



# GIRLS TAG RUGBY

## 2009 RULES

04/03/09

### Team Requirements

- There will be one age group: School Years 7, 8 & 9
- A team shall consist of a maximum of 10 players, with 7 playing at any one time.
- Each team is required to provide their own tag belts and a match ball on the day.
- Each team member must wear their Devon Youth Games T-Shirt.

### Team Eligibility

- All team members must be in School Years 7, 8 & 9.
- Players must not have competed, trained or been selected for County, Regional or National tag rugby or rugby teams in the current rugby season, 1st September 2008 – 31st May 2009.

### Competition Format

- Competition format will be confirmed when number of pitches and teams entered are known. Awaiting confirmation from co-ordinator as to whether it will be 2 groups or 'everyone plays everyone'.
- The duration of matches played on the day will be within recommended guidelines set for young players, from the RFU Continuum.
- Points will be awarded as follows:  
5 points for a win, 3 points for a draw and 1 point for a loss.
- In the event of a tie, teams will be split on the basis of Tries Scored, followed by Tries Conceded, and if still equal, the result of the game between the tied teams will be looked at.

### Sports Laws

- The game format will be Tag Rugby - a non-contact form of the game in which the tackle is replaced by a 'tag', in accordance with the rules of Tag Rugby published by the RFU.
- When playing Tag Rugby all players wear a tag 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.
- The ball carrier must carry the ball with two hands at all times.
- Only the ball carrier can be tagged. A tag is simply the removal by a defender of one of the two ribbons. The attacker must not cause obstruction with their hand or spin around to avoid being tagged.
- Once tagged the player in possession must stop within three steps, and pass the ball to a team member within three seconds. If the player is near the try line, they are only allowed one step.

- The defending player who makes the tag must hold the tag above their head, and along with the rest of their team, stand back on their own side 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.
- No player can take any further part in the game without both tags properly in place on the belt.
- 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'.
- The 'Five Tag' rule will be played – possession will be given to the defending team after five tags. Possession to change when the fifth tag is made. The play will restart with a free pass.
- There will be no scrum, no kicking and no line out.
- A free pass is used to start the game and to restart after an infringement has occurred i.e. forward pass, ball out of play, knock on, off side. At a free pass, the opposing team must be 7 metres back.
- Rolling substitutions can be made during the game. Players exchange their ribbons as they go on and off ensuring that you always have the correct number of players on each side.
- The exchange of tags **must take place on the touch line**.
- Team Managers will be asked to sign results cards after each match. Any dispute must be raised prior to signing.

#### **Official's Decision**

- In all matters relating to the competition the Event Co-ordinators decision shall be final and binding.