

***Northwich & District Primary Schools
Tag Rugby Tournaments 2006***

TOURNAMENT RULES

1.0 General

- 1.1 The event is run in accordance with the rules of Tag Rugby published by the Rugby Football Union.
- 1.2 Playing squads will comprise 10 players at least 3 of which shall be girls, or in the event that the team is mainly girls, at least 3 boys. Teams should have least one girl (or boy in the case of mainly girls teams) playing at any one time during matches, unless an injury prevents it.
- 1.3 Players should be from Year 6 (but year 5 players are allowed if necessary) - Year 5/6 Tournament. Players should be from Year 3 or 4 for the Year 3/4 Tournament
- 1.4 The tournament will consist of approximately 16 or 25 invited teams. Schools can offer more than one team per tournament but acceptance of the second team will be at the discretion of the organizers.
- 1.5 Games will be played in four (16 teams) or five (25 teams) groups in two rounds. During each round each team will play the other teams in its group once.
- 1.6 3 points will be awarded for a win, 1 for a draw and none for a loss.
- 1.7 In the event of a tie on points at the end of the Round 1, the number of tries scored, then scoring difference, will be used to establish the standings.
- 1.8 When Round 1 is complete the teams will be set into four or five new groups for Round 2 as follows:
- ◆ Each group winners from Round 1 will be in Round 2 group A.
 - ◆ Each group second place team from Round 1 will be in Round 2 group B.
 - ◆ Each group third place team from Round 1 will be in Round 2 group C.

- ◆ Each group fourth place team from Round 1 will be in Round 2 group D.
 - ◆ and so on...
- 1.9 There is no 'knock-out' and all teams will play the same number of matches (6).
- 1.10 The overall winner of the tournament will be the winner of Group A in Round 2.
- 1.11 Trophies will be awarded to the all of the group winners of Round 2. All children will receive a certificate.
- 1.12 All teams are asked to stay for the final presentations.
- 1.13 School staff are totally responsible for the children in their care throughout the event.
- 1.14 In the case of any dispute the match and tournament referees' decisions are final.
- 1.15 All players should wear trainers unless poor ground/weather conditions mean that slipping endangers players' safety and so football or rugby boots are permitted.

2. Playing

- 2.1 All players must wear a tag belt, which has two ribbons or tags attached to it with Velcro. The belt must be worn around the waist and on the outside of all clothing. Shirts should be tucked in and tags positioned on either side of the body. Teams will be distinguished by the colour of the tags they wear.
- 2.2 All matches will last for 7 minutes and will be played with no half-time or change of ends.
- 2.3 The referee will toss a coin to determine who starts in possession of the ball.

- 2.4 The objective of the game is to score tries by carrying the ball over the try line and scoring a try by pressing the ball onto the ground. No diving is allowed. If the ball is not properly 'touched-down' or is dropped over the try-line no try will be awarded and a free pass will be given to the other side 2 metres from the try line.
- 2.5 The ball must be passed backwards only. Forward passes will be penalised by awarding a free pass to the other side. The same applies for 'knock-ons' or dropped balls. The free pass will be taken where the 'offence' took place. There will be no scrummages.
- 2.6 If the ball goes out of play over the touch-line (side-line), or if the ball carrier puts a foot on or outside the touch-line, a free pass will be awarded to the other side from the touch-line at the point where the ball went out.
- 2.7 The ball may not be kicked. If the ball is kicked (deliberately or accidentally) a free pass will be awarded to the other side from the spot where the kick took place.

Tagging

- 2.8 The ball carrier may be 'tackled' (or tagged) by removing Velcro attached tags from the waistband. The 'tackler' should hold the tag up and call 'tag!' The tackled player will be expected to stop within 3 strides., and then pass the ball. Players may pass in the act of stopping. The 'tackling' side must also immediately withdraw least one metre to allow the ball to be played. Defenders are not allowed to snatch the ball from the ball carriers hands. The tackler cannot take any further part in the game until he or she has returned the tag to the ball carrier. Once the ball has been passed to another player the tackled player may also not take any further part in the game until he or she has retrieved his or her tag. There should be no tags on the ground.

Offside

- 2.9 Once a tag has been made all defenders should make an effort to retire 3 metres on their side of the ball and not deliberately stand in an off-side position, blocking the pass or waiting for an interception. Defenders in an off-side position will be penalised by awarding a free pass to the non-offending team, the restart will be moved forward 3 metres from the original tagging.

- 2.10 This is a 'non-contact ' game and excessive contact (e.g. pushing, pulling, barging etc.) will be penalised. Ball carriers can run or dodge potential taggers, but cannot fend them off or guard or shield their tags in any way
- 2.11 For all free pass restarts (other than tackles) the defending team must retreat to at least 3 metres from the restart point. Failure to do so may mean the restart is moved forward 3 metres.
- 2.12 Each team will have 7 players on the pitch at any time. Substitutions may be made at breaks in play by advising the referee.
- 2.13 Referees will try to advise and direct both teams on the rules throughout the game.
- 2.14 Referees decisions are final.
- 2.15 One teacher from each team will act as touch judge for their team's matches.