**Wiltshire School Games – Tag Rugby**

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| **Eligibility and age** | Years 5/6  Players must be on the register of the school they represent. |
| **Team and Squad Size** | Squad of 12 with a minimum of 4 players from one sex. Teams of 8 with 3 from one sex playing at one time. |
| **Substitutes** | May be made at any time as long as the leaving player comes off the pitch before the new one enters. Substituted players cannot be reused in a game (unless there is an injury) |
| **Event format and rules** | |
|  | The festival will be two-stage round robin format. In the first stage squads will be randomly divided into 4 pools of 5 to play out a round robin. Results will then be collected and squads will be seeded based on where they finish in their pool for the second stage. The new pools should consist of 5 evenly matched squads in each pool and a round robin format is again played.  A try will be worth one point.  Win – 5 points  Draw – 3 points  Loss – 1 point  The final position in each pool will be decided by  - most league points  - winner of the game between the two sides  - number of tries scored  - number of tries conceded  - coin toss |
| **Duration** | Matches will last 10 mins – there will be no half time. |
| **Infringement of Code of Conduct** | The referee’s decision is final.  No one is to approach the referee with any negative comments. **All** communication should go through Frank Butler on the day.  Coaches and parents should respect the referees decision – abuse and/or questioning of decisions will result in individuals being asked to leave the sideline and possible ejection from the tournament.  Player questioning of referee decision will result in a penalty to the opposition, then an extra 7m, and finally an enforced substitution of that individual.  **All schools will be expected to sign the School Games Code of Conduct and take responsibility for the behaviour of anyone attending on behalf on the school.** |
| **Free Pass** | A free pass, from the centre of the pitch, is used to start the beginning of the match and to restart after a try has been scored. It is also used at the side of the pitch when the ball goes into touch and from where the referee makes a mark when an infringement has taken place.  Free passes cannot take place nearer than 7m from the try line. If an infringement takes place over the goal line or within 7m of the goal line, then the free pass should be awarded to the non-offending team 7m from the goal line. This gives more space for both the attacking and defending teams.  At a free pass, the player taking the pass should start with the ball in both hands and, when instructed by the referee (who will call ‘PLAY’), pass the ball backwards, through the air, to a member of their team. For safety reasons, the receiver of the pass must starting running from within two metres of the free pass mark. The player taking the free pass must pass the ball and cannot just run with the ball on the referee’s call. At free passes the opponent must be 7m back from the mark. They cannot start moving forward until the ball leaves the hands of the player taking the free pass. |
| **Tag Belts and Bibs** | Each player on the team must wear a tag belt on the outside of their clothing. Shirts must be tucked in and tags must be positioned on either side of the hips.  Teams will not be permitted to wear bibs whenever possible as they are often impossible to tuck into shorts and unintentionally hide the tag belts.  Please provide your own tags belts where possible. |
| **The “TACKLE” (TAG)** | Only the player with the ball can be tackled (tagged). A tag is simply the removal by a defender of one of the two tags from the ball carrier.  Ball carriers can run or dodge potential taggers but cannot fend them off or guard or shield their tags in any way. Neither can they spin.  Once tagged the player in possession of the ball must pass the ball to a team mate within **3 seconds**. Even at full pace the ball carrier will be expected to pass within **3 strides**.  **However, players are only allowed one step after being tagged in the act of scoring a try.**  The defending player who makes the tag must hold the tag above their head and shout “tag” and along with the rest of their team, stand back on their own side allowing the attacker to pass.  Immediately after the pass has been made the defender must give the tag back to the tackled player before rejoining the game.  The defender can take no further part in the game until they have returned the tag.  No player can take any further part in the game without both tags properly in place on the belt.  Defenders are not allowed to snatch the ball from the players hands.  There should be no tags on the floor at any time.  **Unlimited ‘tags’ can be made.** |
| **Scoring a try** | The object of the game is to score a try by placing the ball with the downward pressure on or behind the opponents try line **while the ball carrier is on their feet**. A player cannot dive or slide in the act of scoring. |
| **Offside** | Offside only occurs immediately at the tag where the offside line is through the centre of the ball. When a tag is made all players from the taggers team must attempt to retire towards their own goal line until they are behind the ball.  If a player in an offside position (ie further forward than the ball) intercepts, prevents, or slows down a pass from the tagged player to a team mate, a free pass will be awarded to the non-offending team.  A player can, however, run from onside to intercept a floated pass before it reaches its intended recipient. |
| **Scrums, Lineouts and Kicking** | There will be no scrums, lineouts or any form of kicking. |
| **Referees** | These will be provided by the RFU  **A teacher from the 2 schools playing will be expected to stand together on the half way line and keep score** |