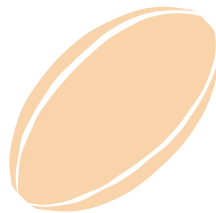


# Tag Rugby



## Rules

1. Pitch size 10 metres X 15 metres or 15 metres X 25 metres.
2. The game is played 8 v 8.
3. Tag belts must be worn by all players and on the outside of clothing. Shirts should be tucked in.
4. Substituted players can be re-used at any time but only when the ball is not in play or when it is half time.
5. A free pass is used to start the match at the beginning of each half from the centre of the pitch or when the referee thinks a foul has taken place.
6. A try is scored by the attacking team when they ground the ball on or over the oppositions' try line without the player being tagged.
7. A player can run with the ball until tagged by an opposition player.
8. Only the ball carrier can be tagged.
9. When a player is tagged they must reattach their tag before continuing with the game.
10. Once tagged the ball carrier must pass the ball within three steps or three seconds.
11. For beginners the ball can be passed in any direction and then only sideways or backwards as they develop.
12. No physical contact (including fending off with hands, or ball).

# Tag Rugby

## Rules

13. The tagger can only tag one player at a time and must give the tag back before resuming with the game.
14. All passes must be caught. If they are dropped, go out of play, or are touched by a defender then the ball is given to the defending team, who then become the attackers.
15. A ball goes into touch when a ball carrier is run off the sideline, the opposition get a free pass. If this happens within 5 metres (depending on pitch size) of the touch line the ball should be brought back 5 metres.
16. If the ball carrier is tagged within 1 metre of the try line a score can be made.
17. If a free pass is awarded the opposition should be 3 - 5 metres back (depending on pitch size), toward their own try line.
18. A free pass may not take place within 3 metres of the try line.
19. Knock on rule (when a player drops the ball forward) does not apply for beginners but can be used for more experienced teams.
20. Players may not dive on the ball or ground themselves at any time.
21. A player is offside when they prevent a player making a pass by being ahead of the line of play.