



## **KENT TAG RUGBY CODE OF CONDUCT FOR ALL:- PLAYERS, SPECTATORS, PARENTS AND COACHES**



Wooden Spoon

- Encourage players to learn the rules and to play within them.
- Discourage unfair play and arguing with officials.
- Help others to recognise good performance, not just results.
- Set a good example, recognise fair play and applaud good performances.
- Never punish or belittle others for losing or making mistakes.
- Control your own temper and anxiety.
- Publicly accept officials' judgements.
- Support participation and help others to enjoy the game.
- Use correct and proper language at all times.
- Applaud the other team as well as your own at the end of every game.
- 3 cheers, shaking hands & a "tunnel" are all ways of thanking everyone.

## **TAG FESTIVAL LAW VARIATIONS & COMMON QUERIES**

- The referee is the sole arbiter of fact on the pitch.
- Teams will have 7 on the pitch (3 girls or boys playing at any one time). Other combinations within teams may play however the team will be deemed a "non-qualifying" team.
- Belt must be worn around the waist and on the outside of the clothing. Shirts and bibs must be tucked in. Safe studded boots may be worn. Two tags are to be positioned on either side of the hips. (Free pass to opposition.) Tags should not be the same colour as bibs or shorts.
- Only hats without a forward facing peak may be worn.
- Contact pads are not required, although mouth guards may be worn.
- Only the ball carrier can be tagged. Ball carriers **MUST** not fend off tacklers using a spare hand or the ball. (Free pass to opposition.) It is good practice to carry the ball in 2 hands.
- Once tagged the player in possession must pass the ball to a team mate immediately. As a guide this should be within three seconds or three strides but is at the discretion of the referee. (Free pass to opposition)
- Where a player has stopped and is prevented from making a pass by an off-side player the referee may play advantage. (Free pass to attacking team)
- The defending player who makes the tag must hold the tag up, and along with the rest of their team, stand back on their own side allowing the attacker to pass. When the pass has been made the defender must give the tag back to the tackled player before rejoining the game. (Free pass to opposition)
- No player can take any further part in the game without both tags properly in place on the belt. (Free pass to opposition)
- 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. (Free pass to opposition)
- A try is awarded for 'grounding' the ball between the try line and dead ball line (where marked).
- No player may voluntarily 'go to ground' even in the act of scoring a try. (Free pass to opposition)
- At a free pass, the opposing team must be 7 metres back. (Free pass to attacking team)
- Length of games will be decided at the beginning of the game. Games can be of one or two halves. As a guide, total time for each game should be between 5 and 12 minutes.
- The final whistle may not be blown following a penalty offence.
- Roll on subs can be made. There must be no more than 7 on the pitch at any one time and must include at least 3 girls and 3 boys.
- In knockout stages, the festival may decide the outcome by the toss of a coin or operate the following "Golden Try" rules for an agreed and short period of extra time.
  - Team A starts with a free pass in the centre.
  - If Team A fail to score before possession of the ball is lost (a "turn over") play continues and the 1<sup>st</sup> team to score is the winner.
  - If Team A score from the start before a the ball goes dead, Team B will have the opportunity to restart the game.
  - If Team B fail to score in the next play (until the ball goes dead) Team A are declared the winners.
  - If Team B score from this restart before a turn over, the above process is repeated with Team A re-starting the game.
- In case of a dispute the Festival organisers' decision is final.
- The referee is the sole arbiter of fact on the pitch.