



RAINFORD
HIGH



Year 8 PE Knowledge Organiser Tag Rugby

EVERYONE MATTERS EVERYONE HELPS EVERYONE SUCCEEDS

Tag Rugby Rules

1. Aim of the Game The aim of the game is to score a try by grounding the ball with downward pressure on or behind the opponents try line.

2. Teams

The game is to be played by two teams equal in number of between 5 and 8 players.

3. Passing

The ball is only permitted to be passed sideways or backwards to a team mate. If the ball is passed forwards or knocked forwards towards the opponents try line then a free pass is awarded to the opposition. If however for example the ball is knocked forwards and the opposition gain possession an advantage can be played instead of the award of a free pass.



4. Free Passes

A free pass will be used to start the game, each half of the match and to restart play after a foul or infringement. At every free pass all opponents must be 7m back from the player passing the ball. If a foul is committed or the ball goes out of play in the area less than 7m from the try line, a free pass is taken 7m back from the try line in order to create space to play (this applies to both teams playing in either direction). If the ball goes out of play over the side line a free pass is taken from the location where the ball left the field of play (or 7m back from the try line).



5. Tagging

All players must wear two tags on a belt to be secured around their waist. Tags must be clearly visible. Tag belts should be positioned so that one tag hangs down on the side of either hip of each player.

Only the ball carrier may be tagged and this is achieved by removing one tag from the ball carriers belt. Once tagged a player must stop and play the ball quickly.

Once a player has been tagged and the ball passed on they must seek their opponent to retrieve their tag and replace it on their belt. Opponents should also seek to return the tag to the player from whom they took it. If a player is tagged near they try line they can still score as long as they only take 1 additional step.

6. Offside

Offside can only occur when a tag is being made. The offside line will be through the centre of the ball, across the pitch parallel to the try line. Once a player is tagged all players on the defending side must attempt to move back towards their own try line until they are behind the ball. Any player who does not retreat and interferes with or slows down the movement of the ball will be deemed to be offside. Players can however run forwards and attempt to intercept a ball after it has been thrown. A breach of the offside rule results in a free pass to the opposition.



7. Obstruction

The ball carrier is permitted to run away and evade opponents but cannot use physical contact to prevent a tag being made. Tags cannot be guarded by hands, the ball or clothing and players cannot push opponents away. The ball cannot be ripped from an opponent's hands. All breaches of this rule will result in a free pass to the opposition.

8. No Contact

The game is strictly NO contact. The only contact a player may make with an opponent is to remove a tag. Any other contact from a player will result in a free pass to the opposition and a reminder of the rules of the game.



9. Ball on the ground

If a ball is dropped or goes to ground players are allowed to pick the ball up but may not dive onto the ball or a free pass will be awarded to their opponents.

If the ball was dropped and lost forwards the other team receive possession and restart the game with a free pass.