

Girls / Boys League Tag



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FIELD DIMENSIONS

The playing area should be roughly half of a soccer field (50m x 70m) with a dead ball area of 3m in depth.

- A JUNIOR is anyone turning 8, 9 or 10 in the calendar year. A SENIOR is anyone above that age.
- SCORING** – **1 point** will be awarded for **Seniors**, and **2 points** will be awarded for **Juniors** scoring in the girls' and boys' competitions. **A maximum differential of 6** "For and Against" points will be counted on the points table.

GAME DURATION

Halves will be 18 minutes in duration, with a 4-minute half time break. **This time may be shortened if there are time constraints (ie: the game did not start on time), with times negotiated by both coaches.** Once there is a difference of **9 points** between the team scores, the coach or captain of the losing team can call time, and the scores will be locked.

If a game is stopped due to the large difference in the scores, the coaches can: -

- agree to keep playing but without scoring, with on field coaching allowed during the remainder of the match.
- play a friendly with mixed teams.
- have a skills session.

PLAYING THE GAME

- The captain of the team that wins the toss will choose which direction to run OR which direction to kick off / receive the ball.
- The team kicking off will use a place kick from the centre of the field to start the game (no kicking tee).
- The scoring team will use a place kick to restart play, from the middle of the halfway line.**
- A player in possession of the ball may *run or pass* the ball in attempting to move it downfield and across the opposition's try line. It is the objective of the defending team to try to prevent this by removing the tag from the ball carrier. The attacking team has 6 attempts to score a try. After 6 tags have occurred, the defending team becomes the attacking team, and the ball is handed over. For handover, the ball should be placed onto the ground where the final tag occurred, and the player moves to the defensive line. A penalty may be awarded if this does not occur.

TEAM COMPOSITION, POSITIONS AND EQUIPMENT

- There can be a maximum of eight (8) players per team on the field at any time.
- There must be no more than five (5) senior players on the field at any one time (Schools fielding rugby league teams are exempt from this rule).
- There is unlimited interchange, with no stoppage of play when interchanges are made.
- A maximum of eight sets of tags are to be used. A player leaving the field needs to pass their tags to the interchanging player. Players on the sideline waiting to enter the field of play, should be wearing their belt but have no tags attached.
- The replaced player(s) must be off the field before the interchanging player(s) can take part in the game.
- If a team has less than five (5) players, they must forfeit the game.
- Joggers/rubber soled shoes are to be worn during the game. Cleats/studs (plastic or metal) **CAN NOT** be worn.
- If a player chooses to wear a cap with a hard peak during the game, it must be turned backwards, to prevent accidental throat injuries.
- All players need to be wearing shorts. No skirts are to be worn. Items of clothing should not be covering tags being worn.
- When available, tags will be supplied by NRL development officers and must be used. Schools to provide their own belts. Where tags have not been supplied, schools will need to provide their own. Any Tag type is fine, including those used for OzTag.

SCORING

- a. A try is awarded to the team crossing the opponents try line whilst in the possession of the ball. The ball must be grounded with downward pressure and must be on or over the line.
- b. Kicks must be regathered before touching the dead ball line, for a try to be awarded.
- c. The dummy half must pass the ball and cannot score a try from the dummy half position. If the dummy half scores from the dummy half position, the result will be the same as for a dummy half being tagged and a turnover will result 10 metres out from the try line.
- d. An attacking player **cannot** dive at the try line if the defending team is standing in front of them. However, a player can dive for a try if their whole body has passed the line of defence. A tag will be called, and the attacking player will be asked to play the ball 5 metres from the try line if deemed to have dived when not allowed to do so. The attacking team can choose to move the ball further than 5 metres. The defensive line must remain on their tryline.
- e. The scoring team will kick off from the centre of the halfway line. The ball must go a minimum distance of 10 metres before being touched by either team. If it is touched, the non-offending team will receive a tap penalty at the point where it was touch.

DEFENCE RULES

- a. The defensive line can not move forward until the first receiver catches (or attempts to catch) the ball or the dummy half elects to run the ball.
- b. The progress of the ball carrier will be stopped if one or two of their tags are no longer attached. A player in defence must be making an attempt to remove a tag and not solely making an attempt to impede the progress of the ball carrier.
- c. A defender cannot hold on to an attacking player by their uniform (shirt, shorts or belt) to halt their progress. Play on may be called or a penalty awarded in this instance.
- d. If both tags have been removed by one or more of the defenders, then the point of the first tag being removed is where the ball is played.
- e. When the tag is removed, the defender must hold the tag in the air to indicate that a tag has been made, drop the tag at the point where the tag was made and return to the defensive line. There is no marker. The ball carrier must return to the point where the tag is on the ground and play the ball by placing it under the foot and rolling it backwards with their foot to the dummy half, who then initiates the next play.
- f. After playing the ball, the attacking player must replace the tag/s before they can take any further part in the play.
- g. If a ball carrier accidentally falls on the ground, or a defender falls on a loose ball within 2 metres of a defender, then a tag is deemed to have been made.
- h. The defensive line must be set at least 5 metres from the play the ball. The defensive line may move forward once the first receiver has caught the ball (or made an attempt) or when the dummy half has started to run the ball.
- i. A defender must have both tags attached, in order to defend.
- j. If a defender removes the attacker's tag/s when they are not in possession of the ball, the referee has the following options: -
 - (a) If it is just after the attacker has passed the ball then no action is taken, and the attacker must re-attach the tag before touching the ball again.
 - (b) Call "late tag, play on" and allow the attacker to progress with the ball with only 1 tag.
 - (c) Penalise the defender.
 - (d) Call "Pre-tag" and play the same as option

EVASION RULES

- a. A player in possession of the ball must not attempt to bump or fend off the defender in their attempt to remove their tag/s.
- b. The ball carrier can in no way protect their tags. If the referee considers the attacker to have prevented the defender from removing their tag(s), a penalty to the attacking team is to be awarded.
- c. An attacking player cannot jump to avoid being tagged. If they do so, a penalty tap should be awarded to the defending team.
- d. An attacking player may be penalised for any of the following: -
 - 1) Executing a swivel, regardless of whether contact was made with the defending player.
 - 2) Changing the direction of a run and stepping into a defender who is in a position to make a tag.
 - 3) If the defender deliberately moves into the attacker's path (without gaining position first), and contact is made, the defender is the initiator of the contact and should be penalised.

ATTACKING RULES

- a. Unless advantage is called, an attacker needs to have two (2) tags on in order to advance the ball. If they receive the ball and only have 1/0 tags, they must play the ball from where the ball was received.
- b. A dummy-half may elect to either pass or run, however if they are tagged whilst in possession, a changeover will occur.
- c. If an attacking player is tagged over the try line while attempting to score, then the play the ball will commence 5 metres back, unless it is the last tag or it is the dummy half.
- d. Any kick that results in the ball going over the sideline, not on the full, results in possession changing to the opposing team.
 - If the ball is kicked and it goes out of the field on the full, then a changeover takes place from where the ball is kicked.
 - If the ball rolls out, the changeover will occur 10m in from where the ball went out.
 - If the ball is deliberately touched by any member of the non-kicking team, the kicking team receives the ball 10m in and the tag count is restarted.
- e. If the ball is kicked and it crosses the opposing teams dead ball line without coming into contact with a defender or a defender who makes no attempt to play at the ball, the defending team receives the ball 10 metres out from the try line. If deliberate contact is made from a defender, then a goal line drop out will occur.
- f. The defending team may kick at any ball that has come to ground, but if the ball is regained by the opposing team, then the tag count is restarted. If it is from a knock on, then this does not apply, and the team that did not knock on receives the ball where the knock on occurred.
- g. If a teammate is behind the kicker, they are always on side. If they are in front of the kicker, the player offside cannot make a tag until the receiver has travelled 10m in any direction, or the kicker puts the player back on side. If the ball is played at by the opposing team, the player is then on side.
- h. A goal line dropout must travel a minimum distance of 10 metres from the tryline before it is touched by either team.
- i. The play the ball by the attacking team must involve rolling the ball back with the foot, for a distance of no more than one metre. A changeover may result if the ball is deemed to have rolled for more than one metre before being touched by the dummy half.
- j. A kick in general play should go no higher than the height of the referee, off the foot. A bounce that goes higher than the referee is allowed. A tap penalty will be awarded at the point of where the kick was made.

CHANGE OVERS - All change overs (**play the ball**) occur at the point of infringement. Change overs occur when: -

- a. A dummy-half is tagged with the ball in their possession or the dummy half “scores a try”.
- b. The ball carrier or receiver propels the ball forward with their arm or hand and it comes into contact with the ground or player. This is a knock on and “advantage” may be played. Advantage is where a defending player picks up the ball and progresses the ball in a forward direction. A changeover should occur if the defending team is disadvantaged.
- c. A defender in attempting to gain possession knocks on (unless the attacking team has knocked on first).
- d. The ball is passed in a forward direction.
- e. The ball is kicked out on the full or bounces over the sideline.
- f. After a team has used their 6 tags.
- g. When the attacking team kicks the ball, and it crosses the opposition try line and isn’t deliberately played at by a defender.
- h. When the ball carrier accidentally or deliberately crosses the sideline with both tags on.

PENALTIES - A penalty should be given at the point of infringement unless otherwise specified. All penalties will involve a tap from the point of the infringement. Penalties should be given when: -

- a. The defender does not place the tag on the ground where the tag was made or given the tag to the attacking player.
- b. If a defending player tags an opposing player not in possession of the ball, unless advantage is played.
- c. If the defensive line is less than 5m from the play the ball, the penalty is awarded where the offside player/s should have been.
- d. When the ball carrier pushes a defender away or prevents a defender from removing their tag.
- e. When an attacking player not in possession, impedes the movement of a defender.
- f. Offside play.
- g. When a ball carrier prevents being tagged by running behind or using a member of their team as a shield (shepherding)
- h. If a defender calls “tag” without removing a tag and this has disadvantaged the attacking team.
- i. An attacking player jumps to avoid being tagged or spins/swivels when going through the defensive line.**
- j. If a defender executes a late tag or pre-tag on an opponent (advantage may be played)
- k. If the ball is not placed onto the ground during changeover, where the final tag has been made.
- l. When any player exhibits behaviour, **for a minor breach** of the Code of Conduct.

MISCELLANEOUS - A “sin bin” may be used where if any players are displaying: -

- a. Repeated disregard for the rules.
- b. Continued rule infringements.
- c. Back chatting/ dissent/ sledging.
- d. Repeated or significant contact infringements.
- e. Fighting.

The duration of the time off the field for a sin binned player, will be for a 5-minute period. Sin binned players can be replaced. If deemed necessary to send a player from the field for the duration of a game, they cannot be replaced and the team will play short by a player. A player will be sent from the field for the duration of a game if a second sin bin offence has been displayed. If a player sinbinned or sent from the field needs to be spoken to by the referee whilst they are off the field, their team will forfeit the match.

A reminder that the Code of Conduct also applies to coaches and not just to players and spectators. Coaches should not be refereeing from the sideline and should always be setting a positive example to their team or teams. Code of Conduct breaches may result in games being stopped and warnings issued (to students, coaches or spectators) by the referee/umpire. If continued breaches occur, games should be stopped completely.

Extra Time - Drop Off Procedure for Finals

- I. If a match is drawn at the expiration of regular time, the referee will wait until the ball is dead and halt play. A 2-minute break will occur prior to commencement of extra time. Each team will reduce their playing strength by two (2) on-field players from the beginning of extra time.
- II. Extra time commences with a kick-off from the centre of the halfway line, as per the start of the game (ie: by the same team, in the same direction).
- III. During extra time, before a winner can be declared, both teams must have had possession of the ball for at least one tag. If a team scores before their opponents have had possession, the score counts, and the match continues as per normal after a try is scored.
 - If the opposition team scores within their first set of 6, scores will again be tied, and the next scorer will win the game.
 - If the opposition team does not score within their first set of six, the first scoring team will win the game.
- IV. Interchanging of players is permitted at any time, as per the normal interchange rules. The decision on which player will drop off is entirely at the discretion of each school.
- V. At the conclusion of 2-minutes of extra time, the referee will halt play at the next tag, dead ball or penalty. Each team will then reduce their on-field player numbers by one (1) player.
- VI. Play will recommence immediately after the players have left the field, at the same point in play as when it was halted (ie: with the tag or with a change of possession or with a penalty tap).
- VII. At the end of each subsequent 2-minute period another player will need to drop off. Play will only halt long enough for this to occur (approximately 15 seconds). A player or team deemed wasting time at a drop-off will be penalised at the point where play was to recommence. There is no time out calls during extra time, for teams to chat.
- VIII. Once both teams have been reduced to only four players, no further drop-off of players will occur, and the match will continue for a further 2 minutes or until a try is scored. If both teams remain level after this 2-minute period, the game will be declared a draw, and the higher place team will progress through the Grand Final (if it is a Semi-Final) or Joint Premiers will be declared if it is a Grand Final match.
- IX. Players sin-binned (5-minute time penalty) or a player sent from the field due to misconduct during extra time, can be replaced. If a player sinbinned or sent from the field needs to be spoken to by the referee whilst they are off the field, their team will forfeit the match.