

INSPIRATION

ALL RUGBY LEAGUE
WORLD CUP
ENGLAND + 2021

TAG RUGBY LEAGUE FESTIVAL RULES



GAME FORMAT

1. Games will be 7-a-side (although this can be flexible as appropriate to your group size where agreed by both teams) with a minimum of 3 girls on the pitch at any one time. Unlimited substitutions can be made from a squad size of up to 12 players.
2. The duration of matches will be 7-12 minutes one way dependent on number of games being played that day. Players must not exceed 50 minutes of playing time in one day.
3. Round robin playing format where all teams will play an equal amount of games.
4. Points awarded as 5 for a win, 3 for a draw and 1 for a loss.
5. Overall winners are the team with the most points after all games have been played.
6. Playing area should be a maximum of 60 x 30 metres, however the game can be played on any safe coned-out area. (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).
7. Played with a size 4 rugby ball for years 5 and 6, any younger and we would recommend a size 3 ball.
8. All players must wear a 'tag belt' that has two ribbons (tags) attached with Velcro. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned either side of the hips.

SPORT SPECIFIC RULES

1. The maximum amount of playing time for an individual in a festival is 50 minutes. Organisers should ensure that individual game times and player rotation reflect this. Any use of additional players (substitutes/replacements) should be encouraged with all involved children playing at least half of a game.
2. Ball carriers can run or dodge potential taggers but cannot fend off, guard or shield their tags.
3. Players are permitted to spin away from a defender, but are not permitted to continuously spin. Diving to avoid being tagged is not permitted.
4. Ball carriers are encouraged to pass the ball to team mates to potentially avoid defenders but the ball can only be passed backwards. 'Backwards' is in reference to the direction the player is attacking and not to body position.
5. The game will commence with a play-the-ball, centre field.
6. Play-the-ball:
 - The ball carrier must return to the spot where the tag occurred.
 - Facing the direction they are playing, the player places the ball on the ground and rolls the ball back with their foot to a team mate.
 - The team mate who gathers the ball from this position (called the dummy-half) must pass the ball from the play-the-ball and should not run forwards. They are able to take steps laterally to assist with passing. You cannot score from dummy-half.
7. Defence must maintain a distance of 5 metres until the dummy-half passes the ball and must retreat 5 metres after each tag. The dummy-half should not deliberately delay the pass. Repeatedly delaying the pass intentionally may be penalised as unsportsmanlike conduct.
8. No markers are used in Tag Rugby League.
9. If a defender does not retreat 5 metres, they will be deemed to be offside. If a tag is made from an offside position, the attacker should play-the-ball as normal, but the tag will not add to the tag count. Repeated or deliberate offside offences will be penalised as unsporting behaviour and the tag count reset to zero.

1. The team in possession has the ball for a total of six tags regardless of errors. If a player makes any error (forward pass, knock on, steps off the pitch), this counts as a tag and that player should play-the-ball at the point the error occurred and their team will continue with possession for the remainder of their six plays.
2. If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.
3. Any acts of unsporting behaviour will result in a handover to the non-offending team at the place where the incident occurred and play restarted with a play-the-ball.
4. Tagging:
 - Only the player in possession of the ball can be tagged.
 - A tag is simply the removal by a defender of one or two of the ribbons from the ball carrier.
 - When a defender has removed the tag they place the tag on the floor where the tag was made and retreat inside with the other defenders. Players must not throw the tag away but place the tag on the floor (if it is too windy to leave tags on the floor, the defender should wait for the attacker to return to the sport and hand over the tag).
 - The ball carrier returns to where the defender placed the tag and restarts the game by playing the ball backwards and in the correct manner. The tagged player can play-the-ball before replacing the tag but can take no further part in the game without replacing their tag/s.
 - Stealing or interfering with the ball in any way is not allowed and the ball must be returned to the player originally in possession to restart with a play-the-ball, but this will not count as a tag.
5. Scoring a Try:
 - A try is scored in the normal way by placing or touching the ball down on or over your opponents' try line.
 - If tagged in the act of scoring the try will stand.
 - After a try has been scored the non-scoring team will restart with a play-the-ball, centre field on the half-way line. All other starts and restarts will also be played with a play-the-ball whatever the situation.
15. There will be no kicking allowed.

GLOSSARY OF TERMS:

- 1. Play-the-ball** - Is the method of restarting play after a tackle has been completed or possession has been handed over. This movement involves the attacking player rolling the ball backwards along the ground using their foot. The dummy-half will then be positioned directly behind the play-the-ball to receive the ball and continue play.
- 2. Dummy-half** - The dummy-half is the name given to the player who picks the ball up from the back of the play-the-ball. Any player can go into the dummy-half position (acting dummy-half) and the player in this possession can change for each play-the-ball. (This position is also sometimes referred to as the "Hooker" or "acting half back").
- 3. Handover** - Sometimes referred to as a "turn over", this is where the possession is given to the defending team for them to start their set of 6. This may be after an error or if the attacking team reach the end of their set of 6 without scoring.
- 4. Ball Stealing** - The action of a defensive player intentionally stripping the ball out of the attacking player's possession.
- 5. Offside** - A defensive player who has not retreated back 5 metres after a tackle.
- 6. Forward Pass** - Forwards and backwards refer to the direction a team/player is attacking and not the body position of the player. The ball can only be passed back towards a player's own goal line and therefore if the ball is passed and travels forwards towards the try line they are attacking this is deemed to be a forward pass.
- 7. Knock On** - The ball is dropped forwards or deflected forward off an attacking player and is not regathered before the ball makes contact with the floor or another player.
- 8. High Tackle** - Any tackle or contact which is above shoulder height is deemed to be a high tackle.
- 9. Marker** - In the full 13 a side game along with other versions of Rugby League, markers are used and are referred to as the 2 players who stand directly in front of the tackled player until the play-the-ball is complete and the dummy-half picks up the ball to continue play. The markers do not have to retreat back with the defensive line. No markers are used in Tag Rugby League and therefore this is just for reference.