**Claremorris Colts Tag Rugby Season 2013**

**LAWS OF PLAY**

1. 3 points for a female try or male try 40 years of age or over.
2. 1 point for a male try under 40 years of age.
3. Change over after 6th Tag.
4. Ball must be carried over the try line to score. Ball carrier can only score if wearing both tags
5. It is the onus of the ball carrier not to run into people. *Run at spaces, not at faces.*
6. The ball cannot be played on the ground with the foot.
7. A player cannot dive to score a try.
8. When a tag is made, the defender must hold the tag in the air and shout TAG so the ref can see a tag was made.
9. If a person is tagged behind their own try line, it is a turnover out 5m from try line.
10. A player must not shout TAG unless they have made a tag.
11. The defensive line must be 7 metres back from the ruck ball line and the defenders cannot move until the scrum half has played the ball.
12. The marker must stand directly in front of the ruck ball and must not under any circumstances attempt to play the ball until the scrum half has played at the ball.
13. The scrum half must play the ball within 3 seconds of it being rolled.
14. The person tagged must roll the ball with only 1 tag on the shorts.
15. The marker must stand 1 metre back from the tag at the ruck ball.
16. If there is no scrum half in position when the balled is rolled back then the ball is turned over to the opposing team.
17. There can be no interference with the ball player at the ruck.
18. The ball player must roll the ball back from where they were tagged.
19. The ball must be rolled with the hand.
20. The person rolling the ball cannot interfere with or block the marker.
21. This is a non-contact sport. There is no blocking, barging, hand offs, jumping or contact of any sort.
22. The onus is on the ball carrier to avoid contact.
23. A player cannot spin 360'.
24. A player is not allowed to block his/her tags.
25. Crossing is not allowed.
26. All kicks must be below head height.
27. All Passes must be flat or backward.
28. Ball can only be kicked after the 5th tag and must remain under head height.
29. On kick off, the ball cannot leave the field or cross the try line. If the ball forcefully leaves the field of play then play is brought back to the halfway line and a penalty awarded to the opposing team.
30. On kick off, the ball can be kicked by hand or on ground.
31. The ball cannot be kicked directly at a person at force.
32. Yellow cards may be issued for the following,
33. Blatant disregard for the laws.
34. Persistent fouling.
35. Cynical infringements.
36. Repeated contact infringements.
37. Use of abusive, offensive or obscene language.
38. Disputes the decision of the referee.
39. Re-enters the field without the permission of the referee.
40. Red cards will be issued for serious infringements and/or dangerous play.
41. Yellow card = 5 minutes in the sin bin, if a girl is sin binned then it is OK for team to have 2 girls on the pitch.
42. Red card = dismissal and subject to disciplinary committee decision.

**CLAREMORRIS COLTS RFC TAG QUICK GUIDELINE**

**CHANGING POSSESSION**

At a change of possession, play starts with a roll back, no “quick tap & go” for:

* Ball knocked on
* Forward pass
* Sixth tag
* Ball out of play
* No scrum half in place in 3 seconds of ball being rolled

**ROLL BACKS**

A roll back is taken at where the ball is placed unless otherwise specified.

* Face attacking try line with legs hip distance apart, without delay roll ball backwards between the legs with a hand, the ball must roll not more than 1.0m
* No rolling with foot or scooping the ball with your hand
* The ball must remain in contact with the ground when rolling
* The Marker must be square & 1.0m back from the roll back

**PENALTY & PENALTY INFRINGEMENTS.**

* Players are offside of roll ball not back 7m (apart from marker)
* Marker offside (not square & back 1m)
* Obstructing the ball carrier
* Obstructing the support player
* Pulling by shorts or jersey
* Phantom tag (calling tag with no tag pulled)
* Throwing tag away (un-sporting behaviour)
* Late or early tagging
* Deliberate knock on
* Charging or barging
* 360 degree turns or jumping
* Protecting tag
* Crossing or obstructing
* Cross Tagging
* Obstructing marker
* Intensive contact.

**TAGGING**

It is the onus of the tagger to shout tag clearly with tag in air to prevent the ball carrier from gaining ground. A penalty or a penalty try may be awarded if the ball carrier has been tagged, gained excessive ground & not informed.

Note, be aware of your tags, they can fall off!!