THE URDD'S RUGBY TAG RULES

Ages:
Years 5 and 6 (We allow year 4 to participate with parental consent)

Team details:
Seven a side with a maximum of 5 substitutes.
The WRU requires that both teams shall field the same number of players throughout the the game.

Periods of play:
Two halves of up to 10 minutes playing time – maximum 20 minutes of play.

Playing area:
50m (length) x 40m (width) maximum.
40m (length) x 30m (width) minimum.

Ball size:
3

No kicking.
No line-outs, free pass from five metres in from the touch line instead.
No scrumming.

TAG RULES:

- Game to start with a free pass
- Team conceding try to restart
- Six tags, ball is turned over to opposition
- Tagged player must play the ball (pass) within three seconds of being tagged
- Tackler must hand back the tag to the attacking player before continuing play, persistent infringement will result in the awarding of a penalty
- Players must leave and enter the field of play at the halfway touchline
- They must remove two tags and hand them over to substitute entering the field to place upon belt before replacement can effect
- Substitutes must wear tag belts but with no tags
- A player must have two tags before scoring a try, however if a tag is removed whilst scoring a try the try is awarded
- If a player crosses the line with one tag, he/she is brought back out five metres from the try line with the tag count continuing
- Players must stay on feet to score a try
- Spinning out of contact away from the tackler is allowed
- No hand-off allowed
- Free pass for all penalties
- Carrying the ball in two hands is encouraged but not a tag rugby rule
- Winner of the group: 1. Most Points 2. Tries Scored 3. Tries Conceded