

TAG (Mixed) Rules for all 2015 Primary School Competitions (Modified for Auckland Primary Schools and the Ministry of Education)

These rules apply to all matches (Bare feet required)

Each Team is allowed to register 14 Players, with 8 on the field at any one time, and 6 reserves available for unlimited interchange. Boys and Girls mixed with only years 4, 5 & 6 players eligible to compete.

There **MUST BE AT LEAST TWO FEMALE PLAYERS** on the field at all times during the game.

Games will be of 2 x 10 minute Halves, with no break at halftime, just a straight change of ends and a kickoff.

Field size is approximately 50 m x 70 m (half a normal League Field). The sidelines are out, and the try line is the dead ball line for kicks.

Starts are selected by the team who wins the toss by picking ends or choosing to kick. If they pick ends then the opposition kicks off, if they choose to kick off then the opposition chooses ends.

Restarts after a try will be made by the scoring team who must take the ball back to halfway for a kick.

Kickoff is to be a place kick that must travel at least 10 metres forward before it can be played at. There is no restriction on the height of a kickoff but if it goes over the sideline or goal Line on the full the kicker forfeits a tap penalty at halfway. If the ball from the kick bounces over the try line play will start with a goal line drop kick.

Kicks in general play are allowed on any tag but must not go above **SHOULDER HEIGHT** of the referee and as judged by the Referee. It will be a handover at the kick mark for any illegal kicks, and a 10 m handover for any kick that goes over the try line.

Tags will be counted to 6 to complete a set for a handover.

The player at dummy-half may run and can score.

Once any attacking ball carrier puts a foot in goal they cannot pass the ball to another of their team without forfeiting possession as this will result in a handover for the defending team out 10 metres.

Defence are to retire **5 metres** from the PTB with an optional ONE Marker. The defence cannot advance until the half back has picked up the ball. The halfback has 3 seconds to pick up the ball or it is an automatic handover.

Diving to score a try is allowed if there are no defenders within tagging distance, however if a defender is within tagging distance then a tag will be called, with the mark being 5m out.

The try scorer's knees may not touch the ground before the ball when scoring a try.

Tries are worth 2 points if scored between the centre cones and 1 point outside.

Ball carrier may not use any form of fending or blocking to avoid being tagged, and is not allowed to jump or alter the height of the tags. Spinning when on the run is allowed, not when standing in one spot, and not when taking the ball carrier into contact with a legal defender. If the ball carrier slips over, or loses a tag, then an automatic tag is ruled on that mark.

Defenders must make a tag without intentionally stopping the ball carrier by contact, or grabbing clothing. Defenders must not intentionally tag early or late. Same time Tag as a player passes will be "Play On" and the passer must retrieve tags before taking a full part in the game.

False tags result in a penalty. A player may not call "tag" before or without removing a tag.

Referees decisions will be final, and any discussions with the referee must be done in a polite manner before or after the game. No abuse will be tolerated.

A Hooter will sound three times for each game, first to start the game, second to signal the halftime, and third to signal fulltime so that the referee may blow his whistle to end play at the next stoppage.



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