



# RUGBY

## (GIRLS ADVANCED TAG)

### 2014 RULES

22/04/14

#### Team Requirements

- There will be one age group: School Years 9& 10
- Girls only
- A team shall consist of a maximum of 14 players, with 10 playing at any one time
- Each team will be provided with tag belts and a match ball on the day
- Each team member must wear their Devon Games To Inspire T-Shirt.

#### Team Eligibility

- All team members must be in School Years 9 &10.
- Players must not have competed or been called up to train with a County squad in the current rugby season 1st September 2013–31st May 2014.
- Players must not have been selected to represent a Region or a National Team for Tag Rugby or Contact Rugby in the current rugby season, 1st September 2013–31st May 2014.

#### Competition Format

- Competition format will be confirmed when number of teams entered are known.
- The duration of matches played on the day will be within recommended guidelines set for young players, from the RFU Continuum.
- Points will be awarded as follows:  
5 points for a win, 3 points for a draw and 1 point for a loss.
- In the event of a tie, teams will be split on the basis of Trys Scored, followed by Trys Conceded, and if still equal, the result of the game between the tied teams will be looked at.
- Pitch size = 60 metres by 30 metres, plus 5 metres for each ingoal area. The pitch will be the 3G rubber crumb.
- Spirit of the Games Medals will be awarded in Tag Rugby to the team adjudged to have been the best at upholding the Spirit of the Games values.

#### Sports Laws

##### Object:

- The object of the game is to score a try (5 points) by placing the ball with a downward pressure on or behind the opponents' goal line. A penalty try will be awarded if a try would probably have been scored but for foul play by the defending team.
- When a try is scored, the game is restarted by a free pass from the centre of the pitch by the non-scoring team.

### **Passing:**

- The ball can only be passed sideways or backwards through the air, not handed to another player. If the ball is handed to another player or passed or knocked forwards (towards the opponents' goal-line) then a scrum is awarded to the non-offending side, unless advantage occurs to the non-offending side. In order to keep the game flowing, referees should play advantage wherever possible.

### **Free Passes:**

- A free pass is used to start the match at the beginning of each half from the centre of the pitch, or when there has been foul play (eg contact)
- At a free pass, the opposition must be 7 metres back from the mark. They cannot start moving forward until the ball leaves the hands of the passer. At a free pass, the player must start with the ball in both hands and, when instructed by the referee who will call "PLAY", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made. The player taking the free pass must pass the ball when the referee calls "PLAY".

### **The Tag:**

- All players wearing a Tag belt around their waist with two tags attached to it by Velcro positioned over each hip. Tag belts are to be securely fastened and any excess belt is to be tucked away so that this cannot be pulled by mistake. Tag belts are to be worn outside of shirts and not obscured in any way.
- A "TAG" is the removal of one of the two tags from the ball carrier's belt. Only the ball carrier can be tagged. The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way. The ball cannot be pulled out of the ball carrier's hands at any time.
- If a player does not have two tags on their belt, one on each hip, they will be penalised if they become a ball carrier or if they tag an opponent and a free pass will be awarded to the non-offending side at the place of infringement.

### **Actions by the ball carrier:**

- When the ball carrier is tagged the ball must be passed to a team mate within 3 seconds, this includes stopping time. The ball carrier must attempt to stop as soon as possible; within 3 strides is a reasonable guide for referees, but the ball can be passed in the act of stopping. If the pass takes longer than 3 seconds or the player takes more than 3 strides they must be penalised and a scrum awarded to the non-offending side at the place where the tag occurred.
- After the ball has been passed, the player must go to the tagger, retrieve their tag and place it back on their belt before re-joining play. If the player continues to play and influences the game without collecting their tag, they must be penalised and a scrum awarded to the non-offending side at the place of infringement.
- Players are however only allowed one step to score a try after being tagged.
- If the ball carrier is tagged whilst standing inside the goal area they must ground the ball immediately in order to score. Referees should help this part of the game along by advising the ball carrier "Touch the ball down and I'll award the try", or similar.

### **Actions by the tagger:**

- When a tag is made, the tagger must stop running, hold the tag above their head and shout, "TAG". At this stage the referee must shout, "TAG - PASS".
- If the ball carrier stops running within 1 metre of the tagger, the tagger must move back towards their own goal-line, at least 1 metre, to allow room for the ball to be passed. If the tagger fails to retire at least 1 metre before rejoining the game, they are to be considered "offside" and a free pass will be awarded to the non-offending side at the place of infringement.
- Once the ball has been passed, the tagger must hand back the tag to the player and cannot re-join the match until this has been done. If a tagger continues to play and influences the match with an opponent's tag in their hand, or throws it to the floor, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.
- To reward good defence and to promote the attacking side keeping the ball alive by passing the ball before being tagged, the side in possession of a ball will only be allowed to be tagged a maximum of 6 times before scoring a try. At the 7th tag, the referee will stop the game and give the ball to the other side by awarding a scrum at the point that the tag took place. If the 7th tag takes place one step from the try line and the ball is grounded, the try will be disallowed and the opposition will be given the ball for a scrum 7 metres out from the goal line, in line with the point the goal line was crossed.
- Note: Coaches of the teams may agree to reduce the maximum number of allowable tags to provide more of a challenge to their players, both in attack and defence. If coaches cannot agree then the 7th tag ruling must be enforced.

### **Offside:**

- Offside only occurs at the time of the Tag where the offside line is through the centre of the ball except for the tagger for whom it is 1 metre further back, as described in Section 5(f) above. When a Tag is made, all the other players from the tagger's team must attempt to retire towards their own goal-line until they are behind the ball. If a player, in an offside position, intercepts, prevents or slows down a pass from the tagged player to a team mate, a free pass will be awarded to the non-offending side. A player can, however, run from an onside position to intercept a floated pass before it reaches the intended receiver.

### **Obstruction:**

- The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way.
- Similarly, the ball carrier or a potential tagger must not deliberately make contact with an opponent.
- If such contact is made the game must be stopped, the offender spoken to, reminded of the non-contact rules of tag and a free pass awarded to the nonoffending side.
- If the ball is pulled from the ball carrier's grasp, a free pass is awarded to the ball carrier's side.

### **Kicking:**

- There is no kicking of any kind

### **Ball on the Ground:**

- Players play Tag Rugby on their feet, with the ball in hand. If the ball goes to ground, players should be encouraged to pick it up. If they dive to recover the ball they must either get up or play the ball (pass) immediately & be allowed to do so by their opponents.
- Penalty: free pass to non-offending side and the following rules will apply:
- If the ball was lost forward, a scrum is awarded to the non-offending side unless advantage occurs to the non-offending side.
- If the ball is passed other than forward and goes to ground play will continue and either side may pick up the ball. If the passed ball rolls into touch a scrum will commence from the touchline to the non-passing side.

### **No Contact:**

- The only contact allowed between the two teams is the removal of a tag from the belt of the ball carrier. Any other type of contact on the ball carrier, such as shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch, etc must be penalised with a free pass and the players concerned reminded of the rules.

### **Scrum:**

- The scrum will be made up of one row of three players from each team, ie a prop on either side of the hooker. They will be the nearest 3 players from either side, with the 4<sup>th</sup> nearest acting as scrum half.
- The scrum is uncontested by both sides: the team awarded the scrum will throw the ball into the scrum and must be allowed to win it without contest. Opponents cannot push or strike for the ball. If they do, a free pass restart is awarded to the team throwing the ball into the scrum.
- The players from each team will bind together approximately half a metre apart. Each prop will touch the upper arm of her opponent and then pause before the engagement. The referee will talk the players through the engagement procedure in the sequence Crouch, Touch, Pause and Engage. On the grounds of safety, it is important that the referee manages the engagement of every scrum in this way.
- Front rows must not be allowed to charge at each other. If they start to engage too close together and with their necks and backs bent, they must be stopped and the scrum reformed. Props' body positions must be parallel to the touchline (not boring in). There must be no downward pressure exerted by hands or arms. Shoulders must always be above the level of the hips.
- If the scrum collapses, the whistle must immediately be blown and the appropriate penalty awarded or the scrum reset. If a player is persistently involved in collapsing or illegal binding they must be replaced. If a player's lack of technique or strength is a danger then they must be replaced. All players, including replacements, should be suitably trained and experienced.

- Any player at any stage in a scrum who has or causes an opponent to have his shoulders lower than her hip joint must immediately be penalised by awarding a free pass. The object of this rule is to prevent the collapse of a scrum. It is to help the coach to teach good technique and the referee to penalise bad technique. Any player who has his shoulders lower than her hip joint can only move downwards unless she has very great strength. The force through the shoulders should be directed forwards and upwards; all players should remain on their feet, thus preventing a pile up and possible injury.
- The back line of both teams must remain 5 metres behind the scrum until the ball emerges or the opposing scrum half places her hand on it. Until this happens, their scrum half must remain directly behind her scrum, in the pocket edged by the two props.
- If a scrum is awarded within 5 metres of the goal line, the scrum is to be taken at a mark such that the middle line of the scrum is 5 metres from the goal line. In this case the defending backs must stay on or behind the goal line.
- Referees should pay particular attention to ensure that the scrum half putting the ball into the scrum is not "feeding" her own players: the scrum half must hold the ball with both hands, with its major axis parallel to the ground/the touchline, midway between her knees and ankles. The scrum half must release the ball from outside the tunnel so that it lands midway between the two front rows and beyond the width of the nearer prop's shoulders.

#### **Prohibited Play:**

- In U15 Girls Tag Rugby, there is total emphasis on running with the ball, evasion, running in support of the ball carrier, passing and running to tag the ball carrier.
- In U15 Girls Tag Rugby there is: No tackling, no line-out, no kicking, no hand off/fend off - hand off being the placing of an open palmed hand by the ball carrier against an opponent's face or body while a fend off is an outstretched arm by the ball carrier towards an opponent to discourage that person making a tag) and no ripping of the ball.

<b>Official's Decision</b>
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- In all matters relating to the competition the Event Co-ordinators decision shall be final and binding.

# DGTI 2014 Code of Conduct

## **Fair Play:**

Treat others with the same respect and fairness that you would like them to show you.

## **Equity:**

Demonstrate “fair play” on and off the field. Respect differences in gender, disability, culture, race, ethnicity, and religious belief systems between yourself and others. Challenge discrimination and prejudice.










## **Inclusiveness and tolerance:**

Appreciate that all participants bring something valuable and different to the Event. Value and learn from the diversity of people you meet and show patience with others and act with dignity at all times.

## **PITCHSIDE CODE OF CONDUCT**

*FOR PLAYERS, OFFICIALS, SPECTATORS AND PARENTS FOR ALL EVENTS*

### **PLEASE RESPECT THE ETHOS OF THIS COMPETITION**

-  On the field of play, the team captain and team manager is responsible for the conduct of the players.
-  On the team bench, the team manager is responsible for the conduct of the substitute players, team officials, and coaches.
-  Vocal communications by team officials and players on the bench must not, in any way, be directed at the match officials or players of the opposing team.
-  Coaches, managers, and substitute players must remain in the designated area throughout the game.
-  No warming-up is permitted alongside or behind the pitches while games are in progress.
-  Any post match team talks are to be held away from the pitch.
-  All spectators must remain outside of the pitch area, and babies in push chairs must not be parked on the side of the pitch.
-  Spectators and parents are reminded that England Rugby/Devon Games to Inspire shall not tolerate the use of negative, foul or abusive language directed at or towards the umpires, officials or players. Part of the ethos of the DGTI is that young officials are given the opportunity to develop their skills in a supportive environment, and without criticism by others.
-  The Event Managers shall have the power to take any reasonable action in order to protect the players, the umpires and officials, and the game of rugby union. **This includes the ejection of any individual from the event.**