



GVPSSA Oz Tag Rules



Updated 2011

FIELD

- 1/2 soccer/football field

PLAYERS

- Seniors ~ 8 per team with unlimited interchange
- Juniors ~ 9 per team with unlimited interchange

TIME

- Seniors ~ 20 minutes per half
- Juniors ~ 15 minutes per half

BALL

- Seniors ~ Mod size Rugby League ball
- Juniors ~ Mini size Rugby League ball

TRY

- 1 point
- Place ball over the try line as per Rugby League. NO DIVING over the line.

DEFENDING TEAM

- There is a marker, he/she can't move until first receiver has got the ball.
- Defensive team can't move until the receiver has the ball.
- Defender aims to stop attacking player by removing tag. Once removed he/she is to drop tag to ground. This becomes the mark.
- Defensive team must be back 5 metres from the mark (dropped tag).
- Defender will be penalised if they throw the tag more than 1 metre from the mark.
- Marker will be penalised if they interfere with the play the ball.
- Defender must only go for the tag. Rough or unsportsmanlike tagging will result in a penalty to the attacking team.

ATTACKING TEAM

The attacking team must:

- Have 2 tags properly attached, if attacking with only 1 tag it is a changeover.
- Once tagged, must play it from the mark.
- If tagged over the try line while placing the ball, play the ball 5 metres from the try line.

- Have 6 tags
- Play the ball Rugby League style, with ball under the legs propelled back by the foot.
- NOT try and defend, palm and push away the defender when he/she is trying to tag the attacking player. If attacking does this, it will be a penalty to the defending team.

CHANGEOVERS

Changeover will occur when:

- attacking team knocks on.
- attacking team passes forwards accidentally, deliberate forward passes will result in the defending team being awarded a penalty.
- kick in general play goes out on the bounce. Changeover where ball went out, 10 metres in.
- kick off goes over the dead ball line without being touched by the defending team. Defending team restarts 10 metres out.
- after the attacking team has had 6 tags without losing the ball or kicking it.
- attacking team accidentally or deliberately throws the ball over the side line. Change over 10 metres in.
- if dummy half runs with the ball and is tagged.

KICKING

- Kick off - as per Rugby League.
- If ball goes out on the full, penalty to the team who is receiving.
- The kick off must go 10 metres.
- If the team kicking off kicks the ball over the dead ball line then.....
Seniors - The defending team restarts play with a drop out.
Juniors - The attacking team will restart play with the ball 10 metres from the defending team's try line.

GENERAL KICKING

- Only after the referee has signalled tag four (4).
- NO HIGHER THAN THE SHOULDER, if higher than the shoulder then changeover from where the ball was kicked.
- Dummy half can kick.
- All attacking players must be behind the kicker.
- NO ATTACKING PLAYER CAN DIVE ON A KICK.

GENERAL

- Dummy half can't score.
- Defending team can't move until first receiver has caught the ball.

- If there is a simultaneous tag/pass the attacking player will play it from the mark, however if attacking player passes it after being tagged it is a penalty to defending team.
- Marker must stand directly in front of the play the ball.
- Diving over the try line when a defender may be trying to get the tag is considered defending the tag.

Cheat sheet for on the field if you need it!

Penalties – Tap

- Body contact
- Fending, palming or obstructing tags in any way
- Offside
- Shepherding

Changeover – Play the ball

- Forward pass
- Kick above shoulder height in general play
- 6th tag
- Ball kicked out over the side line
- If a player runs out
- Knock on (knock on is from the hands/forearms only)