Wandsworth School Games -Year 5/6 Tag Rugby League Competition

**Team requirements**

* A squad shall consist of 10 players.
* A team of 7 will play with a minimum of three girls on the pitch at any one time.
* Teams that do not meet the required minimum of three girls will not be eligible to progress to the next round of the competition. As a result, the opposing team for each of their matches will be awarded a win.
* Please bring a set of bibs in case of a clash of colours and two different coloured sets of Tags with a set of Tag belts.
* Team Eligibility - Year 5 and 6 mixed
* On the day we will be running two events: an (A) competition for established teams and a (B) Festival for emerging less experienced players.

**Event format**

* The principle of round robin format or appropriately sized pools leading to a knockout in the later stages should be followed, depending upon the number of teams entered.
* Each match will consist of one game of 8 minutes (time may change subject to entries).
* Group placings and knock-out finalists will be determined in the following order:
1. Points accrued
2. Try difference
3. Tries scored
4. Head to Head Record between the two teams if level after above
* Knockout matches will be decided by both teams gaining a set of 6 tackles. The team that scores will progress to the final. If still level after 2 sets each. Golden try wins.

Sports Rules

The event will run in accordance with the rules of Tag Rugby published by the Rugby Football League. This includes the following:

1.0 SPIRIT OF THE GAME/ ETHOS: Principles – FUN, ENJOYMENT, DEVELOPMENT

Children that take part in Primary Rugby League should:

* Have fun and enjoyment
* Feel included and have the same opportunities as other children
* Experience exciting parts of Rugby League; running, passing, evading and scoring tries
* Improve skills and develop through positive coaching
* Be encouraged by adults
* Experience positive environments

Coaches/ teachers:

* Children play for fun and enjoyment.
* Never ridicule or shout at a child for making mistakes.
* The emphasis of Primary Rugby League is that all players receive equal amount of playing time, giving all players the ability to feel part of the team and encouraging a positive experience for all.

RULES OF THE GAMES

1. The maximum number of players per team shall be seven. Any use of additional players (substitutes/replacements) should be encouraged with all involved children playing at least a minimum of half a game. There must be a minimum of 3 girls on the pitch at all times.

2. The pitch dimensions should be a maximum of 60 x 30 meters. Consideration must be given to the children having adequate space to play in an enjoyable manner with further consideration also being given to any safety aspects.

3. The maximum amount of playing time for an individual in a festival is 50 minutes and the festival manager should ensure the individual game times and player rotation reflects this.

4. The size of the ball is a size four.

5. When playing Tag Rugby League all players must wear a ‘tag belt’ that has two ribbons (tags) attached to Velcro. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned on either side of the hips with teams being distinguished by the colour of tags they wear.

6. Ball carriers can run or dodge potential taggers but cannot fend off, guard or shield their tags. Players are permitted to spin away from a defender, but, NOT permitted to continuously spin.

7. The game will commence with a Play the Ball, centre field.

8. Play the Ball:

8.1 The ball carrier must return to the spot where the tag occurred,

8.2 Facing the way they are playing, place the ball on the ground and roll the ball back with their foot to a team mate.

8.3 The team mate who gathers the ball from this position (called the Dummy Half) must pass the ball from the play the ball and should not run forwards. They are able to take steps laterally to assist with passing.

9. You cannot score a try from Dummy Half.

NB Any player can be the Dummy Half and the player at Dummy Half could change at every Play the ball.

10. Defence must maintain a distance of 5 metres until the Dummy Half touches the ball, and must retreat 5 metres after each tag.

11. The team in possession has the ball for a total of six tags, regardless of errors.

12. If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.

13. Any acts of unsporting behaviour will result in a handover to the non-offending team at the place where the incident occurred and play restarted with a play-the-ball

14. Only the player in possession of the ball can be tagged. A tag is simply the removal by a defender of one of the two ribbons from the ball carrier. When a defender has removed the tag, he/she stands still at the point at which the tag was removed, holds the tag above their head and shouts ‘tag’ for all to hear.

The attacker returns to where the defender is holding the tag and restarts the game by ‘playing the ball’ backwards in the correct manner. Immediately following the Play the Ball, the defender must present the tag back to the tagged player. Neither the defender nor the tagged player can take any further part in the game without both tags properly in place on their belts.

15. A try is scored in the normal way by placing or touching the ball down on or over your opponents’ try line. NB Players will not be allowed to dive over the try line in the act of scoring a try.

16. If tagged in the act of scoring the try will stand.

17. After a try has been scored the non-scoring team will restart with a Play the Ball, centre field, on the half way line. All other starts and restarts will also be with a Play the Ball, whatever the situation.

18. Games will start and finish on the referee’s whistle

18. There will be no kicking allowed

FOOTWEAR RULE:

The games will be played on grass therefore competitors can wear boots or trainers but team managers should consider the safety of all players on the grass surface and weather conditions.

The decision of the competition director, on the application of these rules will be final.

Please note that organiser’s reserve the right to postpone/cancel the event where required by weather/unsafe conditions.

Respect the Games

The aim of the Wandsworth School Games is to encourage our pupils to actively participate in sport to their potential, to ensure their health and general wellbeing, to provide enjoyable and positive experiences that will encourage them to have a lifelong passion for sport.

It is the responsibility of the teacher in charge to ensure that their school participating in the school sport festival, competition or league abides the Wandsworth School Games code of good practice. This will be can be found on the resources page of this website and will be on display at the event.