

TAG LAWS – THE BASICS

- Teams consist of a maximum of 7 players on the pitch at any time – 3 of which should be female
- Points are scored by grounding the ball over the try line – male tries are worth 1 point and female tries 3 points
- Attackers have 6 tags before a turn over
- When a roll ball is awarded (tag, knock on) defenders must be back 7m and 10m for a penalty (contact, talking back to referee)
- Matches/restarts are with a drop kick, this must land in the field of play or it will be a penalty on the halfway line
- There will be a turn over ball for knock on, forwards passes etc as per rugby laws
- There is NO contact
- A tag is made when the defender removes one or both of the attackers tags
- The player removing the tag should mark the tagged player by standing square on 1m back
- When a tag is made the player that was tagged rolls the ball between his/her legs to the dummy half waiting behind
- The dummy half has 3 seconds to play the ball
- All roll backs should be made with hands – not feet
- The ball may be grubber kicked on any tag, the ball can't go above the referees head
- The ball must be gathered before crossing the try line
- Once the try line has been crossed the attacker can't run back over the line or pass to a female, they must ground the ball or it will be counted as a tag
- Ball carriers should always run at spaces – running directly at a player will result in a penalty
- Attackers should not block their tags with either their hands or the ball
- Defenders should not close the gap into which an attacker is running
- Diving on a loose ball isn't permitted in attack or defence, nor is diving to score a try
- Listen to the referee – (s)he will try to help you out