



Moving Matters Year 5 /6 Tag Rugby

DETAILS

Who: Year 5 & 6 (Boys and Girls)

When: Wednesday October 30th

Where: Kennington Park Astro

Time: 9.30am – 2.30pm

Match time: 6 – 8 minute games

Team: 7 a side

Squad Size: Max 14 players

Schools please bring your own tags and belts to help speed up changeovers on subs and between games.

RULES

Competition Set - Up

- Minimum of 3 girls/ 3 boys on the pitch at any one time.
- Each player should be suitably equipped for sport
- Player footwear should be trainers only
- Sufficient drinks **MUST** be brought by each team.
- No jewellery
- Toilets and limited changing room space will be available on the day

Competition Rules

Attacking:

- The game will commence with a play the ball center field.
- Passes should be in line or backwards at all times.
- No fending/handing off to guard or shield their tags. This will result in a tag.
- The attacking team will have the ball for a maximum of 6 tags/ possessions. If an attacking player passes the ball forwards, drops the ball forwards (knock on) or runs out of play, the ball is turned over to the other team.

- The tagged player can play the ball before replacing their tag but cannot take part in the attack until tag is replaced.
- If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.
- Players can spin away from the defender but are not permitted to continuously spin or leave the group.
- The tagged player must return to the spot where tagged to play the ball. (playing the ball means facing the direction they are playing and placing the ball on the ground and rolling it back with their foot to a teammate)
- Player who receives the ball (dummy half) will start the attack with a pass. The dummy half can change at every play the ball situation. **The dummy half must pass, not run.**
- No kicking or sliding allowed.
- After a try has been scored the non-scoring team will restart with PTB at center field.

Scoring

- If tagged in the act of scoring the try will stand.
- The ball must be placed on or over the line and not dropped
- The attacking player can not slide or dive to score. (referee's discretion)

Defending:

- Only tag the player with the ball.
- Defence must maintain a distance of 5 meters until the dummy half has passed the ball (The referee will set the defensive line)
- When a defending player tags a player **with the ball** they must place tag on the floor and return onside.
- Repeated or deliberate offside offences will reset the tag count to zero.
- Unsportsmanlike behaviour will result in loss of possession/ reset of tag count.