



Moving Matters Year 5 /6 Tag Rugby (Best Team)

DETAILS

Who: Year 5 & 6 (Boys and Girls)

When: Day 1 – 31st Oct 2018 & Day 2 – 7th Nov (Seeded)

Where: Kennington Park Astro

Time: 9.30am – 12.30pm

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.