

Key Words

Pass	Catch	Dodge	Tag	Keep possession	Keep control	Make and use space
Support	goals	Points	Tactics	Rules		



Rules of the Game

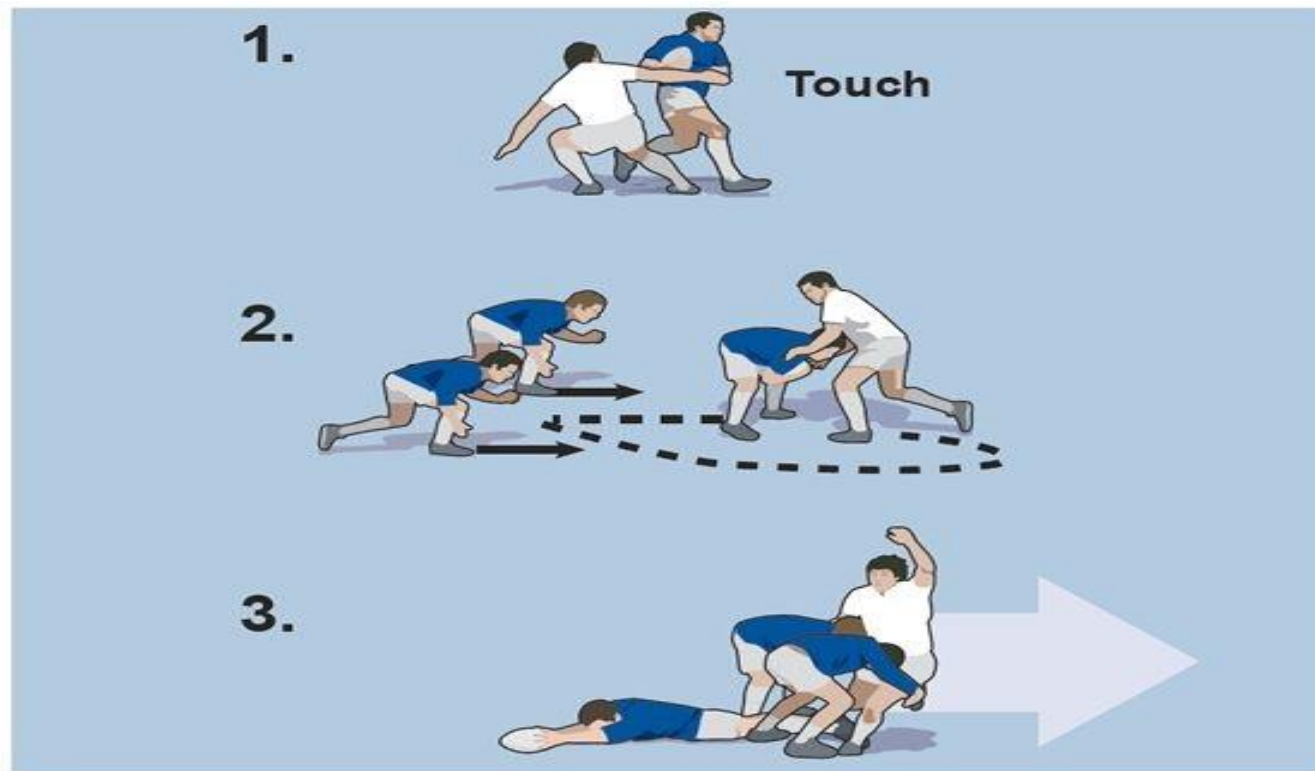
- ▶ Tag Rugby Rules
- ▶ After being tagged, the ball carrier has 3 seconds to pass the ball, in this time they can also take 3 steps, if they are within 2 steps of the try line, they **can** score.
- ▶ Players making the tag must shout 'TAG' and then hold the tag above their head.
- ▶ Offside line is the ball after a TAG; any defending players obstructing the pass are offside. Penalty as a result.
- ▶ Tap & pass acts as restart for all purposes. Defending team must be back 5 metres.
- ▶ There should be **no** contact in Tag Rugby at all. A Penalty will occur against offending players.
- ▶ A try will be disallowed if the player dives or drops onto two knees/or dives in the act of a score. If a player has slipped or been pushed the referee has final decision.
- ▶ Defending players who dive for the TAG will be penalised as will players who come off their feet trying to recover a loose ball.
- ▶ Any hand-offs, protecting tags, shirt pulling, over zealous spinning or unnecessary contact will be penalised.
- ▶ Players must give the Tag back after a successful tag.
- ▶ Two hands must be on the ball at all times, unless they have broken away and clear of any defenders. Penalty against offenders.
- ▶ No forward passing – Sideways & Backwards passing only!



Key Words



Possession Keep control Make and use space	Catch	Dodge	Pressure	Two touch	Tackle	Onside
Ruck	Defence	Attack	Kick	Game play	Tactics	Rules



1. The ball carrier is touch-tackled.
2. The tackled player walks slowly forward and the tackler puts both hands on his back.
3. Two support players drive the tackler away, allowing the ball carrier to place or offload.