



**TRI TAG
RUGBY**



RULE BOOK

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SECTION 1

GLOSSARY OF TERMS

ADVANTAGE - Allow play to proceed to the advantage of the team which has not committed an offence or infringement.

ARM - (re knock on) Is defined where the arm joins the shoulder at the armpit all the way to and including the fingertips.

ATTACKER - Member of the attacking team.

ATTACKING TEAM - The team who has possession of the ball.

BALL CARRIER - Member of the attacking team who has possession of the ball.

BAULK - A player pretends to pick up the ball.

CHANGEOVER - Surrendering of the ball to the opposing side.

CLEANING OUT THE RUCK - The removal of the third tag (back tag) from a teammates apparel or device worn (after that teammate has placed the ball on the ground behind them), and holding the tag up in the air above your head.

CONTACT - The touching or collision of bodies whether deliberate or accidental.

DEAD BALL LINE - A line (or imaginary line) five meters behind the try line.

DEFENDER - Member of the defending team.

DEFENDING THE RUCK - Two players from the defending team stand side by side in front of the ruck facing the direction they are running. (players defending the ruck cannot have a gap between them of more than one meter horizontally).

DEFENDING TEAM - The team without possession of the ball.

DEFENSIVE LINE - Line of defending players.

DIVE - A dynamic movement headfirst through the air where one or both feet leave the ground.

DROP KICK - The ball is released from the hands and is kicked as it rebounds off the ground.

FIELD-OF-PLAY - The area within the touchline and try line.

FORWARD PASS - Passing the ball forward towards opponents try line.

GROUNDING THE BALL - Placing the ball with downward pressure on or over the opponents try line with hand, hands, wrist, or forearm.

GUARD/GUARDING THE RUCK – Taking a position directly either side of the player from whom you removed the third tag from, and being no more than one meter in front, behind or in a horizontal direction away from him or her.

HOOKER – The player who throws the ball into the lineout.

IN POSSESSION - A player has control of the ball with their hands or arm.

IRREGULARLY AFFECTED - A team that is disadvantaged irregularly e.g., ball hitting a referee and bouncing back to kicking team.

JUMP – Is when both feet leave the ground in a vertical direction to avoid being tagged.

KICK - Deliberately striking at the ball with the leg from the knee to the toe. This action does not include blocking or trapping the ball with the foot or leg.

KICKING TEAM - The team which kicks the ball.

KICK-OFF POINT - The position at the centre of the halfway line.

KICK TO WASTE TIME - A kick that is deliberately kicked out over the sideline or try line to waste time.

KNOCK-ON - When the ball is propelled forward with the hand or arm towards an opponent's try line.

KNOCK-BACK - When the ball is propelled backwards with the hand or arm towards own try line.

LATE TAG - When a tag is detached from the ball carrier after they have passed or kicked the ball.

LINEOUT – A set piece consisting of a line of at least one player but no more than three players from each team, waiting to receive a throw from touch.

OBSTRUCTION - Preventing an opponent from tagging the attacking player in possession of the ball.

OFF-SIDE - A defending player who is not back the required distance or an attacking player in front of the player in possession of the ball.

PASS - Throwing the ball in a backwards direction from one player to another.

PALM / PALMING – When a ball carrier prevents a defender from removing their tag(s) by a knocking a their hand away.

PLAY-ON - Continue play.

PENALISE - To award a penalty against an offending player.

PENALTY TRY - A try awarded by the referee when in their opinion, a try may have been scored subject to an infringement or foul play by an opponent.

PHANTOM TAG - When a defender calls, they have made a tag but have missed it e.g. “tag” call.

PLAYING AT THE BALL - Any deliberate attempt to gain possession or touch the ball.

PLAYING AREA - Includes the field of play and the area restricted to spectators by any means such as a fence, rope, line etc.

PRE-TAG - When a tag is detached from a player before they receive the ball.

POWER PLAY – Where a player nominated by their opposition must leave the playing field for a period of five minutes (or a time agreed upon prior to the match commencing).

PILLARS – The two players from the defending team standing side by side in front of the ruck facing the direction they are running.

RUCK – When the attacking player has been tagged and places the ball on the ground behind them.

SCRUM – A formation where not more than three players of either team shall interlock arms and heads and create a clear tunnel at right angles to the touch line. The player in the centre of the formation shall bind with their arms over the shoulders of the two supporting players. All players in a scrum must pack with their bodies and legs at right angles to the tunnel and the upper parts of their body's horizontal.

NOTE: No player is allowed to make any forceful contact with any other player at any point in time. No player is allowed to push, attempt to push any other player or rake at the football with their feet in an attempt to win the football. Safety Issue. Result - penalty to the non-offending team.

SCRUM HALF - The attacking player who takes up position immediately behind the ruck after it has been cleaned out.

SIDE TAGS – The two tags on the outside of players apparel or device worn around the hip and top of thigh area.

SIMULTANEOUS TAG - A player is tagged at the same time they kick or pass the ball.

SLEDGING - A verbal insult directed at a player, official or spectator.

SURRENDER - When the ball carrier deliberately gives up and does not attempt to attack during the play. e.g., When the ball carrier runs to a defender, stops, and turns their hips towards the defender to be tagged.

TAG - The detachment of one or both of the side tags from the ball carriers apparel or device worn.

TAG FALSELY ATTACHED – When your tag is attached to your apparel or device worn and not hanging freely.

TAGGING DISTANCE - When a defender is deemed to be close enough to an attacking player to be able to remove their tag. This decision is at the referee's discretion.

TAP RESTART/KICK - A deliberate touch of the ball with the foot.

THIRD TAG – The tag attached to players apparel or device worn, on or near the top of the buttocks area. This is the only tag that is completely removable from a players apparel or playing device.

VOLUNTARY TAG - Is when an attacking player either plays the ball with

both tags attached or deliberately removes one or both of their own tags.

SECTION 2

PLAYING THE GAME

1. The objective of the game is to ground the ball over the opponents try line to score tries. The player in possession of the ball may run, kick, or pass the ball attempting to get further downfield and cross the opponents try line. It is the objective of the team without the ball to prevent this occurring by detaching one or both of the “side tags” from the ball carriers apparel or device worn.
2. Every player on the field has three tags on their chosen apparel or device worn (except in some age groups – see Junior Rules). Only the detachment of one or both side tags halts a ball carriers progress, when detached individually or simultaneously. The removal of the third tag by a defender will not halt a ball carriers progress when advancing the ball downfield. The third tag is used to clean out the ruck (explained below) and allows play to continue for the attacking team.
3. The attacking team has seven “plays” or “tags” to place the ball over the defending teams try line. After seven “tags” a changeover occurs, and the defending team then becomes the attacking team.
4. The captains of the two teams shall “paper, scissors, rock” for a choice of which way to run, and whether to receive the ball, or kick off. Play is then started with a drop kick from the centre of the halfway line, by the team that elected, or was chosen, to kick off.
5. The only time a player from the kicking team may dive at the ball from a general play kick is when defenders are not within three metres of the football and they are attempting to score a try. If the player regathers the ball before it touches the ground or brings the ball down on or over the try line with downward pressure, a try will be awarded.
6. Once play has started an attacking player who is onside can run with the ball, kick it in any direction and throw or knock it in any direction other than towards their opponents try line.
7. A player, who during play is holding the ball (ball carrier), may be tagged

by an opposing player (defending player) or players to prevent them from running with the ball, kicking, or passing the ball to their teammates.

8. The ball carrier cannot perform a full 360 degree spin, palm or a jump to avoid being tagged. This will result in an automatic tag from where the ball carrier performed the illegal act. The referee may penalise the ball carrier for repeated offences.

9. Once the ball carrier is tagged, they must place the ball on the ground behind them, either between their legs or place the ball behind their heels. The tagged player must face the direction they are running when doing so. Once this occurs, it constitutes a ruck.

10. Two defending players must then guard the ruck. This is done by two defenders standing side by side, no further than one meter in front of the attacking player who placed the ball on the ground. The two defending players guarding the ruck must also be no further than one metre apart horizontally (sideline to sideline).

11. Play is allowed to continue once the ball carrier that placed the ball on the ground, has then had their third tag (back tag) removed by a teammate. That teammate then holds the back tag above their head, signalling to the referee that play can continue. This constitutes cleaning out the ruck. Once this has occurred, a member of the attacking team (scrum half) can pick up the ball behind the ruck and play on by running, passing, or kicking.

NOTE: The player that removes the third tag to clean out the ruck must guard the ruck. They cannot pick up the ball or run back and receive the ball, until the scrum half has either run, kicked or passed. The player that removes the third tag should reattach it back onto their teammates uniform as soon as the referee has seen the ruck has been cleaned out.

12. The ruck must be cleaned out within a period of no longer than five seconds. The five second count will commence from when the ball carrier has had his or her side tag(s) detached. Referees have the absolute discretion over the time period, taking into account the experience and skill level of participants involved.

13. If the scrum half plays on (runs, kicks or passes) before the ruck has

been cleaned out, it will be a turnover to the defending team where the ruck occurred.

14. If the defending player(s) defending the ruck (pillars) do/does not make it back in front of the ruck to defend the ruck, or re-join the defensive line, then the player(s) is/are deemed out of play and will be penalised if they tag a player or interfere with play.

15. If the pillars are not in position by the time the attacking team has cleaned out the ruck, the referee will restart the tag count to zero.

16. A player not in possession of the ball, defender or attacker cannot be tagged or obstructed during the game.

17. Tri Tag Rugby is a low injury risk, minimal contact game. Accidental contact will occur, but must be avoided.

SECTION 3

PLAYER'S AND PLAYING EQUIPMENT

1. There can be a maximum of eight players per team on the field at any one time (relevant to the format that is being played. In this case it is 8 v 8). Any number of replacements per team is allowed during the game, with unlimited interchange.

2. The game shall be played by two teams each consisting of at least six players per side. In the case of mixed competitions, the maximum number of male players on the field at any time is three. This ratio is applied to all formats.

3. There will be no stoppage of play during interchange of players. The player must leave the field of play before the replacement can enter the field except when there is a stoppage of play. e.g., a try or injury.

4. If a player is bleeding the referee shall direct this player to leave the field and seek medical attention before re-joining the game.

5. Players shall not wear anything that might prove dangerous to other players. Official Tri Tag Rugby uniforms or devices must be worn by all participants, with no tags falsely attached. Footwear should be plastic studded boots (no metal studs) or runners. For ease of identification, a

player's shirt should have a name visible and be numbered.

6. The referee should inspect player's equipment prior to the commencement of the game and if necessary, the referee can prevent a player from participating in the game if he/she considers a player's equipment is dangerous. Prescription glasses are allowed.

7. If the ball bursts as a player is restarting play that player will be allowed another kick after the ball has been replaced.

8. If a player grounds the ball for a try and the ball bursts during this action, the try will be allowed.

9. If the ball bursts during general play, play is stopped, the ball is replaced, a "tag" is counted, and play is restarted with a tap restart by the attacking team where the ball burst. If the ball bursts on the seventh "tag", play is restarted with a tap restart awarded to the defending team after the ball is replaced at the point where the ball burst.

SECTION 4

SCORING

1. One point is awarded for a try. Where the optional rule (section 15) is in play, the nominated player wearing different coloured tags (or armband) will get two points for a try.

2. The game shall be won by the team scoring the greater number of points. If the score is equal or if both teams fail to score, then the game shall be drawn.

3. A try is awarded to the attacking team when they ground the ball on or over the try line. Also see Penalty Try.

4. A try can be scored from a kick in general play if the ball has downward pressure placed on it on or after the try line without a knock on occurring.

NOTE: No diving on or at the football if an opposition players is with 3 meters. Result Penalty to the non-offending team.

5. If the ball travels outside the dead ball line, the ball is dead.

6. A player can dive in the air from the field of play whilst running the ball

or chasing a kick to score a try if a defender is not within three metres of them. Should the dive initiate contact or deemed dangerous by the referee a penalty will be awarded. An attacker cannot deliberately dive over a player or through the defensive line in an attempt to score a try.

SECTION 5

DEFENCE RULES

1. The progress of the ball carrier can only be halted if a defender detaches one or both attacker's side tags. If both side tags are detached by one or more defenders, then the point where the first tag was detached will be where the ruck is formed.
2. When a tag is detached, the ball carrier must return to the point where this occurred if they have advanced greater than a reasonable distance. The ball carrier must then place the ball on the ground behind them, then reattach their tag(s).
3. When the ball carriers progress has been halted and he or she is in the action of placing the ball on the ground, the defensive line must be at least three metres back from the ruck area, and two defenders must defend the ruck.
4. The two defending players defending the ruck must stand side by side in front of the ruck facing the direction they are running.
5. Both defenders defending the ruck, and the defensive line, can only move forward after the ruck has been cleaned out and an attacking player, runs, kicks or passes. If the player picking up the ball baulks at the ball, the referee should play on e.g. call "play on".
6. If the attacking side fails to score before the seventh tag has been made, a changeover will be awarded to the defending team at the point where the seventh tag was affected. This team will then become the attacking team and they will now receive seven tags to attempt to score a try. The first tag commences with a tap restart.
7. A player may defend with one or no tags on, however if he/she receives the ball which has been kicked, dropped, or propelled forward, they will be deemed tagged where they receive the ball.





DEFENDING TEAM INFRINGEMENTS

Penalties may be awarded at the point of the infringement in the following circumstances: -

8. If a defender deliberately moves into the ball carriers path, without gaining possession first and contact is made, the defender will be judged as initiating this contact.
9. When a defending player, in the referee's opinion, is not attempting to remove a tag but is deliberately impeding the progress of the ball carrier or any attacking player with their body.
10. When a defender holds onto an attacking player's tag(s) and or uniform for a longer period than necessary.
11. When a defender calls "tag" without physically removing the tag it will be deemed a "phantom tag".
12. When the defending players defending the ruck (pillars) fail to stand side by side and in front of the attacking player who has been tagged.
13. When the defending players defending the ruck (pillars) leave before the opposition scrum half has run, kicked or pass.
14. When the defending players defending the ruck (pillars) interfere with a player from the attacking team who is trying to pick up the ball before he or she has done so or is trying to clean out the ruck.
15. Under no circumstances can a defending player(s) defending the ruck (pillars) play at the football. This will result in a penalty (safety issue).
16. Under no circumstances can a defending player(s) defending the ruck (pillars) run around and retrieve the ball. This will result in a penalty (safety issue).
17. When a defending player is less than three metres from the ruck. A penalty may be awarded at the point where the offside player(s) should have been standing in the defensive line.
18. When a defending player impedes play from an offside position e.g., returning onside.

NOTE: If a player or players defending the ruck(pillar or pillars) do not make

it into position prior to the ruck being cleaned out by the attack, and it results in one or no defenders defending the ruck, the referee will restart the tag count for the attacking team i.e., another 7 tags and play will continue.

If a defender removes an attackers tag when they are not in possession of the ball, the referee has the following options: -

20. If it is just after the attacker has passed the ball, no action is taken and the attacker must replace the tag before being able to progress the ball downfield, (simultaneous tag/off load).

21. If it is clearly after the attacker has passed the ball, the referee should call “Late Tag, Play On” and allow the attacking team to progress the ball with only one or no tags attached. This may result in a player scoring with one or no tags attached. This is one case of the “Advantage Rule” being applied.

22. If it is after the attacker has kicked the ball the referee should call “Late Tag/Play On” and allow the attacking team the opportunity to regather the ball. If the referee deems no advantage has been gained by the kicking team (e.g. regathers ball late in the tackle count, etc.) he should penalise the defending team where the ball stops, crosses the touch line or try line, or where the opposition takes possession of the ball.

23. If a defender removes a support players tag before receiving the ball, he/she should call “Play on” (Pre Tag) and allow the advantage play.

24. If no advantage is gained in 22 & 23 the referee should penalise the defender & may consider the use of the sin bin.

A Player ‘pre or late tagged’ with only one tag on can only be stopped by removal of the remaining tag. If no tags are on the player, then they will be deemed tagged when a defender comes within tagging distance.

SECTION 6

ATTACKING RULES

1. When in possession of the ball, the ball carrier can attempt to position the ball further downfield by running, kicking, or passing the ball to their

teammate(s). An attacker can only progress the ball with two side tags attached unless advantage is being played due to a late tag/pre tag.

2. A ball carrier cannot perform a full 360 degree spin, palm (prevent a tagger from removing their tag(s) by a knocking a defenders hand away with their non ball carrying hand) or jump through the defensive line to avoid being tagged. This will result in an automatic tag from where the ball carrier performed the illegal act.

3. The attacking team shall be allowed seven successive tags then a changeover will occur.

4. When an attacking player who has possession of the ball (ball carrier) has one or both of their side tags detached by a defending player, the ball carrier must return to the point where the first tag was detached and place the ball on the ground behind them.

5. A player from the attacking team then needs to clean out the ruck by removing the third tag (back tag) from the back of the tagged players apparel or device worn and hold it above their head before play can continue. If the third tag has already been removed (due to accidental tag) then the player must detach the remaining side tag from the players shorts. If all tags have been detached or removed, then the player must simulate the removal of the back tag and pretend to hold it above their head, before play can continue.

6. A ruck is finished after it has been cleaned out, and a player from the attacking team either runs, kicks, or passes. The player picking up the ball from the scrum half position cannot be the player who was tagged or the player who cleaned out the ruck.

7. Once the attacking player has placed the ball on the ground behind them, they are then allowed to reattach their side tag(s). Players must have all tags attached to be allowed to participate in any further attacking play unless advantage is being played by the referee.

8. If the attacking team is tagged a seventh time, the attacking player places the ball on the ground where tagged and a changeover will be awarded to the defending team. The set is commenced with a tap restart.

9. If the ball carrier falls to the ground, or a player falls on a loose ball, and

a defender is within tagging distance, a tag will be deemed to be affected. This applies to the ball carrier when crossing for a try. If any part of the body (other than the feet) of the ball carrier touches the ground before the try line, and before the ball is placed over the try line, then a try cannot be awarded if a defender is within tagging distance. The ball carrier will be asked to take a tap kick no more than one metre out from the try line and the tag count will continue. If this occurs on the last tag, a changeover will be awarded to the defending team.

NOTE: The ball carrier can drop to the ground, after both their feet have crossed the try line, to score a try even if defenders are within tagging distance.

10. An attacking player may receive a pass behind their try line or may run behind their try line when in possession of the ball. If an attacking player is tagged behind their try line, they shall restart play with a drop kick from the centre of the try line.

11. The attacking player receiving the football after the ruck has been cleaned out (scrum half), can pass, or kick the ball with only one tag on as long as they only take one step. If he/she should take more than one step, they will be called back, and the next tag will be counted.

12. Simultaneous tag/pass situations will result in a “play-on” call from the referee and since Tri Tag Rugby is predominantly an attacking game, the benefit of the doubt will be given to the attacking team. If the pass/off-load of the ball is deemed to have been executed after the “tag”, the tagged player must return to the mark and restart play the same way as if tagged, without penalty.

13. If the ball carrier off-loads the ball as their side tag(s) are detached and the referee calls “play-on”, that player must reattach their tag(s) before joining the attack. If this player fails to reattach their tag(s) and receives the ball, play is stopped, and a tag counted.

14. If the ball carrier encounters reasonable contact with the referee whilst trying to evade a “tag”, a tag will be counted.

15. A player cannot touch their own tag while in possession of the ball. If they do the referee will call a tag.

16. If the ball player goes over the try line and then crosses the plane of the imaginary sideline, play will restart with a tap kick ten metres out (anywhere on the 10 metre line or imaginary line)
17. If an attacking player knocks on over the try line whilst attempting to score a try, play will restart with a tap kick ten metres out (anywhere on the 10 metre line or imaginary line)
18. When a knock on or forward pass occurs, the referee will consider advantage play.
19. If a player knocks on within three metres of the try line, a choice of a tap or scrum will be awarded in line with the knock on, three metres out from the try line. If within three metres of the touch line, move in three metres.
20. A ball bouncing off the body or head is not a knock on. The referee will call play on.
21. A player cannot have their progress halted (be tagged) by having their back tag removed. For example, if an attacking player is in possession of the ball and has their back tag removed but their side tags remain attached, then it is play on.

ATTACKING TEAM CHANGEOVERS

1. If the ball encounters contact with the referee after being kicked or passed and play is irregularly affected, a changeover will be awarded to the defending team at the point where the contact occurred. Play is recommenced with a tap restart.
2. If any attacking player is “tagged” over the try line prior to placing the ball down for a try and it is the last tag, a changeover will be awarded to the defending team 10 metres out from the try line (anywhere on the 10 metre line or imaginary line). Play is recommenced with a tap restart.
3. When the ball carrier accidentally or deliberately crosses the plane of the imaginary touchline before their tag is detached, a changeover will be awarded to the defending team. At the election of the team awarded the changeover, play is recommenced with either a tap restart three metres in from the touchline where the ball crossed the line or a non-contested

lineout.

4. When the ball player accidentally steps over the plane of the imaginary touchline while placing the ball behind them, a changeover will be awarded to the defending team. At the election of the team awarded the changeover, play is recommenced with either a tap restart three metres in from the touchline where the ball crossed the line or a non-contested lineout.

5. If the ball carrier, whilst in the action of placing the ball on the ground behind them, drops the ball on the ground resulting in the ball going forward, or further than 3 metres behind them, a changeover will be awarded to the defending team. At the election of the team awarded the changeover, play is recommenced with either a tap restart or a non-contested scrum at the point where the ball player lost control of the ball.

6. **THREE SECOND RULE.** After the ruck has been cleaned out, the player picking up the ball cannot delay doing so. If the referee believes unsportsmanlike conduct is occurring, the referee can start a 3 second count. If the referee reaches the full 3 count, a penalty will be awarded to the defending team. (It is at the Referee's discretion as to when the count is commenced) At no time can the two defenders defending the ruck (pillars) move to pick up the ball.

7. **FIVE SECOND RULE.** If an attacking player has had their side tag(s) detached and places the ball on the ground behind them, the ruck must be cleaned out within a period of no longer than five seconds. The five second count will commence from when the ball carrier has had his or her side tag(s) detached. Referees have the absolute discretion over the time period, taking into account the experience and skill level of participants involved.

ATTACKING INFRINGEMENTS

The referee may award a penalty where the infringement occurred in the following circumstances: -

25. The ball carrier must not attempt to bump or fend off a defender in their attempt(s) to detach a tag or while chasing the ball. The ball carrier can in no way protect their tag(s) with their hands, forearms, elbows, ball

etc.

26. The ball carrier must not jump to avoid being tagged or spin completely (360-degree spin), however they can swivel to avoid being tagged as long as they do not initiate contact.

27. The ball carrier will be penalised if they bend their body forward to prevent being tagged.

28. In changing direction on the run the ball carrier intentionally steps into a defender endeavouring to make a tag.

29. When an attacking player prevents a defending player from executing a tag by running behind their teammate/s causing an obstruction.

30. When the ball carrier executes a voluntary tag by deliberately placing the ball on the ground behind them with both side tags still attached.

31. When the ball carrier deliberately removes their own tag.

32. When a player placing the ball on the ground behind them, initiating a ruck, interferes with the defenders guarding the ruck and vice versa.

33. When the ball is deliberately passed in a forward direction.

34. When the ball carrier gives up and does not attempt to attack during the play and or hits the ground on purpose.

35. If a team is purposely delaying cleaning out the ruck.

36. When a player baulks or delays picking up the ball behind the ruck for an extended period. THREE SECOND RULE will apply.

37. When an attacking player is in front of the ruck, they cannot get involved in the next play. If they do, the penalty is awarded where they became involved.

SECTION 7

KICKING RULES

NOTE: IF A DEFENDING PLAYER IS IN POSITION UNDER A HIGH BALL TO CATCH IT, IT IS THEIR BALL I.E. NO ARIAL CONTESTS. THE REFEREE WILL CALL DEFENDERS BALL IN THIS INSTANCE AND THE ATTACKING PLAYERS NEED TO STAY THREE METRES AWAY FROM THE CATCHER

NO PLAYER FROM THE TEAM KICKING THE FOOTBALL CAN DIVE ON THE BALL FROM ANY KICK, UNLESS ITS TO SCORE A TRY AND NO DEFENDERS ARE WITHIN 3 METRES

KICK-OFF RULES

1. The team who wins paper scissors rock, has the choice of what direction they wish to run, and the opposing team will kick-off. This is reversed for the second half.
2. The kick-off is a drop kick from the centre of the halfway line. The team that kicks off is not to contest the ball if a defending player is underneath the ball. The referee will call "defenders ball" in this instance.
3. When a try is scored the scoring team shall drop kick to restart play from the centre of the halfway line.
4. The ball must travel ten metres before any player from the kicking team can touch it. If a player from the kicking team touches the ball prior to the ball travelling ten metres, then a penalty will be awarded to the other team from the centre of the halfway line. If the receiving team elects to collect the ball, prior to it going 10 metres, it's play on.
5. The ball must bounce within the field of play before going over the touch or try line.
6. Players that are part of the team kicking off (kicking team) must not cross the halfway line until the ball is kicked.
7. The team receiving the ball can be no closer than ten metres from the halfway line at the time of the kick-off.
8. If the ball bounces over the touchline, and is not touched by the non-kicking team, it is the non-kicking team's ball. At the election of the team awarded possession, play is recommenced with either a tap restart three metres in from the touchline where the ball crossed the line or a non-contested lineout.
9. If the ball bounces & crosses over the oppositions dead ball line and is touched by the non-kicking team, play will restart with a dropout from the centre of the try line. If the ball is not touched, then play will recommence with a tap anywhere on the 10m line for the non-kicking team.

10. If the ball is caught on the full over the try line and before the dead ball line, the referee will call “play on”.

All kick-off infringements will result in a penalty being awarded at the centre of the halfway line.

DROPOUT KICKING RULES

11. A dropout is a drop kick taken from the centre of the try line or ten metre line, depending on prior circumstances.

12. The ball must bounce within the field of play before going over the touch or dead ball line.

13. The ball must travel ten metres before any player from the kicking team can touch it. If a player from the kicking team touches the ball prior to the ball travelling ten metres, then a penalty will be awarded to the other team from the centre of the oppositions 10 metre line. If the receiving team elects to collect the ball, prior to it going 10 metres, it's play on.

14. The players from the team performing the drop out, must not cross the try line until the ball is kicked.

15. The team receiving the ball can be no closer than ten metres from the team performing the dropout at the time of the kick.

16. If the ball from the dropout bounces over the touchline, and is touched by the non-kicking team, the team who performed the drop out will be awarded possession. If the ball is not touched, then it will be the non-kicking team's possession. At the election of the team awarded possession, play is recommenced with either a tap restart three metres in from the touchline where the ball crossed the line or a non-contested lineout.

17. If the ball from the dropout bounces over the receivers dead ball line whether touched or not, a dropout from the try line will be taken. However, if the ball is caught on the full over the try line and before the dead ball line, the referee will call “play on”.

All dropout infringements will result in a penalty being awarded at the centre of the infringing teams 10 metre line.

GENERAL PLAY KICKING RULES

18. The attacking team may kick the ball on any tag.
19. Only attacking team players behind the kicker when the ball is kicked are onside. If the attacking players are onside, they may chase the ball downfield to retrieve the ball or affect a tag.
20. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot affect a tag until either the ball receiver has run three metres in any direction, or the kicker runs past the offside player and puts him/her onside. However, an off-side player cannot be placed onside by the kicker if he/she is already within three metres of the receiver.
21. If the attacking player that is offside deliberately plays at the ball or effects a tag, a penalty should be awarded at that point. (Referee may allow advantage play.)
22. If the ball is kicked and it crosses the receiving teams dead ball line after a receiving team player deliberately played at the ball and touched it, a line dropout from anywhere along the try line will restart play.
23. If the ball is not played at but touches a player then a changeover will be awarded to the non-kicking team, ten metres out from the try line (anywhere along the ten metre line). Play is recommenced with a tap restart.
24. If an attacking team player or the kicker deliberately impedes the progress of a defending player who is attempting to take possession of the ball after a kick downfield, a penalty will be awarded to the defending team at the point where the defending team player was impeded.
25. A kicking team player can never dive, slide towards or fall on the ball in general play or from restarts of play. A non-kicking player playing at the ball does not nullify this diving rule.
26. If an attacker kicks in general play and the ball is grounded by an attacking player in a controlled manner a try will be awarded. If a try is not scored, then we revert to point 27
27. If the ball is kicked and crosses the plane of the non-kicking team's

dead ball line, they will receive a tap kick ten metres out anywhere along the 10 metre line. Subject to the point 26

28. If the ball is kicked and played at by the non-kicking team and crosses the plane of the try line a dropout will restart play from the centre of the try line of the non-kicking team.

29. If the non-kicking team catches the ball on the full in their in-goal, then they will receive a tap on their 10m line. The tap can be taken anywhere along the 10 metre line.

30. A player cannot kick the ball with only one or no tags attached unless they have been pre or late tagged. The exception is the player behind the ruck (scrum half) after it has been cleaned out, or a player taking a penalty tap may kick the ball as long as the player only takes one step.

GENERAL PLAY KICKING CHANGEOVERS

31. If the ball is kicked and it goes out of the field of play on the full, the non-kicking team will receive a changeover at the point where the kick was taken. Play is recommenced with a tap restart.

32. If the ball is kicked and it lands in the field of play then rolls out over the touchline, the non-kicking team will have the choice of a non-contested lineout where the ball crossed the touchline, or a tap restart three metres in from where the ball crossed the touchline.

33. If the ball is kicked and played at by any member from the non-kicking team and the ball rolls over the touchline, the kicking team shall receive the ball, at their election, via a non-contested lineout where the ball crossed the touchline, or a tap restart three meters in from where the ball crossed the touchline.

34. If an attacking player is in front of the kicker when the ball is kicked and the ball accidentally strikes the offside player, the choice of a non-contested scrum or tap restart will be awarded to the defending team at the point of contact. The referee may allow a defending player an advantage if he/she regathers the ball in this situation.

35. If any kick touches the referee and play is irregularly affected a changeover at the point of contact will occur. Play will recommence via a

tap restart.

36. (Kick to waste time) If a kick in general play is deemed by the referee to have been deliberately kicked over the sideline or try line to waste time a 10-minute sin bin will be given to the player responsible. A penalty will be awarded to the non-offending side at the centre of the halfway line, or where the ball was kicked from, whichever is the greatest advantage.

SECTION 8

KNOCK-ON AND KNOCK-BACK

1. If a player propels the ball in a forward direction with their hand or arm and the ball contacts the ground, an opponent or the referee, a knock-on will be ruled. At the election of the team awarded the changeover, play is recommenced with either a tap restart or a non-contested scrum where the knock on occurred. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged it will be tag 1.
2. If an attacking team player propels the ball in a backward direction play will continue.
3. If an attacking team knocks-on and no advantage is gained by the defending team, the ball is returned to the point of the original knock-on and the defending team will receive the option to restart play via either a non-contested scrum or a tap restart.
4. If the attacking team knocks on the defending team may kick the ball to gain an advantage. If this team (defending team at the time of knock-on) then retrieves the ball after the kick, play-on will be called and the next “tag” will be counted as tag 1 regardless of field position.
5. If the attacking team knocks-on and the defending team immediately kicks through and fails to regather the ball, no advantage has been gained by the defending team and the ball will be returned to the point of the original knock-on and the defending team will receive the option to restart play via either a non-contested scrum or a tap restart.
6. The ball carrier cannot deliberately throw or tap the ball past a defender.
Decision – Penalty.





SECTION 9

PENALTIES

Penalties are taken by a tap kick (some have the option of a non-contested scrum) in any direction after the referee has verbally and physically indicated the mark (a tap kick has to touch the foot of the player taking the tap).

1. A penalty shall be awarded against any player who is guilty of misconduct provided that it is not to the disadvantage of the non-offending team. Except for dropout infringements or unless otherwise stated, all penalties are given where the infringement occurs.
2. If a penalty kick is not taken on the mark designated by the referee, the referee will stop play & ask the team to take the tap kick again (only one warning per game should be issued though)
3. The team awarded the penalty has the option to choose a tap kick restart (can be a quick tap) or a non-contested scrum with the feed from the mark if they wish.
4. Offending team must retire ten metres from the penalty mark if a tap is chosen.
5. Further misconduct by the offending team immediately after the original misconduct shall allow the referee to sin bin the appropriate player for a two-, five- or ten-minute period, depending on the seriousness of the offence.
6. If a kicker, or one of his or her teammates giving chase is interfered with after kicking the ball, the penalty will be awarded where the ball stops or is stopped by an opposing player. If the ball crosses the touchline or try line, the penalty is given three metres in field from where the ball crossed the line.
7. If misconduct occurs on any player as they are chasing a kick and the ball rolls over or lands over the try line on the full, the penalty will be awarded to the non-offending team, either three metres from the try line in the field of play and opposite to where the ball crossed the try line or at the point where the player was impeded, whichever is the greatest advantage

to the non-offending team.

SECTION 10

MISCONDUCT, SIN BIN & SEND OFF'S

1. A player is guilty of misconduct and will be penalised if he/she:
 - (a) Trips, kicks, or strikes another player.
 - (b) When effecting or attempting to affect a tag makes contact with any part of an opponent's body intentionally, recklessly or carelessly.
 - (c) Deliberately breaks the rules of the game.
 - (d) Uses offensive or obscene language.
 - (e) Disputes the decision of the referee.
 - (f) Re-enters the field-of-play without the permission of the referee.
 - (g) Behaves in any way contrary to the true spirit of the game.
 - (h) Deliberately obstructs/impedes an opponent who is not in possession of the ball.
2. All players are under the control of the referee from the time they enter the playing field to the time they leave. In the event of misconduct by a player, the referee shall, at his or her discretion, caution, sinbin or dismiss the player.
3. A caution may be administered to a team as a whole or to an individual player. If a caution is given to a team, each team player is considered to have received an individual caution. If a final caution is given to a player, the nature of the offence must be recorded by the referee and must be quoted if the player is subsequently dismissed.
4. The power to sinbin (temporarily suspend) and the length of time a player spends in the sin bin is at the discretion of the referee (max. 10 mins.). A sin-binned player cannot take any further part in the match and cannot be replaced for the duration of the sin binning imposed by the referee. The player shall re-enter the playing field only when permitted to do so by the referee or ground official. A player put in the sin bin shall take up a position behind their own dead ball line for the duration of the sin

binning.

5. The sinbin may be used for the following incidents:

- (a) Blatant disregard for the rules.
- (b) Continued rule infringements.
- (c) Back chatting, dissent or sledging of referee, officials, spectators, or players.
- (d) Repeated contact infringements.
- (e) Fighting.
- (f) Professional foul.

6. The referee may dismiss a player or official for the remainder of the game if the referee deems the offence to be serious enough.

7. If point 6 above occurs, that person(s) shall take no further part in the game, nor shall they be permitted to take up a position within the playing area where their presence is likely to provoke further incidents.

8. If a referee is assaulted or unduly harassed by any person as a result of a match under their control, the referee must submit a report of the incident.

SECTION 11

DUTIES OF A REFEREE

1. The referee is responsible for ensuring the rules of the game are adhered to. The referee is the sole judge of fact on the field.

2. To ensure the playing field is checked and in a condition for safe play.

3. The referee shall enter the score, along with all tries scored and who scored them during the match, into the Tri Tag Rugby App via his or her unique user account where applicable. Along with any incidents if applicable. He/she shall be the sole timekeeper except where this duty has been delegated to another person.

4. The referee at their discretion, can temporarily suspend or prematurely terminate a match because of, undue interference from spectators,

misbehaviour of players, or any other cause as he or she sees fit that interferes with the control of the game.

5. The referee must carry a whistle and use to enforce the rules and for any other reason they deem necessary.

SECTION 12

JUNIOR RULES

Slight variations apply in Junior Competitions (5- to 7-year-olds). Below are some obvious examples for the appropriate age groups.

Under 6's

1. Five players on the field at any one time (unlimited reserves)
2. 7 tags to score a try
3. No cleaning out the ruck – i.e., no back tag
4. No pillars defending the ruck.
5. Defensive line goes 5m back (referee has discretion to take them further back if attacking team is less competent)
6. Defensive line cannot move until the player (scrum half) behind the ruck has either;
 - (a) Run, or
 - (b) Passed the ball.
7. No lineouts.
8. No Scrums
9. Kicking still allowed (3m exclusion zone if a player is gathering the ball, regardless of height of kick)
10. Two points will be awarded for a try when the attacking team performs two or more passes (in the one phase) in the lead up to the try being scored.

Under 7's

11. Six players on the field at any one time (unlimited reserves)

12. Rucks to be cleaned out – i.e., back tag must be removed
13. No pillars defending the ruck.
14. Defensive line goes 5m back (referee has discretion to take them further back if attacking team is less competent)
15. Defensive line cannot move until the player (scrum half) behind the ruck has either;
 - (a) Run, or
 - (b) Passed the ball.
16. No lineouts.
17. Optional Scrums after knock-ons
18. Kicking still allowed (3m exclusion zone if a player is gathering the ball, regardless of height of kick)
19. Two points will be awarded for a try when the attacking team performs two or more passes (in the one phase) in the lead up to the try being scored.

SECTION 13

PLAYING FIELD

Under 6's playing fields - 50m long x 25m wide

Under 7's playing fields - 50m long x 30m wide

Senior fields (8 years of age and upwards) - 70m long x 50m wide

9 v 9 up to 15 v 15 is played on a larger field all the way up to a full rugby field.

SECTION 14

OPTIONAL RULES

COMPULSORY SCRUMS AND COMPULSORY LINE-OUTS

There is the option to remove scrums and or line-outs being optional, and making one or both compulsory when restarting play after a knock on, forward pass or the ball going into touch.

POWER PLAYER

One player on each team may wear a coloured armband or different coloured tags. If the player wearing the armband/different coloured tags scores, the points are doubled. i.e., two points a try. Armbands/player wearing different coloured tags may only be transferred during substitution and not amongst players already on the field.

POWER PLAY

At any time during a match, each team has the option to initiate a five-minute period where an opposition player of their choice, must temporarily leave the field. While in possession of the football, the team captain will notify the referee they want to initiate the power play and identify which opposition player they nominate to temporarily leave the field.

The referee will then call time off, signal a power play has been taken and notify the nominated player that he or she needs to leave the field, or if the nominated player is on the interchange bench at the time of the selection, then they are not allowed to return to the field for the duration of the power play.

The five-minute power play period will commence from the time the referee blows time back on.

NOTE: Power plays can be taken simultaneously by teams.

SECTION 15 ALTERNATIVE FORMATS

Tri Tag Rugby can be played in a 5 v 5 player format all the way up to a 15 v 15 player format, noting that rules and field sizes may vary accordingly. For example, if the 10 v 10 format is being played, then a scrum should consist of five people, instead of three and eight people when playing the 15 v 15 player format.

Beach Tri Tag – Beach Tri Tag is played as 7 v 7 player format on a 50m long x 40m wide sand based pitch.

Indoor Tri Tag – Indoor Tri Tag is played as 5 v 5 player format on a hardcourt indoor surface (basketball court) with dimensions of 30m long

by 15m wide.

Tri Tag Touch Rugby – No tags needed. All rules are the same except a “tag” is replaced by a “touch”, and instead of removing the back tag when cleaning out the ruck, the attacking player must step over the ball once it is placed on the ground and guard the ruck. This signals the ruck has been cleaned out and play can continue.

All optional rules and alternative formats are to be used at the authorised authorities discretion. The format and or alternative rules must be clearly communicated to potential participants prior to offering the option to participate.

**TRI TAG
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