





Rugby

Format	Megafest
Team Format	
Team Numbers	Max squad of 12 with 7 playing at any one time, minimum of 3 girls
Age	Year 5/6
Gender	Boys & Girls
Competition Format	
Court size	Half a rugby pitch
Duration	10 minutes 1-way for the games **please note times may be subject to change dependant on team entries
	<p>The principle of a round robin format or appropriately sized pools will be followed, depending on the number of teams entered.</p> <ul style="list-style-type: none"> • When playing Tag Rugby all players wear a tag belt, which has two ribbons (tags), attached to it with Velcro. • The belt is worn around the waist and on the outside of the clothing. Shirts should be tucked in. • The tags are positioned on either side of the hips and teams are distinguished by the colour of the tags they wear. • The object of the Game is to score a try by placing the ball with downward pressure on or behind the opponents' 'goal line'. • The 'Tackle' (Tag) <ul style="list-style-type: none"> ○  Only the player with the ball can be 'tackled' (tagged), and a tag is simply the removal by a defender of one of the two ribbons 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. ○  The defender then holds the tag above their head and shouts "tag" for all to hear. Defenders are not allowed to snatch the ball from the player's hands. • Once tagged the player in possession of the ball must attempt to stop as soon as possible and pass the ball within 3 seconds of being tagged. Even at full pace the ball carrier will be expected to stop in 3 strides. • Players are only allowed one step to score a try after being tagged. <i>Note: players can pass in the act of stopping.</i> • Immediately after the pass has been made the defender must then present the tag back to the tackled player. 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 games without both tags properly in place on their belt. • There should be no tags on the floor at any time. <p>Offside</p> <ul style="list-style-type: none"> • Once a tag has been made all defenders must make an effort to get back on their side of the ball and not deliberately stand offside blocking the pass or waiting for the interception. Offside is penalised by awarding a free pass to the non-offending team.



	<p style="text-align: right;">Kicking</p> <ul style="list-style-type: none">• There will be no kicking allowed and no conversions. <p>Restarts</p> <ul style="list-style-type: none">• There will be no scrums, a free pass will restart for all infringements including:• Knock-on, forward pass.• All other restarts will take the form of a free pass. At a free pass the opposition must be 7m back. <p>Substitutions</p> <ul style="list-style-type: none">• Roll on substitutions can be made.• No 'handoffs' or 'spinning' are permitted in the game of tag rugby
Team Winners	<ul style="list-style-type: none">• The team with the highest number of points at the end of all matches will be the winners.• In the event of a tie between two teams the winner will be decided by the following:<ul style="list-style-type: none">● The team with the best goal difference.● If goal difference is equal the team scoring the most goals.● Play off between tied teams.