

# *Walla Tag*

**DURAL RUGBY**

**WALLA TAG**

**LAWS OF THE GAME**

**2024**

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The laws of Rugby apply as amended by the following laws.

## 1. THE GROUND

One-third rugby field. Approximately 70 metres long and thirty-five metres wide.

## 2. TIME

Games will be two halves of 19 minutes duration with a 2 minute half time break.

## 3. MATCH OFFICIALS

Referee to be provided by Dural Rugby.

## 4. THE BALL

Regulation competition rugby ball

- a) U6 – U9 – size 3
- b) U10 & U12 – size 4
- c) U13 & above – size 5

## 5. TAGS

Tags will be supplied by Dural Rugby Club.

The tag will consist of a belt and two tags of webbing attached to the belt by Velcro. Tags will be a minimum of 450mm long and 50mm wide.

The referee will have the tags and match ball. Scores will not be recorded until tags are returned at the end of the game.

## 6. NUMBER OF PLAYERS

There is a 15 limit maximum to the number of players registered to play in any team.

A maximum of eight players per team are permitted on the field of play at any time. Teams must field a minimum of six players. Teams are entitled to bring up a maximum of two players from a lower age group, however these players cannot substitute for a regular team player. Teams unable to field 6 players will forfeit the game.

All players must be registered. If a team permits an unregistered player to enter the field of play, that team will forfeit the match points.

Players may register with multiple teams. Each registration will attract the fee for the additional t-shirt.

If a team is unable to field a full team of eight players, the opposing team need not match the number of players the team is able to field. The short team must field all available players i.e. play without reserves.

**No substitute players from other teams are allowed in the FINALS.**

## 7. THE TEAM

Teams will be made up of players from the same school year. If different year groups are present in a team, the team must register in the year group of the most oldest player.

The maximum number of players registered with any team is 15. The minimum number is 10.

Each team must nominate a manager. All contact with the team will be via the Manager.

## 8. MIXED TEAMS

Mixed teams may have the following combinations of players on the field.

- a) 50% male and 50% female
- b) 51% or more female and 49% or less male

There must not be more males and females on the field at any time, unless an exception has been granted.

In other words, teams may have the same number of girls and boys or more girls than boys but NOT more boys than girls unless approved by the Walla Tag Coordinator.

## 9. PLAYERS CLOTHING

Players MUST wear the current Walla Tag t-shirt.

Shoes must be worn.

Players are permitted to wear moulded stud football boots or runners. The Hills Council have recommended only moulded stud football boots be worn on the synthetic fields.

**NO aluminum or similar studded boots or running spikes are allowed.**

## 10. ATTACHMENT OF TAGS

A player that does not have two tags attached must not take the field. The colour of the tags must NOT be a similar colour to the player's shorts or shirt. The referee may request that the tags being changed if there is a clash of colour.

## 11. MODE OF PLAY

Play starts with a kickoff. The kick must be a drop kick and must travel 10 metres. Kick off must remain in the field of play. If the ball is kicked out from the kickoff on the bounce the receiving team restarts with a rip at the place the ball crossed the sideline.

If the kickoff goes out on the full it will be a penalty at halfway to the receiving team. If the kickoff goes over the opposing try line it will be a penalty at halfway to the receiving team.

Restart after a try is by the scoring team kicking off.

The kicking team must not contest possession of the ball if a member of the receiving team is within 2 metres of the ball.

Penalty – Handover at the point of the offence.

The ball may be retained by the attacking team for a maximum of six tags. After the sixth tag, the ball must be placed on the ground at the location of the last tag and the attacking team must retire 10 metres.

A tag will be called when a player either intentionally or accidentally falls to ground which may prevent the tag. This includes going to the ground close to the line in the attempt to score a try.

*Diving, palming, jumping, and spinning* are not permitted to prevent a tag within the field of play. On this offense the tag will be called. Repeated offense in general play may at the discretion of the referee become a penalty. Players can twist their hips up to 90 degrees in one direction only to avoid being tagged when approaching a defender.

A tag will be called if a tag falls off the ball carrying player. The ball carrying player must have two tags attached whilst in possession.

A defending player does not need to have two tags attached to make a tag.

A tag will be called if a ball carrying player intentionally or accidentally covers, blocks, or obstructs an opposing player from grabbing the tag.

A try must be scored by a player crossing the tryline in a standing position and then placing the ball on the ground. Falling over the line, diving over the line or falling over to place the ball on the ground will result in tag being called 5 metres from the tryline.

The player in possession of the ball must not run directly at a defending player or palm the defending player. Penalty at place of infringement.

Teams are permitted to kick the ball on any tag.

## 12. TAG

To make a tag, the defending player must remove one tag from the attacking players' shorts and immediately drop the tag to the ground. The player making the tag must call "Tag" immediately the tag is removed. *Tags must not be thrown.*

If the tag is removed by a defensive player in an offside position, the referee may choose to play on at which time the attacking player can play with one tag.

Penalty - Attacking team reverts to nil tags.

## 13. RESTART AFTER TAG

The tagged player must return to the location of the tag, face his team and present the ball to be "ripped" by a supporting player. The ball must not be passed to the supporting player, it must be ripped. The supporting player must pass the ball before he takes more than two steps or thereafter before he is tagged, or the ball will be forfeited to the defending team. (The ripper cannot be tagged if he passes the ball from the base of the previous tag).

The ripper (supporting player) cannot score a try, he must pass the ball to another player for a try to be scored. This pass must occur in the field of play (not after the ripper crosses the tryline). Handover if above occurs 5 metres from tryline.

One marker is allowed. Markers must be in line and 1 metre from the attacking player.

## 14. PLAYER SUBSTITUTION

A team with more than 8 players on the field of play will be penalized, with the penalty taken 10 metres up-field from the position of play at the time of the offence but no nearer than five metres from the goal line.

Reserves must enter the field from behind their team's defensive goal line.

## 15. KICKING

Kicking in general play can be any height; however, the kicking team cannot come within 2 metres of the receiving team if they are contesting the ball.

Penalty – handover at the place the ball was kicked.

Kicks after the kickoff may cross the sideline. If a ball crosses the sideline on the full, a rip will be taken in line with the place the kick was made by the receiving team. If the ball crosses the line after bouncing, a rip will be taken where the line is crossed by the receiving team.

The ball must not cross the try line.

Penalty – Receiving team tap in the centre of the half way line.

## **16. METHOD OF SCORING**

Each try is worth one point.

## **17. MERCY RULE**

When a team gets to 6 points ahead, the marker is dropped for the leading team. If the score reverts to 4 differentials, then the marker is re-instated.

If the differential gets to 8 points, then the score is frozen. (i.e. the most a team can win by will be 8 points), once this occurs the referee can apply any friendly measures they deem appropriate in consultation with the teams.

## **18. UNDER 6 TO UNDER 9 VARIATIONS**

The following variations apply to games in the age groups from U6 up to and including U9.

- a) Kick off may be a punt kick.
- b) Kicking is not permitted in open play – Penalty – Hand-over at place of offence.
- c) No marker
- d) Falling over in putting the ball down to score a try is permitted if it was not a dive to avoid the tag.

## **19. RESTART AFTER PENALTY**

The restart after a penalty will be a tap kick and not a rip.

## **20. RESTART AFTER BALL OR PLAYER INTO TOUCH**

A rip ball to the non-offending team 5 metres in from touch.

## **21. BALL CARRIED OR PASSED OVER OWN TEAMS TRY LINE**

If a team passes the ball or carries the ball over their own try-line, possession will pass to the non-offending team who will restart play at the centre of the field ten metres from the try-line.

The attacking team if tagged within five metres of the try line must retire 5 metres from the try line to play the ball.

A penalty try may be awarded at the discretion of the referee following repeat infringements within 10 metres of the try line.

## **22. OFF-SIDE AND ON-SIDE IN GENERAL PLAY**

Defending teams must retire 10 metres behind the position of the tag.

Penalty - Tackle count reverts to zero and ball is tapped 10 metres up field from the position of the offence.

## **23. KNOCK-ON OR FORWARD PASS**

Handover. Knock back is play on.

## 24. FOUL PLAY

### In General

Foul play will not be tolerated.

A general definition of Foul Play - Any action, verbal (including swearing) or physical, that in the view of the referee or any club official is not in the interest of the games enjoyment or reputation.

Any deliberate or intentional contact.

Penalty or for offences may result in a send-off for either 5 minutes or the full game at the referee's discretion, with or without the use of a physical yellow or red card.

Cancellation of players or team registrations may be imposed at the discretion of the match committee.

Individual players, when sent off may be replaced.

Allocation of match points after serious foul play will be at the discretion of the referee and match committee.

In the case of serious offenses, players may be asked to front a judiciary made up of members of the Dural Rugby Executive Committee.

### Specifically

Penalties and Sanctions will be managed following the current Sydney Junior Rugby Union Competition Rules that are applicable at the time of the offence. Refer [www.sjru.com.au](http://www.sjru.com.au) for specific documentation.

NB: As Wallatag participants are reasonable to assume a non-contact sports environment, Dural Rugby will impose a one-grade higher approach to SJRU "Contact Rugby" penalties related to unlawful contact fully at the discretion of Dural Rugby.

## 25. DISRESPECTING REFEREES AND VOLUNTEERS

Disrespecting referees and volunteers will not be tolerated, nor will any abuse towards other players or spectators.

As per section 24, the applicable SJRU penalties and sanctions will apply.

## 26. THE COMPETITION

The competition will consist of a round robin plus a finals week of competition. The total number of points scored by each team will be added to the team's total each week with the team scoring the most points being the competition winner.

The referee will keep score or at the referee's option appoint a neutral scorer. At the conclusion of a match, the opposing captains and the referee will agree the score and give the score to the Committee for recording.

Points will be allocated:

Win	4 Points
Draw	3 Points
Loss	2 Points

The final week of the competition will involve all teams playing. Teams coming first and second in each age group play against each other in what is to be considered the Grand Final (GF). All other teams will play off depending on where

they finished in the age group eg 3 vs 4, 5 vs 6 and so on. If there are uneven numbers there may be three way games eg 3 vs 5, 4 vs 5 and 3 vs 4 so that all teams get a game.

Determination of the first and second place positions in each competition:

- a) Points
- b) For and Against
- c) Most Wins
- d) Winner of previous match up

The winner of the GF will be the team that scores the greatest number of tries during the GF. In the event of a draw at the end of the GF, the team who finished in first place on the ladder will be declared the winner, then it will be for and against if they were equal first.

Teams not participating in a GF will participate in a friendly game.

**THE DECISION OF THE MATCH COMMITTEE IS FINAL.**

## **27. NOTES:**

These rules are subject to revision by Dural Rugby Club Inc. at any time. Teams will be notified of revision a minimum of seven days before introducing the new rules.

Approved on 17 September 2024 by

Dural Rugby Club President on Behalf of the Executive Committee