



2019 LEAGUE TAG RULES – Blacktown PSSA

Equipment

- One MOD Rugby League ball
- Set of belts per team
- Teams are to play with the same type of tag. E.g. **Juniors wear one schools tag and senior the other schools**
- Try not to use tags of the same colour as the uniform
- Approx. 40 domes to indicate side and try lines

Game Area

- 50 m x 40 m (1/2 soccer field)
- Play across a soccer field so two games are played on the one field. The soccer half way line is a common side line
- Move side line in away from soccer goal posts to avoid children running into them

Scoring

- All tries will be worth one (1) point regardless of how many passes were made
- A try is scored when the ball is carried across and placed on or over the try line
- An attacking player **may not dive at the try line** if the defending team is standing in front of them. However, a player can dive for a try if they have passed the line of defence and a defending player/s is chasing them from behind.
- Have a child from each school sit together to score a game. However, the teachers from both schools should also keep a score sheet
- Tries for and against will also be used to help positions schools on the points table
- Semi-finals – team 1 v 4 and 2 v 3 as per position on point table on completing one full round
- **Scores must be provided to the convenor before your school leaves the ground**

Dummy-Half/ First Receiver

Two Pass Rule

- Dummy-half/first receiver may elect to either pass or run. However, if the dummy-half/first receiver runs and is tagged, then the ball will be “changed over” to the other team.
- The Defensive line cannot move forward until the first receiver catches (or attempts to catch) the ball or the dummy half elects to run.
- Dummy-half cannot score



Kicking

- Grubber kicks (kicks below shoulder height) can be performed on the last tag
- From kick-offs at the start of each match, line drop outs will apply (that is if the ball lands in the field of play and then rolls across the try line whether touched or not then the defending team will kick a line drop out)
- All kicks must stay below shoulder height except line drop outs and starts of play
- The try line is the acting dead ball line when kicks in general play occur.

Starts of Play

- A **place kick** will commence the games. There is no advantage to the kicking team. (if the ball finds touch, receiving team plays the ball)
- Re-starts of play following a try will commence with a place tap by the **Non-scoring team**.

The Play - the - Ball

- The Tagged player must return to the spot where the tag was affected and play the ball **before putting his/her tag back on**. The defending player must retrieve back to the defensive line after he or she has placed the tag on the ground where the tag was made. The ball must be played backwards with the foot.

Changeovers

Change overs occur when:

- The ball is knocked on
- The player in possession goes into touch
- Dummy half/first receiver is tagged with the ball
- Ball carrier is tagged on the 6th tag
- A forward pass is made
- The ball is kicked over the touch line after the 6th

Penalties

Penalties are awarded when:

- Deliberate contact by a player on either team
- Offside play e.g. standing too close in defence
- Using a player as a shepherd in attack
- Any type of foul play or bad language
- Holding tag belt
- Not wearing tags correctly e.g. shirt hanging over the tags
- Incorrect number of boys/girls on the field



Important Rules and Regulations

- A Junior and Senior team play
- Maximum of **8 players** on the field at any one time, 3 players must be girls. Teams can have a maximum of 10 players.
- Each team has 6 tags to score.
- Each third runs for 12 mins with the last third being shortened if time becomes an issue. Senior and Junior teams alternate.
- Games must be finished by 12.45 to be ready for buses
- **No** marker is to be present at each play the ball.
- The game is non-contact - attacker cannot deliberately bump into defender. A defender cannot change direction and move into the attackers path. The onus is on the attacking player to avoid the defender.
- The ball carrier is not allowed to **protect his/her tag or fend off defenders** (whoever initiates contact will be penalised.)
- Once a player falls onto his/her knees, the referee will signal an **automatic tag** has been effected. The player must stand to perform a play the ball. (it is deemed 'Play On' if there is no defender within 2 metres of the attacker at the refs discretion)
- Players may substitute at any time in the game by crossing onto/off the field at the same point at the same time.
- Blood bin rule applies
- Defensive line must retire **5 - 10 metres** from the ball and cannot move forward until the first receiver catches (or attempts to catch) the ball or the dummy half runs.
- An attacker must stop and play the ball if they are in possession with **only one tag on**.
- Attacking players are allowed to spin, however they **cannot jump** to avoid being tagged.
- Defenders with only one tag on are **not permitted** to be involved in tagging. Players must have both tags on to effect a tag.
- Please note that the girls will need to wear sport shorts to play in. Skirts are not acceptable as it makes tagging difficult for the opposition.
- Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in a penalty, sin bin (leave the field for 5 minutes) or dismissal (player does not return). The player needs to have been warned and/or explained.
- Any disputes shall be reported to the ground manager/PSSA convenor immediately after the completion of the match in question and will be adjudicated by the ground manager/PSSA convenor.
- Any situation not covered by the rules shall be reported to the ground manager/PSSA convenor.
- The NRL and the Penrith Panthers Rugby League Club accepts no claim for any injury sustained by a player or loss of personal property.