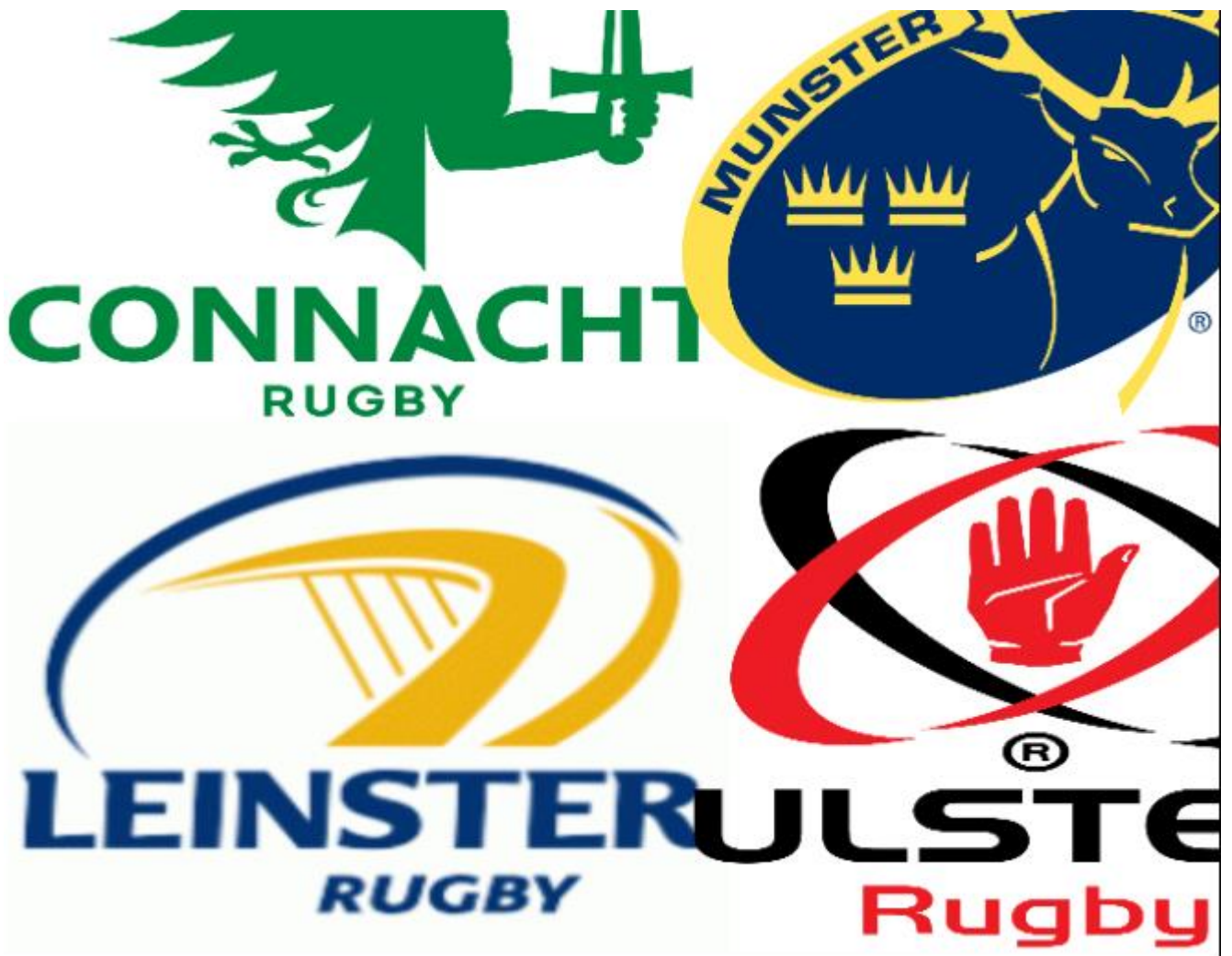


# IRFU Tag Law Book

2021





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## **Players Commitment**

### **The Principals of the Laws**

#### **Enjoyment and Entertainment**

The law provide the framework for a Game that is both enjoyable to play and entertaining to watch. If on occasion, these objectives appear to incompatible, enjoyment and entertainment and enhanced by enabling the players to give full rein to their skills. To achieve the correct balance, the Laws are constantly under review.

#### **Application**

There is an over-riding obligation on the players and particularly the captains to observe the Laws to respect the principles of fair play.

The laws must be applied in such a way as to ensure that the Game is played in according to the principals of fair play. The Referee and venue managers can achieve this through fairness, consistency, and sensitivity and at the highest level management. In return it is the responsibilities of the captains, coaches, team managers and players to respect the authority and decision of the Referees and Venue Managers.



## Definitions Section

Term	Definition
<i>Advantage:</i>	The law of <i>advantage</i> takes precedence over most other laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements by their opponents. When the result of an infringement by one team is that their opponents may gain an <i>advantage</i> , the <i>referee</i> does not whistle immediately for the infringement, the <i>referee</i> allows play to continue with the option to return to the original offence. The <i>referee</i> is the sole judge of whether or not a team has gained an <i>advantage</i> and has wide discretion when making decisions. When the <i>referee</i> is playing <i>advantage</i> he/she shall shout “ <i>Advantage</i> ”. When the <i>referee</i> determines that an <i>advantage</i> has been gained he/she shall shout “ <i>Advantage Over</i> ”.
<i>Attacker:</i>	Is a player from the team in possession of the ball.
<i>Attacking Team:</i>	The team in possession of the ball.
<i>Ball Carrier:</i>	A player carrying/controlling the ball.
<i>Ball Player:</i>	Is the player who plays the ball, by kicking, passing or controlling it.
<i>Captain:</i>	The <i>Captain</i> is a player nominated by the team. Only the <i>Captain</i> is entitled to consult the <i>referee</i> during the match and is solely responsible for choosing options relating to the <i>referee</i> 's decisions.
<i>Changeover:</i>	Is the surrendering of the ball to the opposing side.
<i>Chip-Kick:</i>	<i>Chip-kicks</i> are only allowed in the men's and <i>Veterans</i> ' games and must travel no more than fifteen (15) metres and no higher than five (5) metres above the opposing team player's head.
<i>Contact:</i>	Colliding with other players. The onus is on the <i>Ball Carrier</i> to avoid <i>contact</i> unless law 4.8(A) applies.
<i>Defender:</i>	Is a player from the team not in possession of the ball.
<i>Defending Team:</i>	Is the team not in possession of the ball.
<i>Defending/Offside Line:</i>	Is a line of <i>Defenders</i> . This line parallel to the <i>Try</i> line and is set a minimum distance of seven (7) metres from the <i>Roll Ball</i> . The distance is



ten (10) metres in respect of Penalties, *Kick-Offs*, *Restart-Kicks* and *Drop-Kicks*. In open play there is no *Offside* line for the *defending team*.

- Drop-Kick:* The ball is released from the hand and is kicked as it rebounds off the ground.
- Drop Out:* This is a Drop Kick that occurs at the centre of the *Try* line.
- Dummy Half:* See *Scrum Half*
- Field of Play:* Is the playing area between the touchline and the *Try* lines and does not include the touchlines.
- Forward Pass:* Is passing or throwing the ball forward towards the opposing teams *Try* line.
- Foul Play:* Is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the game. It includes, but is not limited to, *Obstruction*, unfair play, repeated infringements, dangerous play and misconduct which are prejudicial to the game and shall be construed in accordance with Law 10.
- Golden Try:* In the event of a playoff match being tied at the end of normal time the *referee* will allow play to continue for a maximum of five (5) minutes. Play does not stop nor do the teams change ends. The team that scores the next *Try* will be declared the winner. If there is no *Try* scored within the 5 minutes of additional time the following shall apply:
- The team that scored the most tries in regular time will be declared the winner. In this case all tries scored in regular time are worth 1 point.
  - If the teams are still tied on number of tries scored the team that scored the first *Try* in regular time will be declared the winner.
  - If neither team scored in regular time the team that ranked higher in the pool stages of the competition will be declared the winner.
  - If the teams were ranked equally after the pool stages of the competition the winner will be decided by a coin toss. The coin toss will be conducted by the match *referee*.
- Grading Rounds* Venues and competitions may play a certain number of games to help place a team in the correct league. :
- Grubber-Kick:* Is a kick that is kicked into the ground and must not go more than one and half over the ground (1.5) meters.





- In-Goal:** Is the area between the *Try* line and the dead-ball line.
- In instances where there is no dead-ball line marked on the pitch the *In-Goal* area is defined as the area between the *try* line and the boundary of the playing field. In the interest of safety, the *referee* has discretion to declare the ball dead at any time in this area.
- Kick:** A *Kick* is made by hitting the ball with any part of the leg or foot, from the toe to the knee but not including the knee; a *Kick* must move the ball a visible distance out of the hand, or along the ground. Stopping or attempting to stop a ball in motion is not considered a *Kick*.
- Kicking Team:** Is the team *kicking* the ball.
- Kick-Off:** The *Kick-Off* occurs at the start of the match (based on who wins the toss) and the restart of the match after half time. All at taken from the centre of the halfway line. The *Kick-Offs* must be either:
- A. a *Drop-Kick* by any player in Veterens' all mens league, and in
  - B. Mixed Social leagues by way of a female *kick* from the ground.
- Kick-Off Point:** Is the position at the centre of the half way line from which the *Kick-Off* shall occur.
- Knock-On:** A *Knock-On* occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, and the ball touches the ground or another player before the original player can catch it. Forward means towards the opposing teams *Try* line.
- Knock Back:** Is to knock the ball back towards one's own *Try* line with the hand or arm.
- Late Tag:** If an *Attacker* is tagged after passing or kicking the ball, the *referee* may call "*Late Tag*".
- Mark:** A player, in *Veterans* all male league, must make a clean catch directly from an *Attacker's Kick* and at the same time shout "*Mark*". A *Mark* cannot be made from a *Kick-Off*, or a Restart *kick*.
- Marker:** Is a *Defender* who may stand at least one (1) metre directly in front of the player conducting the *Roll Ball*. He/she must stand in either this position or seven (7) metres back in the defensive line. Anything in between is considered *Offside*.



- Mixed Social:** *Mixed Social* leagues games each team must have no more than seven (7) players, with the maximum number of male players on the field at any time is four (4) per team, and three (3) female players. There may be any number of authorized replacements and/or substitutions. The maximum number of players per squad for any given match is fifteen (15)
- Obstruction:** Is the act of preventing an opponent from playing the game, by pushing, holding, blocking or crossing.
- Offside Player:** Is a *Defender* not back the required distance at any restart of the game which includes a *Roll Ball* and also an *Attacker* who is in front of the player in possession of the ball from his own team. See section 4.
- On the Full:** If the ball is kicked into touch without first bouncing inside the *field of play* or touch a player from either team it is termed as ball is kicked into touch *on the full*
- Pass:** A player throws the ball to another player or hands the ball to another player without throwing it.
- Penalise:** Is to award a *Penalty* against an offending player.
- Penalty:** A *Penalty* is awarded by a *referee* where provided in the Laws and shall be taken by way of *Tap-Kick* from where the infringement occurs, unless otherwise provided in the Laws.
- Penalty Try:** If in the opinion of a *referee* a *Try* would probably have been scored but for an infringement by an opponent, a *Penalty Try* may be awarded. A *Penalty Try* is worth three (3) points in all matches.
- Phantom Tag:** *Defender* calls 'Tag' without physically removing the tag.
- Quick Tap/Tap-Kick:** If there is no player from the *Defending Team* present at the *Roll Ball*, there is an option of taking a *Tap-Kick* to restart the game. The player taking the *Tap-Kick* must touch the ball with his/her foot, in five metres from the touchline. Whether or not there is a defending player present to prevent a *Quick Tap* is at the discretion of the *referee*.
- Referee:** Every match is under the control of a *Referee*. The match *referee* will be appointed by the *venue manager*. Also see *Laws 1.4, 1.11, 13, 14*
- Restart-Kick:** *Restart-Kicks* occur after a *Try* is scored and shall be taken by the team who scored the *Try* from the centre of the half way line. The *Restart-Kick* must be either:

C. a *Drop-Kick* by any player in Veterans' all men's league, and in





D. Mixed Social leagues by way of a female *kick* from the ground.

- Roll Ball:** When the tagged player rolls the ball backwards with the hand between his/her legs. The ball may roll a maximum of one (1) meter.
- Scrum Half:** Is the player who takes up position immediately behind the *Ball Player* during the *Roll Ball*. A *Scrum Half* may also be known as a *Dummy Half*.
- Sin-bin:** When a player has been shown a Yellow card, the player will hand his/her tags to the *referee* and may not return or be substituted for four (4) minutes in a forty (40) minute game, where in other events it will be two (2) mins for fifteen (15) minute games.
- Spinning:** A 360° spin is permitted in all leagues and levels. Any *Contact* initiated in an attempted spin or swivel is liable to sanction. The onus is on the *Ball Carrier* to avoid *contact*.
- Tagging:** Is removing a tag from an *Attacker*.
- Tap-Kick:** A deliberate touch of the ball with any part of the leg or foot up to the knee whilst in the hand or on the ground. The ball does not have to leave the hand. This occurs when a *Penalty* is given or there is no *Marker* present at the *Roll Ball*.
- Touchline:** *Touchlines* are the two long sides of the pitch with the *try* lines and In-Goal Area at each end.
- Try:** When an *Attacker* is first to ground the ball in the opponents' *In-Goal*, a *Try* is awarded. The player must have gathered the ball in play.
- Veteran:** Players participating in any designated *Veteran's* league must have reached the age of 33 by the commencement date of that League.
- Venue Manager** *Is appointed by the IRFU or deputy appoint by the venue manager will be responsible for the venue duty the Tag Rugby competitions. Their role will include of pitch setups, team Captain sign-in sheet, allocation of referees, and answer where possible relevant queries to Tag or the venue setup. All injury should be reported to the venue manager.*



## PLAYING THE GAME

### 1. Law 1

- 1.1. The objective of the game is that two teams each consisting of seven players, observing fair play, adhering to the laws and sporting spirit of the game, should by carrying, passing, kicking and grounding the ball, score as many points as possible, the team scoring the greater number of points being the winners of the match in question.
- 1.2. It is essential that players play the game in accordance with the laws of the game and are mindful of the safety of themselves and others. It is the responsibility of the *Captain* to ensure compliance with the laws of the game and in accordance with safe practices.
- 1.3. A match shall last forty minutes have divided into two halves each of twenty minutes playing time.
- 1.4. The *referee* organizes the toss. The winner of the toss decides whether to *Kick-Off* or to choose an end. If the winner of the toss decides to choose an end, the opponents must *Kick-Off* and vice versa.
- 1.5. The *Field of Play* shall be a maximum of 70 metres long by 50 metres wide with an *In-Goal* area of up to 5 metres.
- 1.6. A match is started by a *Kick-Off*. After the *Kick-Off*, any player who is not *Offside* may take the ball and run with it. Any player may *Pass* the ball or *kick* it. Any player may ground the ball in the *In-Goal*. Whatever a player does must be in accordance with the Laws of the game.
- 1.7. The *Attacking Team* has six (6) "*Tags*" in which to score a *Try*. A *Changeover* occurs after the sixth tag.
- 1.8. The *Ball Carrier* may be tagged by *Defenders* to prevent him/her from running with the ball or kicking or passing the ball to his/her team mates.
- 1.9. A player not in possession of the ball cannot be tagged or obstructed during the game



- 1.10. The Law of *Advantage* takes precedence over most other Laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements by their opponents. When the result of an infringement by one team is that their opponents may gain an *advantage*, the *referee* does not whistle immediately for the infringement, the *referee* allows play to continue with the option to return to the original offence. The *referee* is the sole judge of whether or not a team has gained an *Advantage* and has wide discretion when making decisions. When the *referee* is playing *advantage* he/she shall shout “*Advantage*” (and where possible provide a hand signal). When the *referee* determines that an *advantage* has been gained he/she shall shout “*Advantage Over*”.
- 1.11. The *referee* is the sole judge of fact in relation to the Laws of the game and their enforcement. His/her decision is final.



## PLAYERS AND PLAYING EQUIPMENT

### 2. LAW 2:

2.1. A team must have no more than seven (7) players, on the *Field of Play* at any one time. There may be any number of authorized replacements and/or substitutions. The maximum number of players per squad for any given match is fifteen (15). Any players not playing in at least three (3) matches prior to the play-offs/semi-finals/finals may not play in those play-offs/ semi-finals / finals.

2.2. In the case of social/mixed leagues games each team must have no more than seven (7) players, with the maximum number of male players on the field at any time is four (4) per team.

2.3. If a team arrives at a venue with insufficient numbers to play, they may request, through the *Venue Manager*, a player from another team to make up the starting numbers. Players that play with a second team must be registered with both teams by the end of the night. A player may play for one or more teams on any given night but only in the following situations:

- (A) If a team did not have the full complement of players, a player may play with a second team to make up the correct starting numbers.
- (B) After the *grading rounds*, if a team did not have the full complement of players, a player may play for a second team in the same league, a league below or in the case of the beginner's league, the one league above.
- (C) If the *Captains* do not agree, the team not having the required number of players may start the start with the players they have available or notify the *referee* of the walkover. In any case where a team does not have the required number of players to start the match (minimum of six (6) players) that team may forfeit the match. The result will be recorded as a ten (10) points to nil (0) victory for the opposition.
- (D) The *Venue Manager* has the final decision on any of the above situations and will decide using common sense on any complaints made. Teams may be subject to point's deduction if Law is not upheld.
- (E) \*The above laws may vary from Venue to Venue due to size, requirements and demands on venues. All teams, *referees* and volunteers will be given advanced



notice of any changes prior to the start of the game, if any, to Laws 1.5 and Law 2.1 and Law 2.8

- 2.4. There will be no stoppage of play when replacements are made. The player being replaced must leave the *Field of Play* before the replacement player can participate in the game. All replacements during the game shall come into the *Field of Play* from the same side of the *Field of Play*.
- 2.5. If a player has an open or bleeding wound he/she must leave the playing area immediately and substituted. The player may not return until the bleeding has been controlled and the wound has been covered.
- 2.6. A player must not wear any item that is contaminated by blood. A player must not wear any item that is sharp or abrasive. A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under this law. A player must not wear jewellery such as rings or earrings. A player must not wear spectacles but may wear sports goggles. A player must not wear any item that is normally permitted by law, but, in the *referee's* opinion that is liable to cause injury to a player.
- 2.7. The *referee* should inspect players' equipment prior to the commencement of the game and if necessary the *referee* can prevent a player from participating in the game if he/she considers a player's equipment dangerous.
- 2.8. All players must wear approved tag shorts. If a player is not wearing approved tag shorts the player shall **not** be permitted play in the match.



## SCORING

### 3. LAW 3

3.1. When an *Attacker* is first to ground the ball in the opponents' In-Goal, a *Try* is scored.

- (A) In Men's League a *Try* shall be worth one (1) point.
- (B) In the mixed games, a *Try* scored by a female player shall be worth three (3) points and a *Try* scored by a male player shall be worth one (1) point.
- (C) A *Penalty Try* shall be worth three (3) points in all games.
- (D) In *Veteran's* League matches a player who has reached the age of fifty (50) at the commencement of the league season will be awarded three (3) points for each *Try* they score.

3.2. *Attackers* may dive to score a *Try* when the ball is in their possession and there is no *Defender* within *Tagging* distance. The *referee* may at his/her discretion not award a *Try* where an *Attacker* dives in order to ground the ball. If having decided not to award a *Try* the *referee* will restart the game with an *Attacking Roll Ball* unless the *Attacking Team* have used all six (6) tags. In this case a *Roll Ball* to the *Defending Team* will restart the game.

3.3. A *Try* shall not be awarded where from a *Kick* by the *Attacking Team*, an *Attacker* dives on a ball over the *Try* line or grounds the ball without having carried it over the *Try* line. If a player *Grubber Kicks* and ball bounces in *Field of Play* and once crosses over *Try* line, it is considered dead. A ball unaccompanied by an *Attacker* or *Defender* is live until it cross over the *Try* line.

**Sanction: "No Try"**

3.4. A player cannot *Pass* the ball to another player after crossing the *Try* line nor can he/she run back into the *Field of Play* to *Pass* the ball to another player thus allowing that player to score a *Try*. A *Tag* will be called

**Sanction – Roll Ball 5 metres out from the Try line or Changeover if the 6th tag has occurred 5 metres from the Try line.**



## DEFENCE

### 4. LAW 4

4.1. The progress of the *Ball Carrier* is halted if a *Defender* removes one or both of the *Ball Carrier's* tags. If both tags are removed by one or more *Defender*, then the point where the first tag was removed will be where the *Roll Ball* occurs.

**Sanction – Roll Ball – “Tag (count number)”**

4.2. When a tag is removed, the *Defender* must hold it in the air where the tag was made, drop or place it at that point and assume a *Marker* position one (1) metre from the *Roll Ball Marker* or return to the *Defensive line* seven (7) metres from the *Roll*. The *Ball Carrier* must return to the point where the tag was removed, conduct a *Roll Ball* and then replace his/her tag(s).

**Sanction: Penalty “Not playing the Mark”**

4.3. If a *Defender* tags an attacking player and throws the tag away from the *Mark* where the tag occurred. Issue a warning and *Penalise* subsequent offences

**Sanction: Penalty – “Foul Play”**

4.4. When a *Ball Carrier* is in the action of a *Roll Ball*, the *Defensive Line* must be at least seven (7) metres back from the *Roll Ball line* and there may only be one *Marker*. A *Penalty* shall be awarded at the point where the *Offside Player(s)* should have been standing in the *defensive line*.

**Sanction: Penalty “Offside” (with off side hand signal)**

4.5. The *Marker* must stand directly in front of and one (1) meter away from the player conducting the *Roll Ball*. The *Marker* and the *Defensive Line* can only move forward once the *Scrum Half* have placed their hand on the ball. The team have three (3) seconds to play the ball.

**Sanction: Penalty – “Three Second rule” (Penalty at place of infringement.)** (See law 5.14 in this regard should a team not have a *Scrum Half* in position)

**Note:** The *Marker* must be one (1) meter back or seven metres (7) back in the *defensive line* otherwise he/she is considered *offside*.

4.6. If the *Attacking Team* fails to score before the sixth (6th) tag has been made, they will lose possession of the ball and a *Changeover* shall occur where the 6th tag has occurred.

**Sanction: Change “Turn Over Ball, Roll Back”** (colour of team receiving the turn over ball)





4.7. A player may defend with one or no tags, however if he/she receives the ball he/she must immediately play the ball. i.e. *Pass* or *kick* the ball and may not take more than one step in doing so. If he/she does not play the ball immediately a tag will be called.

**Sanction – “Tag (count number)”**

4.8. A *Defender* may block down a *Grubber Kick* without a *Knock-On* being called by the *referee* and the game goes on with normal playing laws applying.

(A) If a *Defender* deliberately obstructs a *Ball Carrier* and *Contact* is made, the *Defender* will be judged as initiating this *Contact*

**Sanction: Penalty – “Obstruction”**

(B) If a *Defender* in the *referee’s* opinion deliberately attempts to impede an *Attacker* with or without the ball.

**Sanction: Penalty – “Obstruction”**

(C) If a *Defender* holds onto an *Attacker* and no *advantage* is gained by the *Attacking Team*.

**Sanction: Penalty – “Obstruction”**

(D) If a *Defender* calls “tag” without physically removing the tag, *advantage* may be played.

**Sanction: Penalty – “Phantom Tag”**

(E) If the *Marker* fails to stand directly in-line with the *Roll Ball* or if the *Marker* interferes with the *Ball Player* at the *Roll Ball*.

**Sanction: Penalty – “Obstruction”**

(F) If the *Marker* attempts to play the ball whilst the ball is being rolled.

**Sanction: Penalty – “Obstruction”**

4.9. If a *Defender* removes an *Attacker’s* tag(s) without the *Attacker* being in possession of the ball, the *referee* has the following options: -

(A) If it is a simultaneous tag and off load, no action is taken, and the *Attacker* must replace the tag before being able to attack again.

**The referee Response “Ball away, Play on”.**





(B) If an *Attacker* is tagged after passing or kicking the ball, the *referee* may call “*Advantage, Late Tag*” and allow the *Attacker* to progress, however if no *advantage* is made a *Penalty* will be awarded from where the original infringement took place.  
**Sanction *Penalty – Late Tag*.**

(C) If, however *advantage* is gained by the team, the *referee* may call “*Advantage Over*” and play and tag count continues. This may result in the player scoring a *Try* with one or no tags. An *Attacker* with one or no tags shall be deemed to have been tagged if a *Defender* comes within *Tagging* distance.

(D) *Penalise* the *Defender* and at his option sin bin a repeat offender.  
**Sanction: *Penalty – “Foul Play”***

(E) If an *Attacker* not in possession is tagged before receiving the ball The *Referee* Response “*Advantage, Early Tag*”. The *referee* will then play the *advantage* and adopt / follow (Law 4.9 - C) and (Law 4.9 - D), if deemed necessary.

4.10. If a *Defender* is less than seven (7) metres from the Roll Ball when the ball is being played that player is *Offside* and a *Penalty* may be awarded at the point where the *Offside Player(s)* should have been standing in the *Defensive Line*.

**Sanction: *Penalty – “Offside”***

4.11. Under no circumstances can the *Marker* run around and retrieve the ball from the *Scrum Half* position.

**Sanction: *Penalty***

4.12. A *Defender* may dive to remove a tag but will be penalized if *Contact* is initiated with any player from the *Attacking Team*.

**Sanction: *Penalty – “Contact”***

4.13. When the *Attacking Team*, *Pass* or run the ball back over their own *Try line*, and are tagged over their own *Try line* the result should be a *Drop Out Kick* from the centre of their *Try Line*.

**Sanction: – “*Try line Dropout*”**

4.14. If from *Try line Drop Out Kick*, goes out on full over the touch lines.

**Sanction - *Penalty - Turnover – “Roll Ball, 5 metre from the try line” Ball Dead***

4.15. If a *Defender* or *Attacker* throws carries or passes the ball beyond the dead ball line then the ball is considered dead.

**Sanction – *Turnover – “Roll Ball, 5 metre from the try line” Ball Dead***





## ATTACKING

### 5. LAW 5:

5.1. When in possession of the ball, the *Ball Carrier* can attempt to position the ball further downfield by running, kicking or passing the ball to his/her teammates. An *Attacker* may only progress the ball with both tags attached to the shorts unless *advantage* is being played due to a late/early tag. (Law 4.9-C and Law 4.9-D)

5.2. When a *Ball Carrier* has one or more tags removed by a *Defender*, the *Ball Carrier* must return to the point where the first tag was removed and play a *Roll Ball* without delay. If the *Roll Ball* is conducted from the wrong place the *referee* will order the *Roll Ball* to be conducted from the correct place.

**Referee response Tag where ball was received**

5.3. Any *Attacking Team* player may take up a position directly behind the *Ball Player* and assume the scrum-half position. The rest team must behind the scrum half position.

5.4. A tagged player may, if there is no *Marker* replace both of his/her tags, *Tap-Kick* the ball and play on. If the tagged player is missing one or both tags he/she may only *Tap-Kick* the ball and then *Pass* or *kick* the ball taking no more than one (1) step.

**Referee response: Tag (and tag count)**

5.5. If the *Attacking Team* is tagged a sixth (6th) time the *Attacker* must place the ball on the ground or hand it to an opposition player and a *Changeover* shall occur.

**Sanction: Penalty**

5.6. If the *Ball Carrier* falls or dives to the ground, and a *Defender* is within *Tagging* distance, a tag shall be called. A *Try* shall not be awarded if the *Ball Carrier* falls or dives over the *Try line* and in doing so prevents a tag. The *Ball Carrier* shall be asked to conduct a *Roll Ball* no less than five (5) metres out from the *Try line* and the tag count will continue. If this occurs on the last tag a *Changeover* will occur.

**Sanction – Roll Ball at the 5 metre cone “Tag (count number)” or Roll Ball – “6<sup>th</sup> Tag Change Turn over Ball”**

5.7. If any *Attacker* is tagged in the opposition *In-Goal* before he/she scores a *Try*, he/she shall be asked to conduct a *Roll Ball* five (5) metres out from the *Try line*, and the tag count will continue.

**Sanction – Roll Ball at the 5 metre cone “Tag (count number)”**



5.8. If the *Ball Carrier* comes into *Contact* with the *referee* whilst trying to evade a tag, a tag will be called at the previous tag count and a *Roll Ball* shall take place at the position where the *Ball Carrier* came into *Contact* with the *referee*.

**Sanction – Roll Ball “Tag (count number - stays the same)”**

5.9. Where a *referee* interferes with play and in his/her opinion has prevented a *Tagging* the *referee* shall call a tag at the previous tag count, at the position where the tag would have occurred.

**Sanction – Roll Ball “Tag (count number - stays the same)”**

5.10. Where the *referee* feels that a player is directly running the line of the *referee* to shield them from being tagged, a *Penalty* against the attacking player will be awarded.

**Sanction: Penalty – “Foul Play”**

## ATTACKING TEAM CHANGEOVERS

5.11. If a *Ball Carrier (Attacker)* is tagged over the *Try line* prior to grounding the ball for a *Try* and it is the last tag, a *Changeover* will be awarded to the *Defending Team* five (5) metres out from the *Try line* and opposite where the *Ball Carrier* was tagged.

**Sanction: Roll Ball at the 5 metre cone – “Change Turn Over Ball”**

5.12. When the *Ball Carrier* crosses the *Try Line* before their tag is removed, a *Changeover* will be awarded to the *Defending Team* five (5) metres in-field from where the *Ball Carrier* crossed the *Try line*.

**Sanction: Roll Ball at the 5 metre in from the line – “Change Turn Over Ball”**

5.13. If the *Ball Carrier* Knocks-On, a *Changeover* will be awarded to the *Defending Team* at the point where the *Ball Carrier* Knocks-On.

**Sanction: “Changeover - Roll Ball - Knock on”**

5.14. If the *Scrum Half* is not in position or has not played the ball within three (3) seconds of the ball being rolled. A *Changeover* will be awarded to the *Defending Team* at the point where the original Roll Ball was held. The *referee* will determine this time period. The count starts when ball is rolled.

**Sanction: “Change Turn Over Roll Ball – Time Wasting”**

5.15. If a *Defender* or *Attacker* throws carries or passes the ball beyond the dead ball line then the ball is considered dead.



**Sanction – Turnover – “Roll Ball, 5 metre from the try line” Ball Dead**

## ATTACKING INFRINGEMENTS

5.16. The onus is on the *Ball Carrier* to avoid *Contact*. Any *Contact* initiated will result in a *Penalty*.

**Sanction: *Penalty*– “*Contact*”**

5.17. The *referee* may award a *Penalty* where an infringement occurs in the following circumstances:

(A) The *Ball Carrier* must not attempt to bump or fend off a *Defender* in their attempts to remove a tag nor may an *Attacker* or *Defender* fend off or bump each other when chasing for the ball.

**Sanction: *Penalty*– “*Contact*”**

(B) The *Ball Carrier* can in no way protect his /her tags with their hands, elbows, ball etc.

**Sanction: *Penalty*– “*Blocking*”**

(C) The *Ball Carrier* must not jump to avoid being tagged. A side step is allowed. A 360° spin is permitted at all levels and Leagues. Any *Contact* initiated in an attempted spin or swivel is liable to sanction.

**Sanction: *Penalty*– “*Contact*”**

(D) If an *Attacker* prevents a *Defender* from executing a tag by running behind his/her team mate/s causing an *Obstruction*, this is deemed to be crossing.

**Sanction: *Penalty*– “*Obstruction*”**

(E) If the *Ball Carrier* executes a voluntary tag by deliberately playing a *Roll Ball* with both tags intact.

**Sanction: *Penalty* – “*False Tag*”**

(F) If the *Ball Carrier* deliberately removes his/her own tag.

**Sanction: *Penalty* – “*False Tag*”**

(G) If the *Ball Carrier* interferes with the *Marker* at the *Roll Ball*.

**Sanction: *Penalty*– “*Contact*”**

(H) If the ball is deliberately knocked on by a player.



**Sanction: Penalty– “Deliberate Knock On”**

- (l) If the ball is deliberately passed in a forward direction.

**Sanction: Penalty– “Turnover – Forward Pass”**

## KICKING LAWS

### 6. LAW 6

6.1. There are only four (4) situations in IRFU TAG where kicking the ball is allowed:

- (A) Each *Kick-Off* and *Restart-Kick* shall be a female *kick* off the ground in the centre of the halfway line.
- (B) When a *Tap-Kick* is used to restart play after a *Penalty*.
- (C) When an *attacking team Grubber-Kick*, this permitted in general play. (See *Gruber kick* definition) and re-gather in section 8.1
- (D) *Chip Kicks* are only allowed in the men’s and *Veterans* games in accordance with the *veteran* variations and re-gather in section 8.2

6.2. If an *Attacker* kicks the ball in open play (i.e. not from a *Kick-Off*, *Restart-Kick* or *Drop-Kick*) the following shall apply:

- (A) In open play the ball may only be kicked from hand and not while it is on the ground or while it is in the air, having hit the ground. A *Penalty* is awarded at the place the offence took place.

**Sanction: Penalty “Kicking off the ground”**

- (B) If a member of the *Kicking Team* gathers or re-gathers a ball that has not touched a member of the opposing team, play shall continue, and the tag count shall continue.

**Referee Response “Play on”**

- (C) If a member of the *Kicking Team* re-gathers a ball that has struck a member of the opposing team who has not played at the ball, play shall continue, and the tag count shall continue.

**Referee Response “Play on”**



(D) If a member of the *Kicking Team* gather or re-gathers a ball that has struck and been played at by a member of the opposing team, play shall continue, and the tag count shall be restarted.

**Referee Response “Play on, Tag Count Restarted”**

6.3. If in the *referee’s* opinion, a player deliberately *kicks* the ball directly towards an opponent to illicit an infringement a *Penalty* may be awarded for dangerous play

**Sanction: *Penalty* “Dangerous Play”**

## KICK-OFF, RESTART-KICK AND TRY LINE DROP-KICK LAWS

### 7. LAWS 7

Note: In this law all references to *Kick-Offs* should be construed as including *Restart-Kicks* and *Try Line Drop-Kicks*.

When a *Try* is scored the scoring team will restart the match with a *kick* from centre of the halfway line.

7.1. The *referee* will indicate when he/she is ready before the match can start or restart.

**Sanction: Restart kick off again**

7.2. The opposing team must be at least ten (10) metres from the kicker at the time of the *Kick-Off*

**Sanction: *Penalty* – Offside**

7.3. From a *Kick-Off* is used to start or restart the game. The ball must travel forward at least ten (10) metres. If the *Kick-Off* Teams fail to restart correctly they will be warned and take it again, a repeated failure to restart correctly will be *Penalised*.

**Sanction: *Penalty* – Turnover Ball *Tap-Kick* Centre of the half way line**

(A) The *Kicking Team* may not take possession of the ball or obstruct a player from the receiving team until it has been first played / touched by the receiving team.

**Sanction: *Penalty* – Turnover Ball**

(B) *Kicking Team* players must stay at least two (2) metres away from a potential receiver. The onus is on the *Kicking Team* not to make any *Contact* with the receiver.

**Sanction: *Penalty*– Turnover Ball**





7.4. The receiving team may play the ball if it has gone less than ten (10) metres and in this case, play shall continue.

**Referee Response “Play On”**

7.5. The players from the Kicking Team must be behind the ball when it is kicked

**Sanction: Penalty – “Offside” or Advantage may be played**

7.6. In Social Mixed teams a female player will be the kicker. The *kick* will be from the ground on the centre of the halfway line. The ball must travel forward at least ten (10) metres. If the *Kick-Off* Teams fail to restart correctly they will be warned and take it again, a repeated failure to restart correctly will be *Penalised*.

**Sanction: Penalty – Turnover Ball Tap-Kick Centre of the half way line**

7.7. A *Try Line Drop-Kick* may be ordered by the *referee* in accordance with Law 4.13 The ball from such a *Drop-Kick* must land or be played at within the *Field of Play* before going over the *touchline* or *try line*. The same Laws apply as per the *Kick-Off*, save as provided for below.

7.8. Where a *Try Line Drop-Kick* is ordered from the centre of the *try line*, the players of the Kicking Team must not cross the *try line* until the ball is kicked. The team receiving the ball must be at least ten (10) metres from the *try line* at the time of the *Drop-Kick*.

**Sanction: Penalty - “Off Side”- 10metre from kicking teams try line – players ahead of the ball**

7.9. If the ball from a *Kick-Off* lands in the *Field of Play* and bounces over the *touchline*, a *Changeover* will be awarded, and the receiving team will restart with a *Roll Ball* five (5) metres in-field from the touchline where the ball crossed the touchline.

**Sanction: Roll Ball at the 5 metre in from the line – “Change Turnover Ball”**

7.10. If the ball from the *Kick-Off* lands in the *Field of Play* and travels directly over the receiving team’s *Try line* but not over the *Dead Ball* line without being touched by the receiving team. The receiving team will restart with a *roll ball* from the halfway line.

**Sanction: Roll Ball – Halfway line – ball gone dead from kick off.**





7.11. If the ball from the *Kick-Off* lands in the *Field of Play* and travels directly over the receiving team's dead ball line without being touched by the receiving team. The receiving team will restart with a *roll ball* from the halfway line.

**Sanction: Penalty – Halfway line – ball gone dead from kick off.**

7.12. When Play is restarted from a *Try line Drop Out* the following conditions shall apply:

(A) The drop kick must travel ten (10) metres. If the *Kick* does not travel 10 metres from kicking teams *Try Line Drop Out*, the kicking team will Penalise, and a Changeover will be awarded to receiving team.

**Sanction: Penalty – ball did not go 10metre - 10 Metre from the kicking team try line**

(B) The ball must land in the Field of Play.

If the *Try line Drop Out-Kick* ball travels over the opposition *In-goal* without landing in the Field of Play

**Sanction: Penalty - Ball Dead from kicking teams 10 metre from the try line – ball gone dead from Drop-out kick.**



## GENERAL PLAY KICKING

### 8. LAW 8

8.1. The *Attacking Team* may *kick* the ball (from the hand) at any time while in possession. The ball must not go higher than one and a half (1.5) metres from the ground for a *grubber kick*.

**Sanction: Penalty High kick**

8.2. A *Defender* may call a *Mark* from a chip *kick* in the *Field of Play* and the game shall restart with a *Tap-Kick* by the player who caught the ball and the *Defending Team* must retreat ten (10) metres

**Sanction: Mark**

8.3. If the ball is kicked and bounces in the *Field of Play* and crosses the receiving team's *Try line*, they will receive a *Changeover* five (5) metres out from where the ball crossed the *Try line*. The ball is considered dead at this point.

**Sanction: Changeover - "10 metres out"**

8.4. If the ball is kicked and it crosses the receiving team's *Try line* after it strikes a player from the receiving team who has deliberately played at the ball, a *Changeover* will be awarded to the Kicking Team 5 metres out in line where the ball crossed the line.

**Sanction: "Changeover- Roll ball"**

8.5. If the ball is kicked and it crosses the receiving team's *Try line* after ball strikes a player from the receiving team who has not played at the ball deliberately then a *Changeover* shall be awarded to the receiving team 5 metres out in line where the ball crossed the line.

**Sanction: "Changeover- Roll ball"**

8.6. If an *Attacker* or the kicker deliberately impedes the progress of a *Defender* who is attempting to take possession of the ball after a *kick*, then a *Penalty* shall be awarded to the *Defending Team* at the point where the *Defender* was impeded.

**Sanction: Penalty- "Obstruction"**

8.7. No player may go to ground/dive on the ball to gain possession after it has been *kicked, knocked on, or from a dropped pass*. Players must not dive to the ground to prevent the opposition playing the ball

**Sanction: Penalty- "Obstruction"**





## OFFSIDE

### 9. LAW 9

9.1. Only *Attacking Team* players behind the kicker when the ball is kicked are onside. If an *Attacker* is onside, he/she may chase the ball to retrieve the ball or affect a tag subject to the kicking laws. If an *Attacker* is in front of the kicker when the ball is kicked in play, this player is *Offside* and cannot affect a tag until either the ball receiver has run at least ten (10) metres in any direction or the kicker or a player behind the kicker runs past the *Offside Player* and puts him/her onside. When the *Offside Player* is put onside in this manner, he/she can affect a tag.

**Sanction: Penalty - "Off Side" – from where the offence occurred - player ahead of the kicker.**

9.2. If from a *kick*, the *Offside Attacker* deliberately plays the ball or effects a tag, a *Penalty* shall be awarded at the point of the *Tagging* or playing of the ball

**Sanction: Penalty – Offside/Foul play – From where the offence occurred – player ahead of the kicker, cynical play, strong warning**

9.3. If, from a *kick*, the *Offside Attacker* deliberately plays the ball or effects a tag, a *Penalty* shall be awarded at the point of the *Tagging* or playing of the ball

**Sanction: Penalty – Offside/Foul play – From where the offence occurred – player ahead of the kicker, cynical play, strong warning.**

9.4. From a *Kick-Off* if the ball is going into *In-goal* but hits off a defending player en route

**Sanction: Penalty - Try Line Drop Out**

9.5. If the ball is kicked and it lands in the *Field of Play* then rolls out over the *touchline*, the receiving team will play a *Roll Ball* five (5) metres infield from where the ball crossed the touchline

**Sanction: Turn over Roll Ball 5 metre from the touchline**

9.6. Exception: If the *referee* believes the Kicking Team, kicked the ball at an opposition player which then rolls into touch, is a deliberate attempt to gain further possession, a *Penalty* may be awarded.

**Sanction: Penalty Unsportsman like behaviour**

9.7. If a member of the *Attacking Team* is in front of the kicker when the ball is kicked, and the ball accidentally strikes that *Offside Player*, a *Changeover* shall be awarded to the



*Defending Team* at the point of the *Kick*. The *referee* may allow a *Defender* an *Advantage* if he/she gains possession of the ball.

**Sanction: *Changeover* - "Accidental Offside"**

9.8. If a *kick* hits the *referee* and play is irregularly affected to the benefit of either team a *Roll Ball* will restart play at the previous tag count where the ball hit the *referee*. If play is not irregularly affected a *referee* may

Response "***Play on***".

9.9. If a kicker is interfered with after kicking the ball or one of his/her team- mates giving chase is interfered with, a *Penalty* shall be awarded where the ball first bounces or is stopped by an opposing player or if the ball crosses the touchline the *Penalty* is given five (5) metres in field from the point the ball first crossed the touchline

**Sanction: *Penalty* - "Obstruction"**



## KNOCK-ON AND KNOCK-BACK

### 10. LAW 10

10.1. A *Changeover* will be awarded to the non-offending team in the case of a *Knock-On*.

**Sanction: *Changeover – “Roll Ball”- Knock-On***

10.2. A player may not *Knock-On* deliberately.

**Sanction: *Penalty “Deliberate Knock-On”***

10.3. A *Penalty Try* may be awarded if the defending player knocks the ball on in a deliberate attempt to prevent the *Try*.

**Sanction: *Penalty - “Penalty Try”***

10.4. If an *Attacker* propels the ball in a backward direction play will continue.  
*Referee* will call

**“*Play on – Knocked backwards*”**

10.5. If a *Ball Carrier* knocks-on in *In-Goal*, a *Changeover* will be awarded a five (5) metres from the *Try-line* opposite where the offence took place

**Sanction: *Changeover – “Roll Ball”- Knock-On or Advantage could be played***

10.6. A *Defender* may knock the ball backwards in open play. Once the ball is knocked backwards by defending player and crosses the *Try* line, it is deemed dead when it touches the ground.

**Sanction: *Changeover “Roll Ball – 5m out to attacking team”***



## ADVANTAGE

### 11. LAW 11:

11.1. If an *Attacker* Knocks-On and no *Advantage* is gained by the *Defending Team*, the ball is returned to the point of the original offence and the *Defending Team* will restart with a *Roll Ball*.

**Sanction: Penalty – “Roll Ball”- Knock-On or Advantage could be played**

11.2. If the *Attacking Team* commits an offence and the *Defending Team* takes possession and gain an *Advantage* the *Referee* will allow the game to go on. If no *Advantage* has been gained by the *Defending Team*, the ball will be returned to the point of the original offence and the *Defending Team* will restart with a *Roll Ball* at tag count 0 (zero).

**Sanction: Penalty – “Roll Ball”- Knock-On**



## PENALTIES

### 12. LAW 12

Penalties are taken by way of a *Tap-Kick* in any direction.

**Note:** If a player chooses to use the *Roll Ball* action instead of taking the *Tap-Kick* it is still deemed as a *Tap-Kick*.

12.1. A *Penalty* shall be awarded against any player who is guilty of misconduct unless *Advantage* can be played by the non-offending team in accordance with these Laws. All Penalties or *Changeovers* awarded for infringements/*Tagging's* that take place within five (5) metres of the offending team's *Try* line shall be awarded five (5) metres out from that team's *Try* line.

12.2. If a *Penalty* is not taken on the *Mark* designated by the *referee*, play will stop, and the ball returned to the *Mark*.

**Sanction: The Penalty is then retaken.**

12.3. The offending team must retire Ten (10) metres (or to the *Defending Team's Try* line) from where the *Penalty* is to be taken.

**Sanction: Penalty – "Offside Not 10 metres"**

12.4. Further misconduct by the offending team shall allow the *referee* to advance the *Penalty Mark* once only, by ten (10) metres but only up to five (5) metres from opposing team's. Also See Law 14.9 inclusive to Law 14.19 for further offences

12.5. A *Penalty Try* must be awarded if the offence prevents a *Try* that would probably otherwise have been scored.





## DUTIES OF REFEREE

### 13. LAW 13:

- 13.1. The *referee* is responsible for ensuring the laws of the game are adhered to. The *referee* is the sole judge of the fact and the law during the match.
- 13.2. The *referee* shall record the score and all tries scored during the match. He/she shall be the sole timekeeper except where this duty has been delegated to another person. (*Referee* will note which team scored the first *Try* for playoffs and finals purposes).



## FOUL PLAY

### 14. LAW 14

**14.1.** All players are under the control of the *referee* from the time they enter the *Field of Play* to the time they leave. In the event of misconduct by a player, the *referee* shall, at his / her discretion, caution, *Sin-bin* or dismiss the player.

**14.2.** A caution may be administered to a team as a whole or to an individual player. If a caution is given to a team, each team player is considered to have received an individual caution. If a final caution is given to a player, the nature of the offence must be recorded by the *referee* and must be quoted if the player is subsequently dismissed.

**14.3.** When a final caution is administered to a player or team who has consistently breached the rules of the game the *referee* shall advise the *Captain* so that the latter may, if he / she wishes, replace the player.

**14.4.** The *referee* has the power to *Sin-bin* (temporarily suspend) a player and the length of player suspension is four (4) minutes in a 40-minute game and two (2) mins in a fifteen (15). A *Sin-binned* player cannot take part in the match and cannot be replaced for the duration of the suspension and shall re-enter the playing field only when permitted to do so by the *referee*.

**14.5.** Example of *Sin-bin* may be used include:

- (A) Blatant disregard for the laws.
- (B) Continued law infringements.
- (C) Back-chat, dissent or sledging.
- (D) Repeated or deliberate *Contact* infringements.
- (E) Fighting.
- (F) Cynical infringements.
- (G) Verbal abuse towards *referee*.



(H) Kicking the ball away in frustration.

**14.6.** Enforced substitution – if a player has been *penalised* for a number of technical infringements but the *referee* does not feel a Yellow Card is warranted, he /she may instruct the *Captain* to replace the player. There is no time limit for the replacement. An enforced substitution will not be implemented for the same player twice in one match. Instead a Yellow Card will be given and a Red Card if needed

**14.7.** The *referee* may issue a red card to a player and dismiss that player for the remainder of the game if he/she deems the offence to be serious enough. If a player is dismissed from the field, he/she shall stand suspended until the *referee's* report is received by the I.R.F.U. The incident will then be dealt with according to the I.R.F.U. Tag Rugby disciplinary procedure and any band that may be imposed.

**14.8.** A player who is dismissed/sent off shall take no further participation in the game nor shall he/she be permitted to take up a position likely to provoke further incidents.

**14.9.** A player is guilty of misconduct and shall be *Penalised* if he/she:

(A) Trips, *kicks* or strikes another player.

(B) When effecting or attempting to affect a tag makes *Contact* with any part of an opponent's body intentionally, recklessly or carelessly.

(C) Deliberately breaks the laws of the game.

(D) Uses offensive or obscene language.

(E) Disputes the decision of the *referee*.

(F) Re-enters the field-of-play without the permission of the *referee*.

(G) Behaves in any way contrary to the true spirit of the game.

(H) Deliberately obstructs/impedes an opponent who is not in possession of the ball.

**14.10.** All sin binned players shall surrender their "tags" to the *referee* for the duration of the sin binned time. Sin binned players will retrieve their tags from the *referee* at the conclusion of their sin binned time.



14.11. All players sent off i.e. shown a yellow or red card, must surrender their tags to the *referee* before leaving the playing area for the duration of the sanction.

14.12. If a player from the *Kicking Team* chasing a *kick* is obstructed and the ball rolls over the *Try* line, the *Penalty* shall be awarded to the *Kicking Team*, no less than five (5) metres in from the touchline in the *Field of Play* and opposite to where the ball crossed the *Try* line and no less than five (5) metres out from the *Try* line, or at the point where the player was impeded. If the impeded player in the *referee's* opinion probably would have scored a *Try* if he/she had not been impeded, then a *Penalty Try* may be awarded.

**Sanction: *Penalty* - "Obstruction"**

14.13. A player in possession of the ball may not deliberately throw the ball out of the *Field of Play*. A *Penalty* is awarded 5 metre in from where the ball crossed the touchline.

**Sanction: *Penalty* - "Foul Play"**

14.14. All sin binned /red carded players must surrender their tags to the *referee* for the duration of the sanction, before leave the playing area.

14.15. Intentionally Offending. A player must not intentionally infringe any Law of the Game or play unfairly. The player who internationally offends must be admonished or cautioned that forces substitution, or send-off will result if the offence or a similar offence is committed.

**Sanction: *Penalty* - "Unsportman like behaviour"**

14.16. Time wasting. A player must not intentionally waste time.

**Sanction: *Penalty* - "Time Waste"**

14.17. Throwing into touch. A player must not intentionally knock, or place the ball with their arms or hand into *touch*, into the *In-goal* or over the *dead ball line*

**Sanction: *Penalty* - "Intentional knock out - Unsportman like behaviour"**. A penalty *try* must be awarded if the offence prevents a *try* that probably otherwise have been scored

14.18. A player must not commit any act that may lead to the *referee(s)* to consider that that player was subject to foul play or any type of infringement committed by an opponent.

**Sanction: *Penalty* - "Unsportman like behaviour"**



**14.19. If a referee is assaulted or unduly harassed by any person as a result of a match under his/her control the referee shall submit a report of the incident to the IRFU.**

**Please Remember: Team Captains (or delegated Team Captains) are responsible for ensuring all players must sign-on prior to their game each week and signing the score card at the end of each game.**

## **SAFETY**

WARM UP: Please ensure players warm-up and stretch to avoid injuries.

SHORTS: IRFU TAG has a strict rule that if players do not have a pair of TAG shorts, they DO NOT *play*. **No** exceptions to this rule. Tag shorts can be purchased from the coordinator when available.

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## VETERANS AND MENS VARIATIONS

### 15. LAW

15.1. In *Veteran's* league matches over 50 players must be clearly identifiable by one of the following means:

- (A) Wearing different colour shorts to their team mates
- (B) Wearing a different colour jersey to their team mates that does not clash with the opposition colours
- (C) Over 50 players must make themselves known to the *referee* before the start of play.
- (D) Over 50 players not adhering to this law will be awarded one (1) point per *Try* scored.

15.2. In men's and *Veterans* matches – after a *Chip Kick*, the *referee* will blow his / her whistle to avoid *Contact* between players and award a *Roll Ball* to the team he/she anticipates would have gained possession. In the situation where the Kicking Team retains possession and no *Defender* has deliberately played the ball they will continue the same tag count as before the *Kick*. If on tag six (6), a turnover will be given at the next tag.

15.3. The *Attacking Team* may *kick* the ball (from the hand) at any time while in possession. The ball must not go higher than the *referee's* shoulders for a *grubber kick*. *Chip-kicks* are only allowed in the men's and *Veterans'* games and must not travel more than fifteen (15) metres and not more than five (5) metres above the opposing team player's head. "Garryowen" or up and *under kicks* are not allowed in any form of IRFU Tag Rugby. A *Penalty kick* may be awarded at the place of infringement.

**Sanction: *Penalty***

15.4. For men's and *Veteran's* leagues the *Restart Kick* will be *Drop Kick* from the centre of the halfway line.

**Sanction: *Penalty* – "Offside"**

### Men's only Variations



15.5. For men's and Veteran's leagues the *Restart Kick* will be *Drop Kick* from the centre of the halfway line.

**Sanction: Penalty – “Offside”**

## APPENDIX 1 LAW CHANGES/AMENDMENTS FOR 2020

### KICK-OFF, RESTART-KICK AND DROP-KICK LAWS

6.14 If the ball from the *Kick-Off* lands in the *Field of Play* and travels over the receiving team's *Try* line without being touched by the receiving team. The receiving team will restart with a *roll ball* from the halfway line.

**Sanction: Roll Ball – Halfway line – ball gone dead from kick off.**

6.15 When *Play* is restarted from a *Try line Drop Out* the following conditions shall apply:

(A) The *drop kick* must travel ten (10) metres.

(B) The ball must land in the *Field of Play*.

(C) If the *Drop-out Kick* ball travels over the touchline or *In-goal* without landing in the *Field of Play* or if it does not travel 10 metres kicking teams *try* Line, the kicking team will *Penalise*, and a *Changeover* will be awarded to receiving team.

**Sanction: Penalty – 10metre from kicking teams Try line – kick gone out on the full.**

(A) If the *Drop-out Kick* ball bounces & rolls into the *In-goal*, without being touched, the receiving team will be awarded a *Roll Ball*.

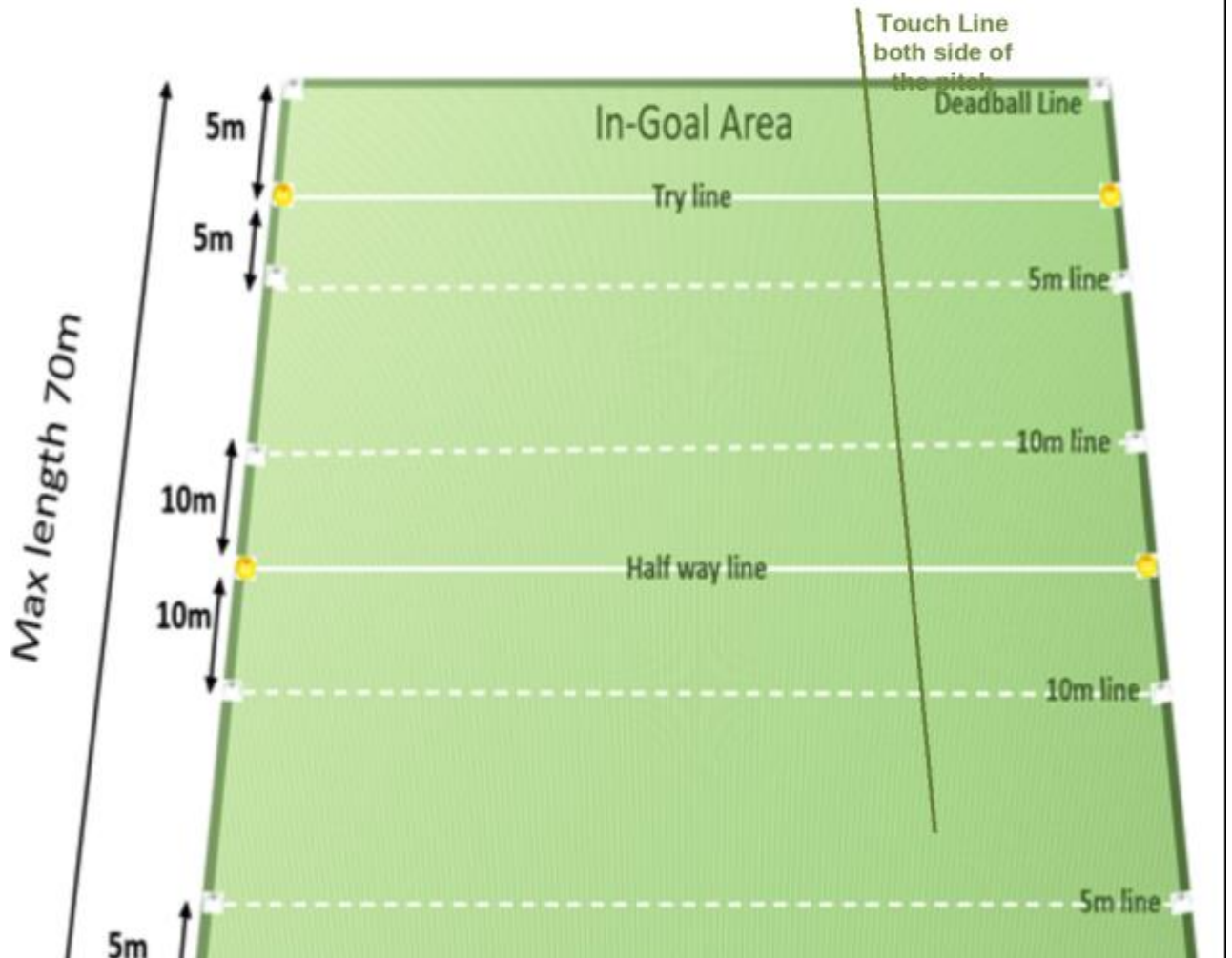
**Sanction: Changeover Roll Ball – 10metres from Kicking team Try line – ball gone dead from Drop-out kick.**

(B) If the *Drop-out Kick* ball bounces & rolls into the *In-goal* and has been touched by a player from the receiving team, the Kicking team will be awarded a *roll ball*.

**Sanction: Changeover Roll Ball – 5metres from Receiving teams try line - ball gone dead while being played.**

Diagram 1:

## Tag Rugby Pitch Dimensions





## APPENDIX 2 HAND SIGNALS

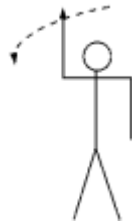
Hand signal should be used as a secondary signal to indicate a decision on the pitch. They are an important visual communication tool for players and spectators alike.



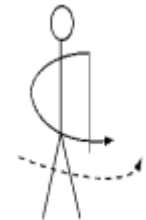
**Penalty**



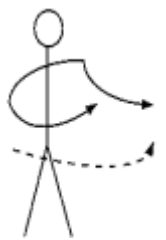
**Try Awarded**



**Knock On**



**Off Side**



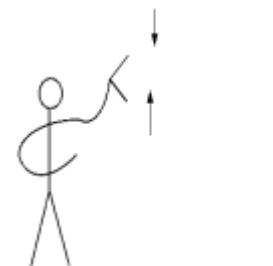
**Forward Pass**



**Contact**



**Obstruction**



**Desertion**