



## Moving Matters Year 3/ 4 Mini Tag Rugby

### DETAILS

**Who:** Year 3 & 4 (Boys and Girls)

**When:** May 6<sup>th</sup> 2020

**Where:** Kennington Park Astro

**Time:** 09:30 – 14:30pm

**Match time:** 6 – 8 minute games

**Team:** 7 a side

**Squad Size:** Max 14 players

**Schools please bring your own tags and belts to help speed up changeovers on subs and between games.**

### RULES

#### Competition Set - Up

- Minimum of 3 girls on the pitch at any one time.
- Each player should be suitably equipped for sport
- Player footwear should be trainers only
- Sufficient drinks **MUST** be brought by each team.
- No jewellery
- Toilets and limited changing room space will be available on the day
- This is a Pre School Games competition, so we will be aligning our competition rules to support the Lambeth Tag Rugby School Games competition on 24th November.

#### Competition Rules

##### **Attacking:**

- The game will commence with a play the ball center field.
- Passes should be in line or backwards at all times.
- No fending/handing off to guard or shield their tags. This will result in a tag.
- **The team in possession has the ball for a total of six tags regardless of errors. Every error (knock on, forward pass, steps off the pitch) will count as a tag. The player should play the ball at the point the error occurred.**
- The tagged player can play the ball before replacing their tag but cannot take part in the attack until tag is replaced.
- If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.

- Players can spin away from the defender but are not permitted to continuously spin.
- The tagged player must return to the spot where tagged to play the ball. ( playing the ball means facing the direction they are playing and placing the ball on the ground and rolling it back with their foot to a teammate)
- Player who receives the ball (dummy half) will start the attack with a pass. They cannot score directly from this pass. The dummy half can change at every play the ball situation.
- No kicking or sliding allowed.
- After a try has been scored the non-scoring team will restart with PTB at center field.
- If tagged in the act of scoring the **try will stand**.

**Defending:**

- Only tag the player with the ball.
- Defence must maintain a distance of 5 meters until the dummy half has passed the ball.
- When a defending player tags a player **with the ball** they must place tag on the floor and return onside.
- After each tag the defending team should all get back onside (5m / in line with the ref).
- Repeated or deliberate offside offences will reset the tag count to zero.
- Unsportsmanlike behaviour will result in loss of possession/ reset of tag count.