foot. This is called a play the ball.
- The defensive side is allowed one marker at the play the ball. That being, one defender who is allowed to stand opposite the attacker within 1 (one) meter during the play the ball.
- The remainder of the defending team must be back 7 (seven)/ **5 (five)** meters with the referee from the attacking player during the play the ball.
- A dummy half is the attacking player who picks the ball up and distributes it after the play the ball. The only person able to promote the ball with one tag on is the dummy

half or an equivalent player taking a tap restart (as long as they do not take more than one step with the ball).

- The defensive line can only move forward when the dummy half touches the ball.
- The dummy half has three seconds (if the referee feels that he is wasting time) to pick up the ball after the play the ball. If after three seconds the ball has not been picked up, a turnover shall be awarded to the defending team.
- In NO instance is the marker allowed to dive on or pick up the ball during the play the ball process. If this occurs, a penalty will be awarded to the attacking team. The referee may opt to start the 3 second count before the play the ball if the player who is playing the ball doesn't play the ball immediately when returning to the mark.
- Each team has six tags / plays to promote the ball before a changeover occurs.
- An attacker must stop and play the ball if he is caught in possession with only one tag on.
- Players are not allowed to surrender. Surrendering is a voluntary tackle, which will result in a penalty.
- The ball is allowed to touch the ground as long as it is not propelled in a forward motion.
- The game is minimal contact; an attacker cannot deliberately bump into a defender. A defender cannot change direction and move into an attacker's path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid the defender.
- The ball carrier is not allowed to protect his tag or fend off defenders.
- If an attacker is tagged simultaneously to releasing the ball, the referee will call play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to attacking team.)
- If a player trips/falls and lands on their knees, it will be play on if a defender is not within tagging distance. If a player trips/falls and lands on their knees and a defender is within tagging distance, it will be deemed a tag.

Kicking

- Kicking on any tag is allowed.
- Kicks in general play cannot be above the shoulder height of the referee. The attacking team cannot dive on a kicked ball in any situation.
- A kick off is taken as a flat place kick from the centre of the halfway line. If the ball lands in the field of play and then rolls across the try line whether touched or not, a line drop out occurs.
- A line drop out is a drop kick / **flat place kick** taken from the centre of the defending team's try line.
- 50 - 10 Rule - If a player kicks the ball from within their own half and it bounces in the field of play before going into touch between the oppositions try line and 10 meter line, then the kicking team will receive a play the ball 10 meters in from touch where the ball crossed the touch line. The 50 - 10 rule also applies to kick-offs. **This rule does not apply to smaller fields.**

Regulations

a) Misconduct

- Abuse of referees or officials will not be tolerated. Referees have the full power to sin bin, send off and suspend players from Tag Rugby® competitions.
- Tag Rugby® will hand out lengthy penalties for violent, unsporting or intimidating behaviour against staff or referees.

b) Forfeits & Match Results

- In the case where a match needs to be abandoned due to factors other than what have occurred on the pitch (e.g. weather, flood light failure etc.) a result stands if half-time has been reached in a regular league match. In a shortened match, at least 75% of match time needs to have been played for a result to stand. If these conditions are met, the match result will be counted as the score at the time that the match was abandoned.

- A team needs 6 / 3 registered players present at kick-off time for a result to stand in an official 8-a-side / **5-a-side** match. Teams that forfeit on late notice will be heavily penalised.
 - greater than 24 hours notice, 7-0 loss awarded
 - less than 24 hours, 7-0 loss awarded and 1 competition point deducted
 - after 4pm on match day or complete no show, 7-0 loss awarded and 2 competition points deducted
 - any of the above but 2, 3 or 4 players show up to help organise a social match, 7-0 loss awarded but no points deducted

- If your team is struggling to raise a squad, please notify us and we will spread the word to find you players to fill in for you on the night. Many players are happy to play two games in one night, so there is no excuse for not showing up!

- Please see below for further details on recruiting fill in players. If a team forfeits 2 matches in one season "After 4pm on match day or complete no show", Tag Rugby® reserves the right to remove the team from the league.

c) Dual Registration

- Players are not allowed to be dual registered in two teams within the same division except where it has been agreed first with the competition supervisor with at least one week's notice.