

TAG RUGBY RULES 2017/18

- Ball carriers can run or dodge potential taggers but cannot fend off, guard or shield their tags.
- Players are permitted to spin away from a defender, but are NOT permitted to continuously spin.
- The game will commence with a Play-the-Ball, centre field.
- Play-the-Ball:
 - o The ball carrier must return to the spot where the tag occurred.
 - o Facing the way they are playing, the player places the ball on the ground and rolls the ball back with their foot to a team mate.
 - o 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 a Dummy Half. N.B Any player can be the Dummy Half and the player at Dummy Half could change at every Play-the-Ball.
- Defence must maintain a distance of 5 metres until the Dummy Half touches the ball and must retreat 5 metres after each tag. Dummy half should not deliberately delay the pass which can be penalised as unsporting behaviour.
- If a defender does not retreat 5 metres they will be deemed offside. If a tag is made from an offside position then it will not add to the tag count.
- The team in possession has the ball for a total of six tags regardless of errors.
- If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.
- 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.
- Tagging:
 - o Only the player in possession of the ball can be tagged.
 - o A tag is simply the removal by a defender of one of two of the ribbons from the ball carrier.
 - o When a defender has removed the tag, he/she stands still at the point at which the tag was removed.
 - o 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 tagged 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.
- Scoring a Try:
 - o A try is scored in the normal way by placing or touching the ball down on or over your opponents' try line.
 - o If tagged in the act of scoring the try will stand.
 - o 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 with a Play-the-Ball whatever the situation.
- Tries will only stand if you are tagged in the act of scoring.
- There will be no kicking allowed.

**CODE OF CONDUCT FOR ALL:-
PLAYERS, SPECTATORS, PARENTS AND COACHES**

- Encourage players to learn the rules and to play within them.
- Discourage unfair play and arguing with officials.
- Help others to recognise good performance, not just results.
- Set a good example, recognise fair play and applaud good performances.
- Never punish or belittle others for losing or making mistakes.
- Control your own temper and anxiety.
- Publicly accept officials' judgements.
- Support participation and help others to enjoy the game.
- Use correct and proper language at all times.
- Applaud the other team as well as your own at the end of every game.
- 3 cheers, shaking hands & a "tunnel" are all ways of thanking everyone.