



IRFU Tag Rugby Laws

IRFU

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Definitions Section

Term	Definition
<i>Advantage:</i>	The law of advantage takes precedence over most other laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements by their opponents. When the result of an infringement by one team is that their opponents may gain an advantage, the referee does not whistle immediately for the infringement, the referee allows play to continue with the option to return to the original offence. The referee is the sole judge of whether or not a team has gained an advantage and has wide discretion when making decisions. When the referee is playing advantage he/she shall shout “ <i>Advantage</i> ”. When the referee determines that an advantage has been gained he/she shall shout “ <i>Advantage Over</i> ”.
<i>Attacker:</i>	Is a player from the team in possession of the ball.
<i>Attacking Team:</i>	The team in possession of the ball.
<i>Ball Carrier:</i>	A player carrying/controlling the ball.
<i>Ball Player:</i>	Is the player who plays the ball, by kicking, passing or controlling it.
<i>Captain:</i>	The <i>Captain</i> is a player nominated by the team. Only the <i>Captain</i> is entitled to consult the referee during the match and is solely responsible for choosing options relating to the referee’s decisions.
<i>Changeover:</i>	Is the surrendering of the ball to the opposing side.
<i>Chip-Kick:</i>	<i>Chip-kicks</i> are only allowed in the men’s and <i>Veterans’</i> games and must travel no more than fifteen (15) metres and no higher than five (5) metres above the opposing team player’s head.
<i>Contact:</i>	Colliding with other players. The onus is on the <i>Ball Carrier</i> to avoid <i>contact</i> unless law 4.8(A) applies.
<i>Defender:</i>	Is a player from the team not in possession of the ball.
<i>Defending Team:</i>	Is the team not in possession of the ball.
<i>Defending/Offside Line:</i>	Is a line of <i>Defenders</i> . This line parallel to the <i>Try</i> line and is set a minimum distance of seven (7) metres from the <i>Roll Ball</i> . The

distance is ten (10) metres in respect of Penalties, Kick-Offs, *Restart-Kicks* and *Drop-Kicks*. In open play there is no *Offside* line.

- Drop-Kick:* The ball is released from the hand and is kicked as it rebounds off the ground.
- Drop Out:* This is a Drop Kick that occurs at the centre of the *Try* line.
- Field of Play:* Is the playing area between the touchline and the *Try* lines and does not include the touchlines.
- Forward Pass:* Is passing or throwing the ball forward towards the opposing teams *Try* line.
- Foul Play:* Is anything a person does within the playing enclosure that is against the letter and spirit of the Laws of the game. It includes, but is not limited to, *Obstruction*, unfair play, repeated infringements, dangerous play and misconduct which are prejudicial to the game and shall be construed in accordance with Law 10.
- Golden Try:* In the event of a playoff match being tied at the end of normal time the referee will allow play to continue for a maximum of five (5) minutes. Play does not stop nor do the teams change ends. The team that scores the next *Try* will be declared the winner. If there is no *Try* scored within the 5 minutes of additional time the following shall apply:
- The team that scored the most tries in regular time will be declared the winner. In this case all tries scored in regular time are worth 1 point.
 - If the teams are still tied on number of tries scored the team that scored the first *Try* in regular time will be declared the winner.
 - If neither team scored in regular time the team that ranked higher in the pool stages of the competition will be declared the winner.
 - If the teams were ranked equally after the pool stages of the competition the winner will be decided by a coin toss. The coin toss will be conducted by the match referee.
- Grubber-Kick:* Is a kick that is kicked into the ground and must not go **one and half height (1.5) meters.**
- In-Goal:* Is the area between the *Try* line and the dead-ball line.
- In instances where there is no dead-ball line marked on the pitch the *In-Goal* area is defined as the area between the tree line and the boundary of the playing field. In the interest of safety, the

referee has discretion to declare the ball dead at any time in this area.

- Kick:** A Kick is made by hitting the ball with any part of the leg or foot, from the toe to the knee but not including the knee; a Kick must move the ball a visible distance out of the hand, or along the ground. Stopping or attempting to stop a ball in motion is not considered a Kick.
- Kicking Team:** Is the team kicking the ball.
- Kick-Off:** The *Kick-Off* occurs at the start of the match and the restart of the match after half time and shall be by way of a female kick from the ground in the centre of the halfway line.
- Kick-Off Point:** Is the position at the centre of the half way line from which the *Kick-Off* shall occur.
- Knock-On:** A *Knock-On* occurs when a player loses possession of the ball and it goes forward, or when a player hits the ball forward with the hand or arm, and the ball touches the ground or another player before the original player can catch it. Forward means towards the opposing teams *Try* line.
- Knock Back:** Is to knock the ball back towards one's own *Try* line with the hand or arm.
- Late Tag:** If an *Attacker* is tagged after passing or kicking the ball, the referee may call "*Late Tag*".
- Mark:** A player, in *Veterans* all male league, must make a clean catch directly from an *Attacker's* Kick and at the same time shout "*Mark*". A *Mark* cannot be made from a *Kick-Off*, or a Restart kick.
- Marker:** Is a *Defender* who may stand at least one (1) metre directly in front of the player conducting the *Roll Ball*. He/she must stand in either this position or seven (7) metres back in the defensive line. Anything in between is considered *Offside*.
- Obstruction:** Is the act of preventing an opponent from playing the game, by pushing, holding, blocking or crossing.
- Offside Player:** Is a *Defender* not back the required distance at any restart of the game which includes a *Roll Ball* and also an *Attacker* who is in front of the player in possession of the ball from his own team. See section 4.
- Pass:** A player throws the ball to another player or hands the ball to another player without throwing it.

- Penalise:* Is to award a *Penalty* against an offending player.
- Penalty:* A *Penalty* is awarded by a referee where provided in the Laws and shall be taken by way of *Tap-Kick* from where the infringement occurs, unless otherwise provided in the Laws.
- Penalty Try:* If in the opinion of a referee a *Try* would probably have been scored but for an infringement by an opponent, a *Penalty Try* may be awarded. A *Penalty Try* is worth three (3) points in all matches.
- Phantom Tag:* *Defender* calls '*Tag*' without physically removing the tag.
- Quick Tap/Tap-Kick:* Is an option in the case where the ball has gone into touch or at a *Roll Ball*. If there is no player from the *Defending Team* present at the *Roll Ball*, there is an option of taking a *Tap-Kick* to restart the game. The player taking the *Tap-Kick* must touch the ball with his/her foot, in five metres from the touchline. Whether or not there is a defending player present to prevent a *Quick Tap* is at the discretion of the referee.
- Restart-Kick:* *Restart-Kicks* occur after a *Try* is scored and shall be taken by the team who scored the *Try* from the centre of the half way line. The *Restart-Kick* must be either:
- A. a *Drop-Kick* by any player in Veterens' all mens league, and in
 - B. Mixed Social leagues by way of a female kick from the ground.
- Roll Ball:* When the tagged player rolls the ball backwards with the hand or foot between his/her legs. The ball may roll a maximum of one (1) meter.
- Scrum Half:* Is the player who takes up position immediately behind the *Ball Player* during the *Roll Ball*. A *Scrum Half* may also be known as a Dummy Half.
- Sin-bin:* When a player has been shown a Yellow card, the payer will hand his/her tags to the referee and may not return or be substituted for four (4) minutes in a forty (40) minute game, where in other events it will be two (2) mins for fifteen (15) minute games.
- Spinning:* A 360° spin is permitted in all leagues and levels. Any *Contact* initiated in an attempted spin or swivel is liable to sanction. The onus is on the *Ball Carrier* to avoid *contact*.

- Tap-Kick:** A deliberate touch of the ball with any part of the leg or foot up to the knee whilst in the hand or on the ground. The ball does not have to leave the hand. This occurs when a *Penalty* is given or there is no *Marker* present at the *Roll Ball*.
- Try:** When an *Attacker* is first to ground the ball in the opponents' *In-Goal*, a *Try* is awarded.
- Try-Line Drop-Kick:** Is a Drop-Kick from the center of the Try-Line
- Tagging:** Is removing a tag from an *Attacker*.
- Veteran:** Players participating in any designated *Veteran's* league must have reached the age of 33 by the commencement date of that League.

LAW 1: PLAYING THE GAME

- 1.1** The objective of the game is that two teams each consisting of seven players, observing fair play, adhering to the laws and sporting spirit of the game, should by carrying, passing, kicking and grounding the ball, score as many points as possible, the team scoring the greater number of points being the winners of the match in question.
- 1.2** It is essential that players play the game in accordance with the laws of the game and are mindful of the safety of themselves and others. It is the responsibility of the *Captain* to ensure compliance with the laws of the game and in accordance with safe practices.
- 1.3** A match shall last forty minutes have divided into two halves each of twenty minutes playing time.
- 1.4** The referee organizes the toss. The winner of the toss decides whether to *Kick-Off* or to choose an end. If the winner of the toss decides to choose an end, the opponents must *Kick-Off* and vice versa.
- 1.5** The *Field of Play* shall be a maximum of 70 metres long by 50 metres wide with an *In-Goal* area of up to 5 metres.
- 1.6** A match is started by a *Kick-Off*. After the *Kick-Off*, any player who is not *Offside* may take the ball and run with it. Any player may *Pass* the ball or kick it. Any player may ground the ball in the *In-Goal*. Whatever a player does must be in accordance with the Laws of the game.
- 1.7** The *Attacking Team* has six (6) "*Tags*" in which to score a *Try*. A *Changeover* occurs after the sixth tag.

1.8 The *Ball Carrier* may be tagged by *Defenders* to prevent him/her from running with the ball or kicking or passing the ball to his/her team mates.

1.9 A player not in possession of the ball cannot be tagged or obstructed during the game.

Sanction: *Penalty*.

1.10 The *Law of Advantage* takes precedence over most other Laws and its purpose is to make play more continuous with fewer stoppages for infringements. Players are encouraged to play to the whistle despite infringements by their opponents. When the result of an infringement by one team is that their opponents may gain an advantage, the referee does not whistle immediately for the infringement, the referee allows play to continue with the option to return to the original offence. The referee is the sole judge of whether or not a team has gained an *Advantage* and has wide discretion when making decisions. When the referee is playing advantage he/she shall shout "*Advantage*". When the referee determines that an *advantage* has been gained he/she shall shout "*Advantage Over*".

1.11 The referee is the sole judge of fact in relation to the Laws of the game and their enforcement. His/her decision is final.

LAW 2: PLAYERS AND PLAYING EQUIPMENT

2.1 A team must have no more than seven (7) players, with a minimum of three (3) females on the *Field of Play* at any one time. There may be any number of authorized replacements and/or substitutes. The maximum number of players per squad for any given match is fifteen (15). Any players not playing in at least 3 matches prior to the play-offs/semi-finals/finals may not play in those play-offs/semi-finals / finals.

2.2 In the case of social/mixed leagues games, the maximum number of male players on the field at anytime is four (4).

2.3 If a team that arrive at a venue with insufficient numbers to play, they may request, through the Venue Manager, a player from another team to make up the starting numbers only. Players that play with a second team must be registered with both teams by the end of the grading rounds. A player may play for one or more teams on any given night but only in the following situations:

(A) If a team did not have the full complement of players, a player may play with a second team to make up the correct starting numbers.

- (B) After the grading rounds, if a team did not have the full complement of players, a player may play for a second team in the same league, a league below or in the case of the beginner's league, the one league above.
- (C) If both *Captains* agree, the game can be played with a greater number of male players. This law shall not apply in respect of play-offs, semi-finals or finals.
- (D) If the *Captains* do not agree, the team not having the required number of players may start the match with the players they have available or notify the referee of the walkover. In any case where a team does not have the required number of players to start the match (minimum of six (6) players) that team may forfeit the match. The result will be recorded as a ten (10) points to nil (0) victory for the opposition.
- (E) The Venue Manager has the final decision on any of the above situations and will decide using common sense on any complaints made. Teams may be subject to points deduction if Law is not upheld.

*The above laws may vary from Venue to Venue due to size, requirements and demands on venues. All teams, referees and volunteers will be given advanced notice of any changes, if any, to Laws 2.1 and Law 2.2.

- 2.4** There will be no stoppage of play when replacements are made. The player being replaced must leave the *Field of Play* before the replacement player can participate in the game. All replacements during the game shall come into the *Field of Play* from the same side of the *Field of Play*.
- 2.5** If a player has an open or bleeding wound he/she must leave the playing area immediately. The player may not return until the bleeding has been controlled and the wound has been covered.
- 2.6** A player must not wear any item that is contaminated by blood. A player must not wear any item that is sharp or abrasive. A player must not wear any items containing buckles, clips, rings, hinges, zippers, screws, bolts or rigid material or projection not otherwise permitted under this law. A player must not wear jewellery such as rings or earrings. A player must not wear spectacles but may wear sports goggles. A player must not wear any item that is normally permitted by law, but, in the referee's opinion that is liable to cause injury to a player. A player must not wear a single stud at the toe of the boot.
- 2.7** The referee should inspect players' 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 dangerous.
- 2.8** All players must wear approved tag shorts when participating in matches. If a player is not wearing approved tag shorts the player shall **not** be permitted play in the match.

LAW 3: SCORING

- 3.1** When an Attacker is first to ground the ball in the opponents' In-Goal, a Try is scored.
- (A) In Men's League a *Try* shall be worth one (1) point.
 - (B) In the mixed games, a *Try* scored by a female player shall be worth three (3) points and a *Try* scored by a male player shall be worth one (1) point.
 - (C) A *Penalty Try* shall be worth three (3) points in all games.
 - (D) In *Veteran's* League matches a player who has reached the age of fifty (50) at the commencement of the league season will be awarded three (3) points for each *Try* they score.
- 3.2** Attackers may dive to score a *Try* when the ball is in their possession and there is no *Defender* within *Tagging* distance. The referee may at his/her discretion not award a *Try* where an *Attacker* dives in order to ground the ball. If having decided not to award a *Try* the referee will restart the game with an *Attacking Roll Ball* unless the *Attacking Team* have used all six (6) tags. In this case a *Roll Ball* to the *Defending Team* will restart the game.
- 3.3** A *Try* shall not be awarded where from a Kick by the *Attacking Team*, an *Attacker* dives on a ball over the *Try* line or grounds the ball without having carried it over the *Try* line. If a player *Grubber Kicks* and ball bounces in *Field of Play* and once it hits ground over *Try* line, it is considered dead. The ball is live until it hits the ground over the *Try* line.
- Sanction: "No Try"**
- 3.4** A player cannot Pass the ball to another player after crossing the *Try* line nor can he/she run back into the *Field of Play* to Pass the ball to another player thus allowing that player to score a *Try*. A Tag will be called
- Sanction – Roll Ball 5 metres out from the Try line or Changeover if the 6th tag has occurred 5 metres from the Try line.**

LAW 4: DEFENCE

- 4.1** The progress of the *Ball Carrier* is halted if a *Defender* removes one or both of the *Ball Carrier's* tags. If both tags are removed by one or more *Defender*, then the point where the first tag was removed will be where the *Roll Ball* occurs.
- Sanction – Roll Ball – "Tag (count number)"**

4.2 When a tag is removed, the *Defender* must hold it in the air where the tag was made, drop or place it at that point and assume a *Marker* position one (1) metre from the *Roll Ball Marker* or return to the Defensive line seven (7) metres from the Roll . The *Ball Carrier* must return to the point where the tag was removed, conduct a *Roll Ball* and then replace his/her tag(s).

Sanction: Penalty “Not playing the Mark”

4.3 If a *Defender* tags an attacking player and throws the tag away from the *Mark* where the tag occurred. Issue a warning and *Penalise* subsequent offences

Sanction: Penalty – “Foul Play”

4.4 When a *Ball Carrier* is in the action of a *Roll Ball*, the Defensive Line must be at least seven (7) metres back from the *Roll Ball* line and there may only be one *Marker*. A *Penalty* shall be awarded at the point where the Offside Player(s) should have been standing in the defensive line.

Sanction: Penalty “Offside” (with off side hand signal)

4.5 The *Marker* must stand directly in front of and one (1) meter away from the player conducting the *Roll Ball*. The *Marker* and the *Defensive Line* can only move forward once the ball is rolled back to the *Scrum Half*, the team have three (3) seconds to play the ball. Once hands are placed on the ball by the *Scrum Half* the ball must be played and the defensive line may move.

Sanction: Penalty – “Three Second rule” (Penalty at place of infringement.)

Note: The *Marker* must be one (1) meter back or seven metres (7) back in the defensive line otherwise he/she is considered offside.

4.6 If the Attacking Team fails to score before the sixth (6th) tag has been made, they will lose possession of the ball and a Changeover shall occur where the 6th tag has occurred.

Sanction: Change “Turn Over Ball, Roll Back” (colour of team receiving the turn over ball)

4.7 A player may defend with one or no tags, however if he/she receives the ball he/she must immediately play the ball. i.e. Pass or kick the ball and may not take more than one step in doing so. If he/she does not play the ball immediately a tag will be called.

Sanction – “Tag (count number)”

4.8 A *Defender* may block down a *Grubber Kick* without a *Knock-On* being called by the referee and the game goes on with normal playing laws applying.

(A) If a *Defender* deliberately obstructs a *Ball Carrier* and *Contact* is made, the *Defender* will be judged as initiating this *Contact*

Sanction: Penalty – “Obstruction”

(B) If a *Defender* in the referee’s opinion deliberately attempts to impede an *Attacker* with or without the ball.

Sanction: Penalty – “Obstruction”

(C) If a *Defender* holds onto an *Attacker* and no *advantage* is gained by the *Attacking Team*.

Sanction: Penalty – “Obstruction”

(D) If a *Defender* calls “tag” without physically removing the tag, *advantage* may be played.

Sanction: Penalty – “Phantom Tag”

(E) If the *Marker* fails to stand directly in-line with the *Roll Ball* or if the *Marker* interferes with the *Ball Player* at the *Roll Ball*.

Sanction: Penalty – “Obstruction”

(F) If the *Marker* attempts to play the ball whilst the ball is being rolled.

Sanction: Penalty – “Obstruction”

4.9 If a *Defender* removes an *Attacker’s* tag(s) without the *Attacker* being in possession of the ball, the referee has the following options: -

(A) If it is a simultaneous tag and off load, no action is taken, and the *Attacker* must replace the tag before being able to attack again.

The referee Response “Ball away, Play on”.

(B) If an *Attacker* is tagged after passing or kicking the ball, the referee may call “*Advantage, Late Tag*” and allow the *Attacker* to progress, however if no *advantage* is made a *Penalty* will be awarded from where the original infringement took place.

Sanction Penalty – Late Tag.

(C) If, however *advantage* is gained by the team, the referee may call “*Advantage Over*” and play and tag count continues. This may result in the player scoring a *Try* with one or no tags. An *Attacker* with one or no tags shall be deemed to have been tagged if a *Defender* comes within Tagging distance.

(D) Penalise the *Defender* and at his option sin bin a repeat offender.

(E) **Sanction: Penalty – “Foul Play”**

(F) If an *Attacker* not in possession is tagged before receiving the ball

The Referee Response “Advantage, Early Tag”.

4.10 If a *Defender* is less than seven (7) metres from the *Roll Ball* when the ball is being played that player is *Offside* and a *Penalty* may be awarded at the point where the *Offside Player(s)* should have been standing in the *Defensive Line*.

Sanction: Penalty – “Offside”

4.11 Under no circumstances can the *Marker* run around and retrieve the ball from the *Scrum Half* position.

Sanction: Penalty

4.12 A *Defender* may dive to remove a tag but will be penalized if Contact is initiated with any player from the *Attacking Team*.

Sanction: Penalty – “Contact”

4.13 When the *Attacking Team*, Pass or run the ball back over their own *Try line*, and are tagged over their own Try line the result should be a *Drop Out Kick* from the centre of their *Try Line*

Sanction: – “Try-line Dropout”

Note: *If the Referee determines any deliberate foul play or sportsman like conduct a Penalty will be given on the 5meter line from where the offence took place.*

4.14 If a *Defender* or *Attacker* throws carries or passes the ball beyond the dead ball line then the ball is considered dead.

Sanction – Turnover – “Roll Ball, 5 metre from the try line” Ball Dead

LAW 5: ATTACKING

5.1 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 his/her teammates. An Attacker may only progress the ball with both tags attached to the shorts unless advantage is being played due to a late/early tag.

5.2 When a Ball Carrier has one or more tags removed by a Defender, the Ball Carrier must return to the point where the first tag was removed and play a Roll Ball without delay. If the Roll Ball is conducted from the wrong place the referee will order the Roll Ball to be conducted from the correct place.

Referee response Tag where ball was received

5.3 Any *Attacking Team* player may take up a position directly behind the Ball Player and assume the scrum-half position.

5.4 A tagged player may, if there is no Marker replace both of his/her tags, Tap-Kick the ball and play on. If the tagged player is missing one or both tags he/she may only Tap-Kick the ball and then Pass or kick the ball taking no more than one (1) step.

Referee response: Tag (and tag count)

5.5 If the *Attacking Team* is tagged a sixth (6th) time the Attacker must place the ball on the ground or hand it to an opposition player and a Changeover shall occur.

Sanction: Penalty

5.6 If the Ball Carrier falls or dives to the ground, and a Defender is within Tagging distance, a tag shall be called. A Try shall not be awarded if the Ball Carrier falls or dives over the Try line and in doing so prevents a tag. The Ball Carrier shall be asked to conduct a Roll Ball no less than five (5) metres out from the Try line and the tag count will continue. If this occurs on the last tag a Changeover will occur.

Sanction – Roll Ball at the 5 metre cone “Tag (count number)” or Roll Ball – “Change Turn Over Ball”

5.7 If any Attacker is tagged in the opposition In-Goal before he/she scores a Try, he/she shall be asked to conduct a Roll Ball five (5) metres out from the Try line, and the tag count will continue.

Sanction – Roll Ball at the 5 metre cone “Tag (count number)”

5.8 If the Ball Carrier comes into Contact with the referee whilst trying to evade a tag, a tag will be called at the previous tag count and a Roll Ball shall take place at the position where the Ball Carrier came into Contact with the referee.

Sanction – Roll Ball “Tag (count number - stays the same)”

5.9 Where a referee interferes with play and in his/her opinion has prevented a Tagging the referee shall call a tag at the previous tag count, at the position where the tag would have occurred.

Sanction – Roll Ball “Tag (count number - stays the same)”

5.10 Where the referee feels that a player is directly running the line of the referee to shield them from being tagged, a Penalty against the attacking player will be awarded.

Sanction: Penalty – “Foul Play”

ATTACKING TEAM CHANGEOVERS

5.11 If a Ball Carrier (Attacker) is tagged over the Try line prior to grounding the ball for a Try and it is the last tag, a Changeover will be awarded to the Defending Team five (5) metres out from the Try line and opposite where the Ball Carrier was tagged.

Sanction: Roll Ball at the 5 metre cone – “Change Turn Over Ball”

5.12 When the Ball Carrier crosses the touchline before their tag is removed, a Changeover will be awarded to the Defending Team five (5) metres in-field from where the Ball Carrier crossed the touchline.

Sanction: Roll Ball at the 5 metre in from the line – “Change Turn Over Ball”

5.13 If the Ball Carrier Knocks-On, a Changeover will be awarded to the Defending Team at the point where the Ball Carrier Knocks-On.

Sanction: “Changeover - Roll Ball - Knock on”

5.14 If the Scrum Half is not in position or has not played the ball within three (3) seconds of the ball being rolled. A Changeover will be awarded to the Defending Team at the point where the original Roll Ball. The referee will determine this time period. The count starts when ball is rolled.

Sanction: “Change Turn Over Roll Ball – Time Wasting”

ATTACKING INFRINGEMENTS

5.15 The onus is on the Ball Carrier to avoid Contact. Any Contact initiated will result in a Penalty.

Sanction: Penalty– “Contact”

5.16 The referee may award a Penalty where an infringement occurs in the following circumstances:

(A) The Ball Carrier must not attempt to bump or fend off a Defender in their attempts to remove a tag nor may an Attacker or Defender fend off or bump each other when chasing for the ball.

Sanction: Penalty– “Contact”

(B) The Ball Carrier can in no way protect his /her tags with their hands, elbows, ball etc.

Sanction: Penalty– “Blocking”

(C) The *Ball Carrier* must not jump to avoid being tagged. A side step is allowed. A 360° spin is permitted at all levels and Leagues. Any *Contact* initiated in an attempted spin or swivel is liable to sanction.

Sanction: Penalty– “Contact”

(D) If an *Attacker* prevents a *Defender* from executing a tag by running behind his/her team mate/s causing an *Obstruction*, this is deemed to be crossing.

Sanction: Penalty– “Obstruction”

(E) If the *Ball Carrier* executes a voluntary tag by deliberately playing a *Roll Ball* with both tags intact.

Sanction: Penalty – “False Tag”

(F) If the *Ball Carrier* deliberately removes his/her own tag.

Sanction: Penalty – “False Tag”

(G) If the *Ball Carrier* interferes with the *Marker* at the *Roll Ball*.

Sanction: Penalty– “Contact”

(H) If the ball is deliberately knocked on by a player.

Sanction: Penalty– “Deliberate Knock On”

(I) If the ball is deliberately passed in a forward direction.

Sanction: Penalty– “Turnover – Forward Pass”

LAW 6: KICKING LAWS

6.1 There are only four (4) situations in IRFU TAG where kicking the ball is allowed:

- (A) Each *Kick-Off* and *Restart-Kick* shall be a female kick off the ground in the centre of the halfway line.
- (B) When a *Tap-Kick* is used to restart play after a *Penalty*.
- (C) When an attacking team *Grubber-Kick*, this permitted in general play. (See Gruber kick definition) and re-gather in section 8.2
- (D) Chip Kicks are only allowed in the men's and *Veterans* games in accordance with the veteran variations.

6.2 If an Attacker kicks the ball in open play (i.e. not from a *Kick-Off*, *Restart-Kick* or *Drop-Kick*) the following shall apply:

- (A) In open play the ball may only be kicked from hand and not while it is on the ground or while it is in the air, having hit the ground. A *Penalty* is awarded at the place the offence took place, a member of the *Kicking Team* gathers or re-gathers a ball that has not touched a member of the opposing team, play shall continue, and the tag count shall continue.

Sanction: *Penalty* "Kicking off the ground"

- (B) If a member of the *Kicking Team* gathers or re-gathers a ball that has not touched a member of the opposing team, play shall continue, and the tag count shall continue.

Referee Response "Play on"

- (C) If a member of the *Kicking Team* re-gathers a ball that has struck a member of the opposing team who has not played at the ball, play shall continue, and the tag count shall continue.

Referee Response "Play on"

- (D) If a member of the *Kicking Team* gather or re-gathers a ball that has struck and been played at by a member of the opposing team, play shall continue, and the tag count shall be restarted.

Referee Response "Play on, Tag Count Restarted"

6.3 If in the referee's opinion, a player deliberately kicks the ball directly towards an opponent to illicit an infringement a *Penalty* may be awarded for dangerous play

Sanction: *Penalty* "Dangerous Play"

LAWS 7: KICK-OFF, RESTART-KICK AND TRY-LINE DROP-KICK LAWS

Note: In this law all references to *Kick-Offs* should be construed as including *Restart-Kicks* and *Try-Line Drop-Kicks*.

When a *Try* is scored the scoring team will restart the match with a kick from centre of the halfway line.

7.1 The referee will indicate when he/she is ready before the match can start or restart.

Sanction: Restart kick off again

7.2 The opposing team must be at least ten (10) metres from the kicker at the time of the *Kick-Off*

Sanction: Penalty – Offside

7.3 From a *Kick-Off* is used to start or restart the game. The ball must travel forward at least ten (10) metres. If the *Kick-Off* Teams fail to restart correctly they will be warned and take it again, a repeated failure to restart correctly will be Penalised.

Sanction: Penalty – Turnover Ball Tap-Kick Centre of the half way line

7.3.1 The Kicking Team may not take possession of the ball or obstruct a player from the receiving team until it has been first played / touched by the receiving team.

Sanction: Penalty – Turnover Ball

7.3.2 Kicking Team players must stay at least two (2) metres away from a potential receiver. The onus is on the Kicking Team not to make any Contact with the receiver.

Sanction: Penalty– Turnover Ball

7.4 The receiving team may play the ball if it has gone less than ten (10) metres and in this case, play shall continue.

Referee Response “Play On”

7.5 The players from the Kicking Team must be behind the ball when it is kicked

Sanction: Penalty – “Offside” or Advantage may be played

7.6 If the ball is caught by a receiving team player on the full over the tryline the referee will call “play on”.

7.7 A *Try-Line Drop-Kick* may be ordered by a referee, when from a *Kick-Off*, a *Defender* has touched the ball & it has travelled into the *In-goal area*

7.7.1 From the *Try-Line Drop-Kick* if a player is ahead of the Kicker;

Sanction: Penalty – Offside - 10meters from the line of infringement

7.7.2 From the *Try-Line Drop-Kick*, if the ball travels out over the touchline on the full;

Sanction: Penalty – Out on the Full - 10meters from the line of infringement

- 7.7.3 From a *Try-Line Drop-Kick*, if the ball Travels in the *In-goal area* without being touched by a defender;
Sanction: Penalty – Ball Gone dead - 10meters from the line of infringement
- 7.7.4 From a *Try-Line Drop-Kick* if the ball is touched by a defender, and travels into the *In-Goal Area*;
Sanction: Turnover - Try-Line Drop-Kick – Receiving Team
- 7.8 If the ball from a Kick-Off lands in the Field of Play and bounces over the touchline, a Changeover will be awarded, and the receiving team will restart with a Roll Ball five (5) metres in-field from the touchline where the ball crossed the touchline.
Sanction: Roll Ball at the 5 metre in from the line – “Change Turnover Ball”
- 7.8.1 If the ball from the Kick-Off lands in the Field of Play and travels into the *In-Goal Area*, without being touched by a defender;
Sanction: Penalty – Halfway line – ball gone dead from kick off
- 7.8.2 If the ball from the Kick-Off, ball is touched by a defender, and travels into the *In-Goal Area*;
Sanction: Turnover – Try-Line Drop-Kick – Receiving Team
- 7.8.3 If the Ball form a Kick-Off, Travels out of the field of play on the full;
Sanction: Penalty – Halfway line – Out on the full
- 7.9 If the ball is kicked and it lands in the Field of Play then rolls out over the touchline, the receiving team will play a Roll Ball five (5) metres infield from where the ball crossed the touchline
Sanction: Roll Ball
- Exception:** If the referee believes the Kicking Team kicked the ball at an opposition player which then rolls into touch, in a deliberate attempt to gain further possession, a Penalty may be awarded.
Sanction: Penalty – “Dangerous Play”

LAW 8: GENERAL PLAY KICKING

- 8.1 The Attacking Team may kick the ball (from the hand) at any time while in possession. The ball must not go higher than one and a half (1.5) metres from the ground for a grubber kick..
Sanction: Penalty High kick”
- 8.2 A Defender may call a Mark from a chip kick in the Field of Play and the game shall restart with a Tap-Kick by the player who caught the ball and the Defending Team must retreat ten (10) metres
Sanction: Mark

8.3 If the ball is kicked and bounces in the Field of Play and crosses the receiving team's Try line, they will receive a Changeover from where the kick took place. The ball is considered dead at this point.

Sanction: *Changeover - "From where the Kick took place"*

8.4 If the ball is kicked and it crosses the receiving team's Try line after it strikes a player from the receiving team who has deliberately played at the ball, a Changeover will be awarded to the Kicking Team 5 metres out in line where the ball crossed the line. If the ball strikes a player from the receiving team who has not played at the ball deliberately then a Changeover shall be awarded to the receiving team from where the Kick took place..

Sanction: *"Changeover- Roll ball"*

8.5 If an Attacker or the kicker deliberately impedes the progress of a Defender who is attempting to take possession of the ball after a kick, then a Penalty shall be awarded to the Defending Team at the point where the Defender was impeded.

Sanction: *Penalty- "Obstruction"*

8.6 No player may go to ground/dive on the ball to gain possession after it has been kicked, knocked on, or from a dropped Pass. Players must not dive to the ground to prevent the opposition playing the ball

Sanction: *Penalty- "Obstruction"*

8.7 If a kick hits the referee and play is irregularly affected to the benefit of either team a Roll Ball will restart play at the previous tag count where the ball hit the referee. If play is not irregularly affected a referee may

Response *"Play on"*.

8.8 If a kicker is interfered with after kicking the ball or one of his/her team- mates giving chase is interfered with, a Penalty shall be awarded where the ball first bounces or is stopped by an opposing player or if the ball crosses the touchline the Penalty is given five (5) metres in field from the point the ball first crossed the touchline

Sanction: *Penalty - "Obstruction"*

LAW 9: OFFSIDE

9.1 Only Attacking Team players behind the kicker when the ball is kicked are onside. If an Attacker is onside, he/she may chase the ball to retrieve the ball or affect a tag subject to the kicking laws. If an *Attacker* is in front of the kicker when the ball is kicked in play, this player is *Offside* and cannot affect a tag until either the ball receiver has run at least ten (10) metres in any direction or the kicker or a

player behind the kicker runs past the *Offside Player* and puts him/her onside. When the *Offside Player* is put onside in this manner, he/she can affect a tag.

Sanction: Penalty - "Off Side" – from where the offence occurred - player ahead of the kicker.

9.2 If, from a kick, the *Offside Attacker* deliberately plays the ball or effects a tag, a *Penalty* shall be awarded at the point of the Tagging or playing of the ball

Sanction: Penalty – Offside/Foul play – From where the offence occurred – player ahead of the kicker, cynical play, strong warning.

9.3 If a member of the *Attacking Team* is in front of the kicker when the ball is kicked, and the ball accidentally strikes that *Offside Player*, a *Changeover* shall be awarded to the *Defending Team* at the point of the Kick. The referee may allow a *Defender* an *Advantage* if he/she gains possession of the ball.

Sanction: Changeover - "Accidental Offside"

LAW 10: KNOCK-ON AND KNOCK-BACK

10.1 A *Changeover* will be awarded to the non-offending team in the case of a *Knock-On*.

Sanction: Changeover – "Roll Ball"- Knock-On

10.2 A player may not *Knock-On* deliberately.

Sanction: Penalty "Deliberate Knock-On"

10.3 A *Penalty Try* may be awarded if the defending player knocks the ball on in a deliberate attempt to prevent the *Try*.

Sanction: Penalty - "Penalty Try"

10.4 If an *Attacker* propels the ball in a backward direction play will continue.

Referee will call "Play on – Knocked backwards"

10.5 If a *Ball Carrier* knocks-on in *In-Goal*, a *Changeover* will be awarded a five (5) metres from the goal-line opposite where the offence took place

Sanction: Changeover – "Roll Ball"- Knock-On or Advantage could be played

10.6 A *Defender* may knock the ball backwards in open play. If the ball is knocked backwards straight in touch or straight into the *In-Goal*,

Sanction: Penalty – Foul play

LAW 11: ADVANTAGE

- 11.1** If an *Attacker* Knocks-On and no Advantage is gained by the *Defending Team*, the ball is returned to the point of the original offence and the *Defending Team* will restart with a *Roll Ball*.
Sanction: Penalty – “Roll Ball”- Knock-On or Advantage could be played
- 11.2** If the *Attacking Team* commits an offence and the *Defending Team* takes possession and gain an Advantage the Referee will allow the game to go on. If no Advantage has been gained by the *Defending Team*, the ball will be returned to the point of the original offence and the *Defending Team* will restart with a *Roll Ball* at tag count 0 (zero).
Sanction: Penalty – “Roll Ball”- Knock-On

LAW 12: PENALTIES

Penalties are taken by way of a *Tap-Kick* in any direction.

Note: If a player chooses to use the *Roll Ball* action instead of taking the *Tap-Kick* it is still deemed as a *Tap-Kick*.

- 12.1** A *Penalty* shall be awarded against any player who is guilty of misconduct unless *Advantage* can be played by the non-offending team in accordance with these Laws. All *Penalties* or *Changeovers* awarded for infringements/*Tagging's* that take place within five (5) metres of the offending team's *Try* line shall be awarded five (5) metres out from that team's *Try* line.
- 12.2** If a *Penalty* is not taken on the *Mark* designated by the referee, play will stop, and the ball returned to the *Mark*. The *Penalty* is then retaken.
- 12.3** The offending team must retire Ten (10) metres (or to the *Defending Team's Try* line) from where the *Penalty* is to be taken.
Sanction: Penalty – “Offside Not 10 metres”

Further misconduct by the offending team shall allow the referee to advance the Mark once only, by ten (10) metres but only up to five (5) metres from opposing team's.

- 12.4** A *Penalty Try* must be awarded if the offence prevents a *Try* that would probably otherwise have been scored.

LAW 13: FOUL PLAY

- 13.1** All players are under the control of the referee from the time they enter the *Field of Play* to the time they leave. In the event of misconduct by a player, the referee shall, at his / her discretion, caution, *Sin-bin* or dismiss the player.
- 13.2** 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.
- 13.3** When a final caution is administered to a player or team who has consistently breached the rules of the game the referee shall advise the *Captain* so that the latter may, if he / she wishes, replace the player.
- 13.4** The referee has the power to *Sin-bin* (temporarily suspend) a player and the length of player suspension is four (4) minutes in a 40-minute game and two (2) mins in a fifteen (15). A Sin-binned player cannot take part in the match and cannot be replaced for the duration of the suspension and shall re-enter the playing field only when permitted to do so by the referee.
- 13.5** Example of *Sin-bin* may be used include:
- (A) Blatant disregard for the laws.
 - (B) Continued law infringements.
 - (C) Back-chat, dissent or sledging.
 - (D) Repeated or deliberate *Contact* infringements.
 - (E) Fighting.
 - (F) Cynical infringements.
 - (G) Verbal abuse towards referee.
 - (H) Kicking the ball away in frustration.
- 13.6** Enforced substitution – if a player has been penalised for a number of technical infringements but the referee does not feel a Yellow Card is warranted, he /she may instruct the *Captain* to replace the player. There is no time limit for the replacement. An enforced substitution will not be implemented for the same player twice in one match. Instead a Yellow Card will be given and a Red Card if needed
- 13.7** The referee may issue a red card to a player and dismiss that player for the remainder of the game if he/she deems the offence to be serious enough. If a player is dismissed from the field, he/she shall stand suspended until the referee's report is received by the I.R.F.U. The incident will then be dealt with according to the I.R.F.U. Tag Rugby disciplinary procedure and any band that maybe imposed.

- 13.8** A player who is dismissed/sent off shall take no further participation in the game nor shall he/she be permitted to take up a position likely to provoke further incidents.
- 13.9** A player is guilty of misconduct and shall 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 laws 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.
- 13.10** All sin binned players shall surrender their "tags" to the referee for the duration of the sin binned time. Sin binned players will retrieve their tags from the referee at the conclusion of their sin binned time.
- 13.11** All players sent off i.e. shown a yellow or red card, must surrender their tags to the referee before leaving the playing area for the duration of the sanction.
- 13.12** If a player from the *Kicking Team* chasing a *kick* is obstructed and the ball rolls over the *Try* line, the *Penalty* shall be awarded to the *Kicking Team*, no less than five (5) metres in from the touchline in the *Field of Play* and opposite to where the ball crossed the *Try* line and no less than five (5) metres out from the *Try* line, or at the point where the player was impeded. If the impeded player in the referee's opinion probably would have scored a *Try* if he/she had not been impeded, then a *Penalty Try* may be awarded.
- Sanction: Penalty - "Obstruction"**
- 13.13** A player in possession of the ball may not deliberately throw the ball out of the *Field of Play*. A *Penalty* is awarded 5m in from where the ball crossed the touchline.
- Sanction: Penalty – "Foul Play"**
- 13.14** All sin binned /red carded players must surrender their tags to the referee for the duration of the sanction, before leave the playing area.
- 13.15** If a referee is assaulted or unduly harassed by any person as a result of a match under his/her control the referee shall submit a report of the incident to the IRFU.

Please Remember: Team Captains (or delegated Team Captains) are responsible for ensuring all players must sign-on prior to their game each week and signing the score card at the end of each game.

LAW 14: VETERANS AND MENS VARIATIONS

- 14.1** In Veteran's league matches over 50 players must be clearly identifiable by one of the following means:
- (A) Wearing different colour shorts to their team mates
 - (B) Wearing a different colour jersey to their team mates that does not clash with the opposition colours
 - (C) Over 50 players must make themselves known to the referee before the start of play.
 - (D) Over 50 players not adhering to this law will be awarded one (1) point per Try scored.
- 14.2** In men's and Veterans matches – after a Chip Kick, the referee will blow his / her whistle to avoid Contact between players and award a Roll Ball to the team he/she anticipates would have gained possession. In the situation where the Kicking Team retains possession and no Defender has deliberately played the ball they will continue the same tag count as before the Kick. If on tag six (6), a turnover will be given at the next tag.
- 14.3** The Attacking Team may kick the ball (from the hand) at any time while in possession. The ball must not go higher than the referee's shoulders for a grubber kick. Chip- kicks are only allowed in the men's and Veterans' games and must not travel more than fifteen (15) metres and not more than five (5) metres above the opposing team player's head. "Garryowen" or up and under kicks are not allowed in any form of IRFU Tag Rugby. A Penalty kick may be awarded at the place of infringement.
Sanction: Penalty
- 14.4** For men's and Veteran's leagues the Restart Kick will be Drop Kick from the centre of the halfway line.
Sanction: Penalty – "Offside"

Men's only Variations

- 14.5** For men's and Veteran's leagues the Restart Kick will be Drop Kick from the centre of the halfway line.
Sanction: Penalty – "Offside"

LAW 15: DUTIES OF REFEREE

- 15.1 The referee is responsible for ensuring the laws of the game are adhered to. The referee is the sole judge of the fact and the law during the match..
- 15.2 The referee shall record the score and all tries scored during the match. He/she shall be the sole timekeeper except where this duty has been delegated to another person. (the Referee will note which team scored the first Try for playoffs and finals purposes).

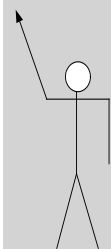
SAFETY

WARM UP: Please ensure players warm-up and stretch to avoid injuries.

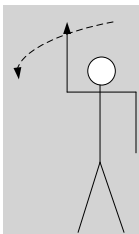
SHORTS: IRFU TAG has a strict rule that if players do not have a pair of TAG shorts, they DO NOT *play*.

No exceptions to this rule. Tag shorts can be purchased from the coordinator when available.

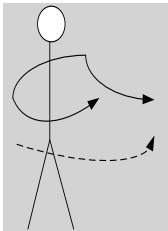
APPENDIX 1: HAND SIGNALS



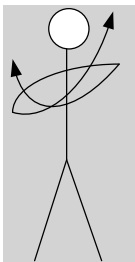
Penalty



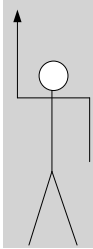
Knock On



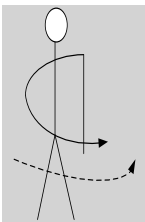
Forward Pass



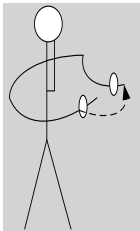
Obstruction



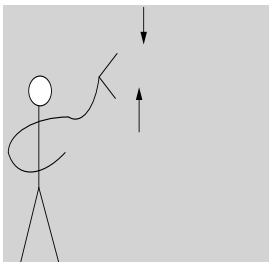
Try Awarded



Off Side

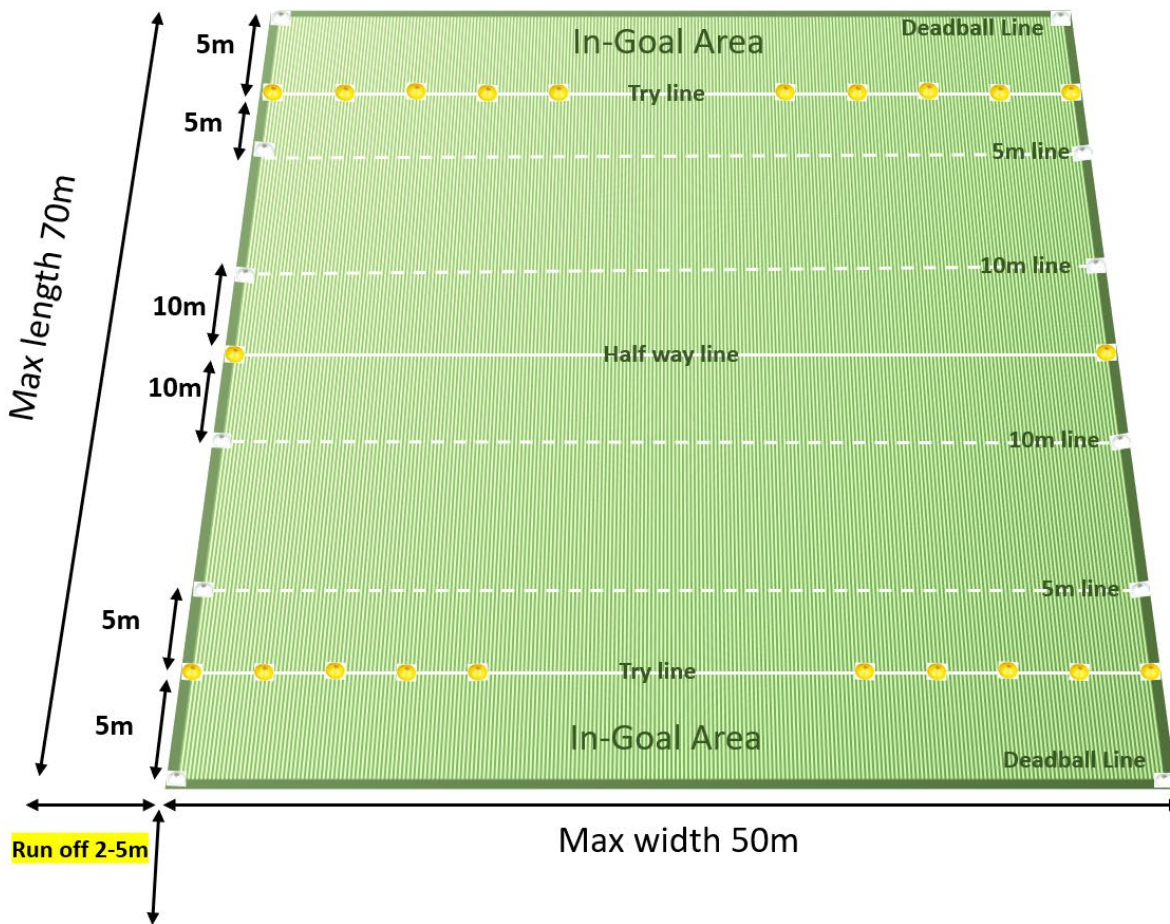


Contact

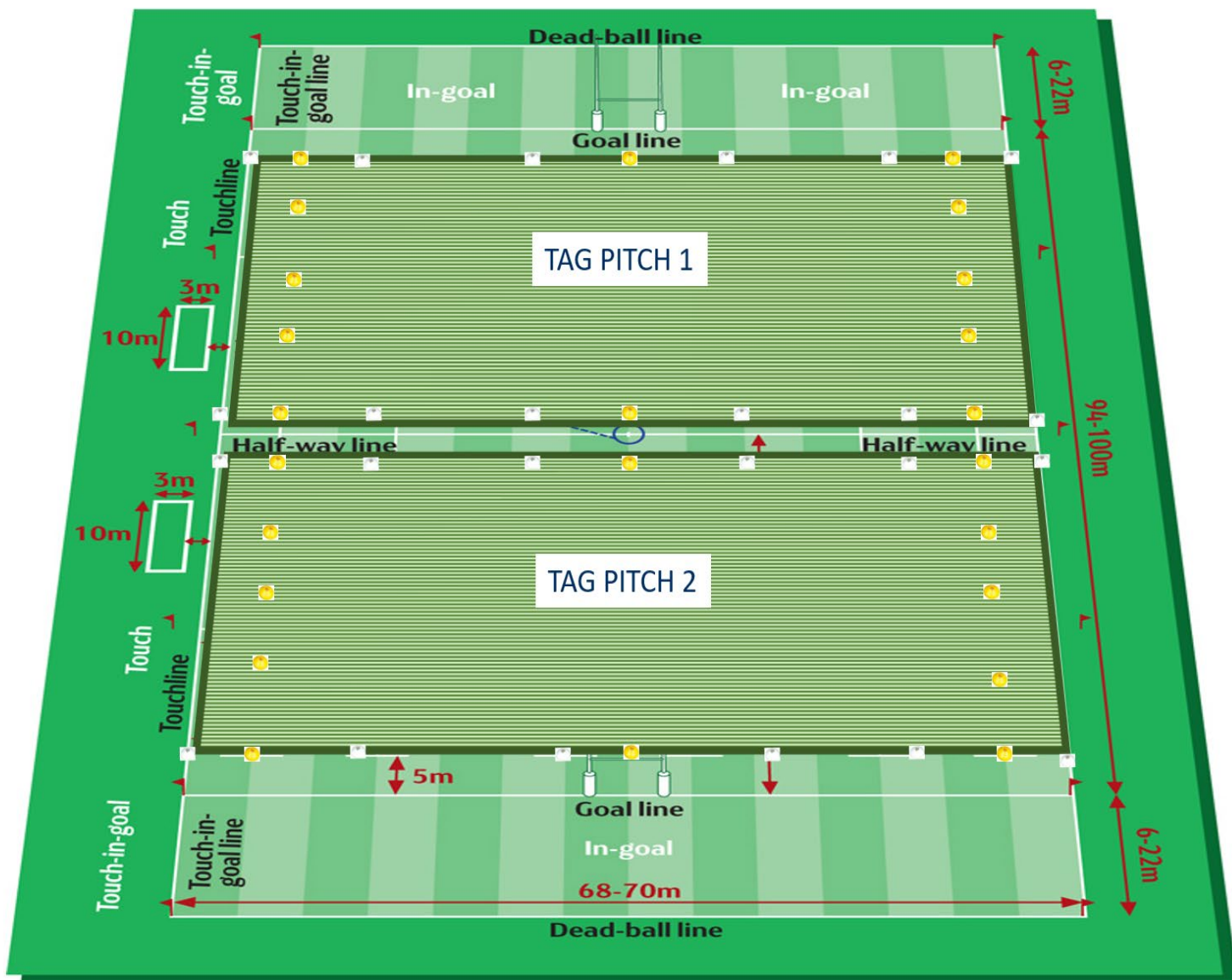


Desertion

APPENDIX 2 & 3: PITCH DIMENSION GUIDELINES



Note:
Min Width 40m
Min Length 60m



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