**Y3/4 Tag Rugby**

@Active\_Fusion

**Event: Y3/4 Tag Rugby**

**Date:** Thursday 2nd April 2020

**Venue: The Keepmoat Stadium**

**Time:** 12-4pm

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**South Yorkshire Finals: Yes**

**Venue:**  TBC

**Time:** TBC

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Thank you for entering this year’s **Y3/4 Tag Rugby.** This year’s festival will be held at The Keepmoat Stadium on Thursday 2nd April 2020. Schools will be expected to arrive **11:45am** prompt this will allow the competition to start and finish on time.

Pupils will be expected to be changed and ready to play when they arrive at the ground as changing facilities will not be available on arrival. **All equipment will be provided on the day by the school so schools do not have to bring their own.**

The event lasts for 2.5 hours children should bring refreshments for the competition. The event will take place inside so young people should bring appropriate clothing and products for the weather.

Please ensure that you are aware of which children have photo consent prior to arriving at the competition as the organisers may take photos to use for promotional materials on social media and websites.

Attached to this letter are rules and further information about the competition. **IT IS EXPECTED THAT SCHOOLS WILL BE AWARE OF THE RULES AND THAT CHILDREN UNDERSTAND WHAT THEY SHOULD BE DOING.**

If you have any further questions, then please do not hesitate to contact me on the details below.

Martin Stirling and Craig Dallas

School Games Organisers

01302 637276

Or via email: info@activefusion.org.uk (RE- competition name)



**Tag Rugby League Rules**

The TAG Rugby League format is a non-contact child friendly version of Rugby league, it will allow the young performers to work as a team and demonstrate throwing catching and speed.

Teams are made up of 7 children there must be a minimum of **2 girls on the pitch at a time.**

· No substitutions during a game unless injury occurs (games are only a short amount of time).

· Game length can vary dependant on number of teams at festival or competition. Competition Manager to decide this prior to event and inform teams. Games should be no longer than 15 minutes.

Tags

· Tag belt to be worn by every player who will be playing Tag Rugby.

· The belt should be worn around the waist, over any other clothing, any baggy clothing should be inside the Tag Belt.

· 2 tags must be worn and attached by Velcro to each hip on the Tag Belt.

Rules

· The team in possession will have the ball for 6 Tags (tackles), unless a mistake is made (See infringements section for mistakes).

· A try is scored by placing the ball down on the ground over the try line. Each time a try is scored one point is awarded to the team.

· Players diving over the try line to score a try will be penalised and the try will not be given.

· Only the player in possession can be tagged- A ‘Tag’ is where the player in possession has their tag removed by a player from the opposing side.

· The person in possession is not allowed to fend/guard or shield their tags from a member of the opposition.

· The referee will implement a 4 metre rule (which will be the space between the ‘play the ball’ and the defensive line of opposition players).

· There will be no kicks in this format of Tag Rugby.

· The games will be started and restarted with a ‘play the ball’. This is when the player who has been “tagged” places the ball on the floor and rolls it back with one foot to a the “Dummy Half”.

· The start of the game will be decided by a coin toss and the winning team will start with the ball in their possession on the half way line. When a try is scored the ball restarts on half way line with the team that has scored the try.

· On any play the defensive line is not allowed to move until the Acting Half Back (person behind the ‘Play the Ball’) has passed to the first receiver. As the ball is released for the pass the defensive line can move forwards.

Tagging

· When a defender removes an opponent’s tag, he or she should stand still place the tag in the air and shout ‘TAG’ for the referee and opponents to hear.

· The attacker should then return to where they were ‘tagged’ and restart the game with a ‘play the ball’.

· Immediately after the ‘play the ball’ the attacker must retrieve their tag

· The defender must then retreat to the referee and their defensive line before being able to become active again within the game.

Dummy Half Position

· The ball must be passed by the ‘Dummy Half’

· The defence can only move up to get tags after the ‘Dummy Half’ has passed the ball

· The ‘Dummy Half’ must pass the ball quickly to ensure the game flows.

Infringements / Mistakes

· All infringements will result in a ‘play the ball’ for the opposition and a new set of 6 Tags (tackles), the infringements may include:

· ‘Forward Pass’ – where the ball is passed and travels in a forward motion.

· ‘In Touch’ – where a player may run over the touch line, the ball passed or dropped over the touch line.

· ‘Defending a Tag’ – Where the attacker fends/blocks or covers a tag to prevent a tag being made.

· ‘Diving to score’ – If a player dives over the try line in the act of scoring, the try will not count and a turnover to the other team will occur.

· ‘Knock on’ – Where the ball is dropped by a player and it travels in a forward motion.

· ‘Contact’- Although some contact may ultimately occur (such as when trying to take a TAG) TAG Rugby League is non-contact and therefore if deliberate contact is made then a foul should be called.

Referees/ Officials The decisions will be made at the referee’s discretion and any dissent will be punished with a 5 metre advantage to the opposition. Continuation of this will result in players being asked to leave the pitch.