

Tag Rugby

Rules of the game

Rules for the game will be based on the Tag Rugby packs that are in each school. If you do not have a pack, please contact your SSCO or Robert Smith at Oakington Manor who will let you borrow his pack.

Field of play: approximately 20m x 40m with a 'safe' area marked off 7m from the try line. If an infringement occurs in this area, the game is restarted at the 7m line nearest to where the infringement took place.

Rolling substitutes allowed with knowledge of the referee.

When a tag is removed, the child who removed it shouts, "Tag". They then have to return it. Both the player with the tag and the child who has lost it are out of the game until the tag is returned.

If the child has their tag removed, they have to release the ball within two strides or 2 seconds.

Offside rules apply- you must always attempt to get back behind the ball.

Players should keep 2 hands on the ball (please encourage children to do this at all times).

Legally passed balls that go to ground can be collected by either team- play does not stop.

If a player goes to ground, including when scoring a try, the game is stopped and the ball is given to the opposition.

The referee will always indicate from where the game is to continue, and then mark back 7m for the opposing team.

Play advantage where possible- keep the game moving.