

Yr5&6 tag rugby Festival



Tuesday 12th March @ Wellington (Astro) 10am-2pm
 Wednesday 13th March @ MarlRFC (Grass) 9.30am-1.30pm
 Thursday 14th March @ Stonehenge (Holders Road field) 10am-2pm

Main intent: Considering age or skill level to support fair competition and foster social connections.

Teams 8-a-side on pitch with a max squad of 12.
 At least 3 girls should always be on the pitch.

I will guarantee schools two teams to enter but if you wish to enter more you can place them on the reserve list and after the deadline has ended, if any spaces, I will fill them fairly.

At each festival I aim to have an A and B team league which will allow for a differing of ability.
 At Marl College I aim to have a league for small schools (those with mixed year mate group classes) and a league for the larger schools. This is all dependent on the number of entries.

Schools to bring own 1st Aid kit, warm-up rugby balls, bibs if colour clash. A full set of tag belts and tags for all players.

Pupils will be outside so please ensure pupils are appropriately dressed for the activity and weather.
 Please also ensure pupils have plenty to drink and eat.

Event format and rules			
Free Pass	A free pass, from the centre of the pitch, is used to start the beginning of the match and to restart after a try has been scored. It is also used at the side of the pitch when the ball goes into touch and from where the referee makes a mark when an infringement has taken place. Free passes cannot take place nearer than 7m from the try line. If an infringement takes place over the goal line or within 7m of the goal line, then the free pass should be awarded to the non-offending team 7m from the goal line. This gives more space for both the attacking and defending teams. At a free pass, the player taking the pass should start with the ball in both hands and, when instructed by the referee (who will call 'PLAY'), pass the ball backwards, through the air, to a member of their team. For safety reasons, the receiver of the pass must start running from within two metres of the free pass mark. The player taking the free pass must pass the ball and cannot just run with the ball on the referee's call. At free passes the opponent must be 7m back from the mark. They cannot start moving forward until the ball leaves the hands of the player taking the free pass.		Once tagged the player in possession of the ball must pass the ball to a team mate within 3 seconds . Even at full pace the ball carrier will be expected to pass within 3 strides . However, players are only allowed one step after being tagged in the act of scoring a try. The defending player who makes the tag must hold the tag above their head and shout "tag" and along with the rest of their team, stand back on their own side allowing the attacker to pass. Immediately after the pass has been made the defender must give the tag back to the tackled player before rejoining the game. The defender can take no further part in the game until they have returned the tag. No player can take any further part in the game without both tags properly in place on the belt. Defenders are not allowed to snatch the ball from the players hands. There should be no tags on the floor at any time. Unlimited 'tags' can be made.
Tag Belts and Bibs	Each player on the team must wear a tag belt on the outside of their clothing. Shirts must be tucked in and tags must be positioned on either side of the hips. Teams will not be permitted to wear bibs whenever possible as they are often impossible to tuck into shorts and unintentionally hide the tag belts. Please provide your own tags belts where possible.	Scoring a try	The object of the game is to score a try by placing the ball with the downward pressure on or behind the opponents try line while the ball carrier is on their feet . A player cannot dive or slide in the act of scoring.
The "TACKLE" (TAG)	Only the player with the ball can be tackled (tagged). A tag is simply the removal by a defender of one of the two tags from the ball carrier. Ball carriers can run or dodge potential taggers but cannot fend them off or guard or shield their tags in any way. Neither can they spin.	Offside	Offside only occurs immediately at the tag where the offside line is through the centre of the ball. When a tag is made all players from the taggers team must attempt to retire towards their own goal line until they are behind the ball. If a player in an offside position (ie further forward than the ball) intercepts, prevents, or slows down a pass from the tagged player to a team mate, a free pass will be awarded to the non-offending team. A player can, however, run from onside to intercept a floated pass before it reaches its intended recipient.
		Scrum, Lineouts and Kicking	There will be no scrums, lineouts or any form of kicking.

If you need more info you can download from School Games website Area Profile.

Deadline for entry: Friday 9th February (just before the half term break) £15 per school entry

All schools **MUST** complete an entry team sheet.

Please send your entries or queries to Charlie at: avonvalleysgo@gmail.com