

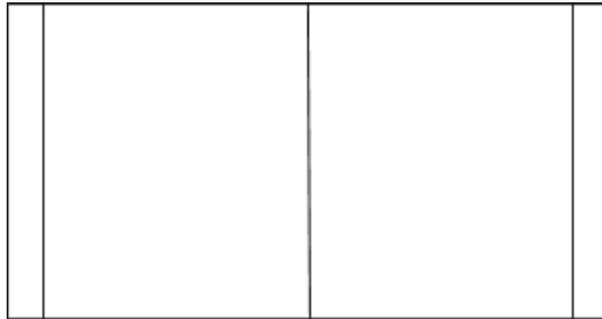


Simplified Rules

These rules are meant to be a guideline for Wisconsin Tag Rugby. They represent a condensed (and slightly modified version) of the Leonard rule set.

Field Dimensions

The field dimensions of 60X40m or 40x25m with 5 Meter goal areas (try zone). A half way line bisects the field.



Object of the game

The object of the game is to score more tries than your opponent. Tries (similar to touchdowns) are scored by placing the ball with downward pressure in the defenders goal area (try zone). The player in possession of the ball (attacker) may run forward with the ball or pass the ball backward to a teammate to achieve this, but kicking the ball is not allowed.

Players without the ball (defenders) try to prevent attackers from scoring by removing flags from the ball carrier. The attacking team has five (5) possessions or tags to score. Defenders can cause turnovers by forcing the attackers to commit infractions, run out of bounds, or making 5 tags against the attackers. Possession then switches to the opposing team.

1) Players

- a. Grades 1-2 and 3-4 will play 5v5 on the small field.
- b. Grades 3-4 and 7-8 will play 7v7 on the large field.
- c. Players' grade division is determined by their grade in the fall of the upcoming school year.
- d. Players may play in an older division but may not play in a younger division in tournaments.
- e. Tag rugby is open coed; there are no restrictions on the number of male/female players nor gender specific rules.

2) Substitutions

- a. Substitutions are allowed on any stoppage of play.
- b. Unlimited substitutions may be used.

3) Match Length

- a. A match will consist of two seven (7) minute halves, with a two (2) minute half time.
- b. Clock will remain running unless there is stoppage due to injury.
- c. A two (2) minute overtime period will take place in the event of a tie in playoffs only and will continue until a winner is determined. A coin toss will take place before the first overtime period, and first possession will alternate with any additional overtime periods.

4) Referee

- a. A referee or Sir will officiate the match.
- b. Referee will call for a pregame conference between the two team captains prior to the game.
- c. A coin toss will determine initial possession.
- d. Referee's watch is the sole keeper of time.
- e. Referee is final arbiter of the score.
- f. Referee will only be addressed by team captains during play.

5) Uniform

- a. All players must have a flag belt or flag shorts with two flags attached by velcro. Excess belt strap should be tucked inside shorts or wrapped around the belt. No player may continue without having both flags attached and positioned on their hips. Referee may review belts and/or flags to determine appropriateness for play.
- b. Shirts must be tucked in at all times and must not interfere with or cover flags.
- c. Players are not allowed to wear anything that might prove dangerous to the wearer or other players. Jewelry, necklaces, watches, etc. must be removed. If removal is not an option then the item must be completely covered in tape with no sharp or raised edges exposed.
- d. Gloves are not allowed.
- e. Headgear, hats, religious head scarves, etc are allowed as long as they do not present a threat to safety.
- f. Sunglasses are not permitted unless there is a medical concern.

6) Scoring

- a. A try is awarded to the attacking team when the ball is placed with downward pressure on or behind the opponents try line.
- b. A try is worth one (1) point.
- c. No conversion kicks will be attempted.
- d. Players attempting to score may not dive or slide during the score.
- e. Defenders may not attempt to interfere with the act of placing the ball down to score a try.
- f. Possession changes to the defending side after a score.

7) Tap and Pass

- a. These terms are used to restart play after a possession change.
- b. Tap and pass will take place at the half way line at the start of a game, after halftime, or after a score.
- c. Tap and pass following penalties will be taken from the referee's mark.
- d. Play will resume upon the referee's instruction to PLAY.
- e. For safety reasons the tap and pass receiver must not start more than 2 meters back from the mark to avoid 'crash ball' tactics.

- f. Referee will allow the defense to reset before initiating restart, no quick restarts will be allowed.
- g. Attacker must tap ball with foot or lower leg and pass ball to teammate.
- h. Defenders must retreat 5 meters from the mark toward their try line.
- i. Defenders may not advance until the pass has been made.
- j. No tap and pass will be awarded closer than 5 meters to the goal line.

8) Ball Carriers

- a. Using the ball as a shield or using an open hand to prevent a tag is a penalty, and the non-offending team is granted a tap and pass.

9) Scrums, Lineouts, Kickoffs

- a. These are not used in flag rugby; tap and pass will be used to restart play for all situations.

10) Contact

- a. There is NO CONTACT allowed between players; the only contact allowed between the two teams is the removal of flags and other incidents the referee deems unintentional or incidental. Both attackers and defenders are responsible for avoiding contact at all times.
- b. The ball carrier is not allowed to run directly into defenders.
- c. Defenders are not allowed to actively block the progress of the ball carrier with their bodies.
- d. Players initiating contact will be penalized.
- e. General advice to ball carriers is to "RUN AT SPACES, NOT FACES!"
- f. Ball carriers may not use hands, elbows, or the ball to block defenders attempting to grab flags.
- g. Defenders must not attempt to dislodge the ball, grab or hold a ball carrier's clothing, or make any attempt to trip the ball carrier or other attacking player.

11) Initiating the tag

- a. Only the ball carrier can be tagged (have flags removed). Defender(s) that remove a flag must hold it above his/her head and loudly shout TAG.
- b. Defender(s) who remove a flag cannot continue to play until the flag is returned to the ball carrier.
- c. Referee will call out tags, reminding players of the number of tags and to pass following a tag.

12) After a tag has been initiated

- a. There is no stoppage of play unless the 5th tag has been reached.
- b. Ball carrier is allowed a maximum of three (3) steps of continuation or three (3) seconds to pass the ball to a teammate.
- c. Until the flag is returned and secured to the belt, the attacker cannot resume play.
- d. Ball carrier may not continue over the try line to score with the three (3) step continuation. They must pass to a teammate to score.

13) Offside

- a. There is no off side during open play.

- b. Offside is defined as a defending player, other than a tagger, who does not immediately retreat towards their own goal and beyond the tagged attacking player.
- c. Referees will only penalize defenders who are off side AND interfering with play immediate after a tag.
- d. Off sides is penalized by awarding a tap and pass to the non-offending team, and the tag count resets to zero.
- e. A defender is allowed to intercept the pass as long as the defender started from an onside position.

14) Knock On

- a. A knock occurs when a player attempting to handle the ball fumbles the ball forward in the direction of the opponent's goal line and the ball touches the ground or another player.
- b. A knock on is penalized by awarding a tap and pass to the non-offending team.

15) Forward Pass

- a. A forward pass occurs when a player throws the ball forward instead of directly sideways or backward.
- b. A forward pass is penalized by awarding a tap and pass to the non-offending team if they do not gain advantage (see below).

16) Live Ball

- a. A pass or fumble that travels backward but is not caught by another player and makes contact with the ground is a considered a live ball as long as it is not kicked or dived upon.
- b. Either team may claim possession of the ball by picking it up.

17) Obstruction

- a. Obstruction occurs when a player, either actively or passively, impedes the defender(s) ability to reach the attacker. This is akin to blocking, though contact need not occur.
- b. Obstruction is penalized by awarding a tap and pass to the non-offending team.

18) Advantage

- a. Referee will call advantage when an infringement occurs but does not interfere with the non-offending team's play of the ball or their opportunity to score.
- b. Play will continue as long as the advantage remains for the non-offending team or the non-offending team gains 5 meters toward their opponent's goal line.
- c. If advantage is not gained, referee will stop play, reset tag count to zero, and award a tap and pass to the non-offending team.

19) Things to Avoid

- a. NO kicking at any time.
- b. NO diving on the ground to score, to pull a player's flags, or to gain possession of the ball.
- c. NO stealing or knocking the ball out of the ball carrier's hands.
- d. NO spinning or jumping to avoid being tagged.
- e. NO player can continue playing with one or more flags removed.
- f. NO disrespect or taunting towards another player, team, or referee.

20) Tournament Rosters

- a. There are no official rosters for tournament play. No penalty will be assessed for using another club's players **for the sole purpose of having enough players to field a legal team** at any point in the tournament.
- b. There is no penalty for sharing players between teams **if required to field a legal team** at any point in the tournament.
- c. Clubs with multiple teams entered in a division should strive to equally distribute talent between teams.
- d. Clubs with multiple teams should avoid "stacking the deck" during playoffs when their other teams in the division have been eliminated. Sharing players between teams should only occur **if required to field a legal team**.

21) Code of Conduct

- a. **All players, coaches, and fans are expected to abide by the rules of the match and the decisions made by officials and referees. They are expected to play fairly and to demonstrate good sportsmanship both on and off the field.**
- b. In the event of misconduct and/or repeated and deliberate breaking of the rules or dangerous play, then the referee shall at their discretion issue players a yellow or red card.
- c. Yellow card #1- player is removed from play for 2 minutes; team must play down 1 player for duration of that time.
- d. Yellow card #2 or Red card – player is removed from the match, their team plays down a player for the remainder of the match, and the team must get WTR Board or tournament director approval to continue playing in the tournament.

Tournament Formats:

Each team will play round robin games within their pool. There are no overtime games in pool play for ties. Forfeits will count as 5-0 victories for the teams ready to play. There are no playoffs for 1st-2nd graders.

Pool rankings will be determined by points (3 for win, 1 for tie, 0 for loss). In case of ties, tie-breakers in order are: 1) head-to-head, 2) total tries scored, 3) total point differential, 4) tries allowed, and 5) coin toss. Maximum point differential per game is 5 (matching forfeits).

In brackets with 2 pools, the 2 pool winners advance to the championship match. In brackets with 3 pools, the 3 pool winners and the top runner-up will advance to the semifinals (1 v 4 and 2 v 3). In brackets with 4 pools, the 4 pool winners will advance to the semifinals (1 v 4 and 2 v 3). In brackets with an odd total number of teams (e.g., 9, 11, 13), we will schedule crossover and elimination matches as necessary so that each team plays 3 games and so we can determine who advances.

In playoffs, ties will result in a 2-minute overtime with a coin toss to determine who possesses the ball first. There is no sudden death so both teams are given the opportunity to possess the ball. If teams are tied at the end of overtime, teams will switch directions and continue playing additional 2-minute overtime periods until a winner is determined. First possession for subsequent overtimes will alternate after the first overtime. There will be no break between sessions except to allow time for teams to switch sides of the field.