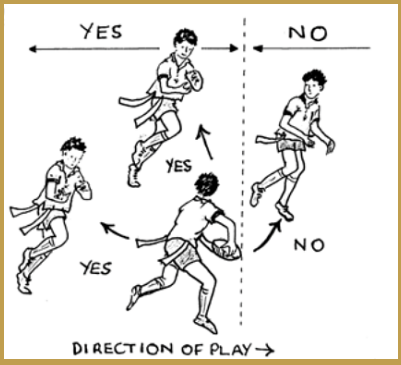
SERGE BETSEN RUGBY

TAG-RUGBY TOURNAMENT RULES PRIMARY (Y2 TO Y6 / CP - CM2)

SOME TIPS



DO'S

Play as a team
Hand the tags back
Always look after your tags
Run forwards
Encourage your team mates
Shake hands with the other team
Have fun!

DON'T'S

Dive to score
Throw the tags away
Argue with decisions or the referee
Argue with team mates
Argue with the other team
Protect your tags/Fend/Hand-off

CONTACT

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GOOD LUCK TO ALL!
SEE YOU ON 10/12/2016.

TEAMS: The tournament is made of 6 teams. Each team has between 8 to 10 players. All games will be played 8-aside and players will rotate to give everyone the same game time. Every game will last for 10 minutes and you can change players anytime during the game **when the ball is stopped**. There will be 5 to 10 min break in between the games.

SIZE OF THE PITCHES: 42 x 25m

WEARING OF TAGS: The velcro belts are to be worn on the outside of clothing and around the waist. The tags are placed on the velcro belts, either side of the body on the hip.

SCORING A TRY: Put the ball down on or behind the try-line. **Don't Dive.** After the try, the other teams restarts the game with the ball in the middle of the pitch.

PASSING THE BALL: When passing the ball to a team member the flight of the ball must be parallel to both try lines and/or backwards towards your own try line. Remember to play as a team!

TAGGING: A player is in the game (ACTIVE) when both their tags are attached to their belt. **Do not hide your tags. Do not hold your tags.**
To stop the other team from scoring, you can tag them by grabbing one of the two tags off their belt.
A tag is made when the defending player holds the attacking players tag in the air and shouts 'TAG'. The tagged player must immediately stop running and look for a pass. After a pass is made, they retrieve their tag from the defender. Once both tags are back on their belt, the player can rejoin the game.
Always hand the tag back to the tagged player. Don't drop it or put it back on their belt yourself. Put it on the chest or in the hand of the tagged player after they have passed the ball.

DEFENSIVE TURNOVER: On the sixth completed tag, the defending team is rewarded by regaining possession of the ball.

DEFENSIVE OFFSIDE: Remember that all players must be between the ball and their own try-line. A player obstructing play from an offside position will result in a penalty for the other team. This means that the Tag count will go back to zero.

RESTART OR TOUCH: On restarts or after the ball has gone out of bounds, the defensive offside line is 5 meters back.

SCORING FOR SBRugby TOURNAMENT: The scoring for the tournament will give each team a chance to gain points in every game played.
- WIN 2 points
- DRAW 1 point
- LOSS 0 points

An extra 1 point will be given for every try scored (Max of 8 tries or 8 points). This is added to points gained in a WIN or DRAW.
For example: Team 'A' loses to Team 'B' 5 tries to 7 tries. This means Team 'A' gets 5 points and Team 'B' gets 9 points (2 points for the WIN and 7 tries scored in Game).