Beach Tag Rugby

Rules

- During a game all players wear a tag belt, which has two ribbons (tags) attached to it. The belt is worn around the waist and on the outside of the clothing (plastic buckles to the rear). Shirts must be tucked in. The tags are positioned on either side of the hips and the teams are distinguished by the colour of the tags they wear and their T-shirt colour.
- Teams can be of mixed ages and genders, but players should be no younger than five years old. Adult supervision is needed for under 18s. Any team combination is permitted, i.e. all male teams, all female teams, or mixed male and female teams (unless specified by event organizer).
- A squad should consist of no more than 10 people, with five players on each side on the pitch at all times. Each side can have an agreed number of rolling substitutions. A substituted player can be re-used at anytime. Substitutions may only be made when the ball is 'dead', i.e. at a natural break in play, or at half time with the referee's knowledge.
- Kicking – The game will start and restart with an uncontested kick. The ball must travel 5 meters. The attacking team (team kicking the ball) can not advance until the ball has travelled five metres and has hit the floor or been caught. There will be no other kicking allowed and no conversions.
- Only the ball carrier can be tagged. A tag is simply the removal by a defender of one of the two ribbons. Ball carriers can run or dodge but not spin. Once tagged the player in possession must stop and pass the ball to a team mate as soon as possible within three seconds. Evan at full pace the ball carrier will be expected to stop in 3 strides. However the game is continuous and tagged players may pass within the act of stopping.
- Whilst it is recommended that the ball be carried in two hands this is not a law of the game. Players are not allowed to hand off or guard their tags in any way. Doing so will result in a penalty against them.

Beach Tag Rugby

Rules continued

- To score a try players must put the ball down over the oppositions try line. Players are only allowed one step to score a try after being tagged. Players must stay on their feet, diving is not allowed. For a try to count players must be standing.
- No quick restarts or penalties are allowed. Both must start on the referees whistle.
- The defending player who makes the tag must hold the tag above their head and shouts 'tag' for all to hear, 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 immediately give the tag back to the tackled player before rejoining the game by placing the tag back onto the belt. Tags thrown to the floor will result in a penalty against the defending team.
- Defenders are not allowed to snatch the ball from the players' hands.
- No player can take any further part in the game without both tags properly in place on their belt.
- There should be no tags on the floor at any time. Every player must have two tags attached on either side of the hips (e.g. not front or back, two on one side)
- Restarts will be formed 7 metres in from goal lines and touch lines.
- Offside – 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. Offside is penalised by awarding a free pass to the non- offending team. As a general rule allow the first pass after a tag to be made cleanly.
- A free pass will be awarded to the non offending side for the following infringements; off side, blocking, contact, fending off, shielding tags, spinning and obstruction (when a player attempting to make a tag on the ball carrier is prevented to do so, by another member of the ball carrier's team). At a free pass, the opposing team must be 7 metres back.
- Referees decision is always final.

We hope you enjoy.