

**SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL
GENERAL RULES AND REGULATIONS FOR RUGBY NATIONAL SCHOOL GAMES 2022
[SENIOR DIVISION]**

PREAMBLE

This document outlines the rules and regulations for the conduct of and participation in the National School Games (NSG). These rules and regulations should be interpreted and implemented in alignment to the spirit of the SPSSC's Mission, Aspirations and Motto (Ref Annex A).

SECTION A – ADMINISTRATIVE RULES & REGULATIONS

1 ORGANISATION STRUCTURE AND GOVERNING BODIES

1.1 The National School Games (NSG) shall be conducted:

- 1.1.1 as governed by the General Rules and Regulations of the Singapore Primary Schools Sports Council (SPSSC).
- 1.1.2 according to the laws/rules established by World Rugby.
- 1.1.3 adhering to the Baseline Safety Standards for the NSG.
- 1.1.4 In the event that the rules and regulations are modified for safety/developmental reasons to suit the level of our school students, it must be clearly stated in the respective sports rules and regulations.
- 1.1.5 In the absence of a set of recognised rules to govern the occurrence of situations during the competitions, the respective National School Games Organising Committee shall make the final decision.

1.2 NATIONAL SCHOOL GAMES ORGANISING COMMITTEE (NSGOC)

1.2.1 The NSGOC shall consist of the following:

- a) The National Convenor,
- b) The Game Advisor,
- c) The Zonal Convenors,
- d) Organising Secretaries and
- e) Any other co-opted members deemed necessary

1.2.2 The NSGOCs are empowered to appoint sub-committees and individual members to assist in the organisation and running of the NSG competitions as and when required.

1.2.3 The NSGOCs shall have sub-committees to perform the following roles and responsibilities (Terms of Reference for NSGOCs are given in **Annex B**): -

- a) Technical: Establish, review and update competition rules and regulations for the competitions and other matters necessary to provide for developmentally appropriate NSG competitions.
- b) Competitions: Organise and conduct the competition according to the rules and regulations, and established safety standards.

- c) Recognition, Appeal and Discipline: Manage recognition and discipline structures to support the desired outcomes of the NSG.
- d) Other functions necessary for the successful completion of the NSG sport that the NSGOC is in charge of.

2 AGE GROUPS / DIVISIONS

2.1 All students shall compete in their respective divisions according to their year of birth.

Division	Age	Year / Date of Birth
Senior	12 and 13 years old	1 Jan 2011 1 Jan 2010 --- 31 Dec 2010 2 Jan 2009 --- 31 Dec 2009
Junior	10 and 11 years old	1 Jan 2013 1 Jan 2012 --- 31 Dec 2012 2 Jan 2011 --- 31 Dec 2011 1 Jan 2011 (<i>subject to conditions laid out in para 2.1</i>)

2.1 All students can only compete in one division of that particular sport within the same year. No age dispensation is allowed.

2.2 Players from a lower division MAY NOT opt to play for a higher division.

3 ENTRIES

3.1 Each school is eligible to enter only one team in each of the following divisions:

- a) Boys Senior Division

3.2 All entries must be submitted through the e-Registration portal at <https://nsg.moe.edu.sg/nis/#!/login> on or before the stipulated closing date. This includes details of participants along with the necessary supporting documents.

- a) Baseline Safety Standards Acknowledgement Form
- b) Supporting documents for Special/Transfer case students
- c) Other forms as determined by the respective NSGOCs

4 REGISTRATION OF PARTICIPANTS

4.1 The total number of participants to be registered shall not deviate from that stated in the Rules and Regulations of the National competitions.

4.2 Each team shall register with the Convenor by the deadline stipulated, a team of not less than TEN (10) and not more than FIFTEEN (15) players (including reserves) to represent it in the competition. No changes in the composition of team shall be allowed

- thereafter throughout the competition. The registration form must be duly signed by the Principal.
- 4.3 Incomplete entries or inaccurately filled forms will result in immediate disqualification of the team concerned.
 - 4.4 No other changes in the teams shall be permitted once registration is closed.
 - 4.5 If a school chooses not to register the maximum number of participants allowed by the sport at the time of registration, the school shall not be permitted to register additional participants subsequently.
 - 4.6 Only in the event that any participant(s) registered is/are transferred or has/have to leave school during the preliminary rounds, the school shall be allowed to replace the affected participant(s).
 - 4.7 However, no replacement of participants is allowed once the competition reaches the semi-final stage or after 2 games have been played in a single group round league. Schools must write through the Principal, to inform the Convenors of the replacement at least one (1) working day before the next match.
 - 4.8 During the classification round for tiered competitions, any replacement of participants is subject to approval from the Rugby NSGOC Schools must write to the Convenor through the Principal to seek approval for the replacement at least one (1) working day before the next match.
 - 4.9 International students can only be registered to play for their school **after** they have been issued with the student passes from the Immigration and Checkpoints Authority (ICA).
 - 4.10 International students who are in the schools on exchange programme are not allowed to represent the school.
 - 4.11 Students granted Leave of Absence (LOA) by MOE will be allowed to represent the school.
 - 4.12 Registration constitutes representation, that is, once a student is registered to play for a school, he or she is deemed to have represented his or her school. Hence, the student is not allowed to represent another school in the same sport in the same year.

SECTION B – COMPETITION RULES & REGULATIONS

5 COMPETITION FORMAT

- 5.1 There must be a minimum of three (3) registered teams from three (3) different schools before a team competition can be organised.
- 5.2 Format
 - 5.2.1 The competition format shall be that as approved by the SPSSC's Standing committee and stated in the specific sport's rules and regulations.
 - 5.2.2 Each team will play a minimum of 3 games unless otherwise approved by the SPSSC's Standing Committee.

- 5.3 A coin toss will be done to decide kick-off and side of pitch.
 - 5.3.1 The winner of the coin toss will get to choose for kick-off or receiving while the other team will get to choose the side of pitch.
 - 5.3.2 A coin toss will be done to decide kick-off and side of pitch for sudden death extra-time extensions.
- 5.4 Duration of Competition
 - 5.4.1 Senior Division
 - a) The duration of each match shall be seven (7) minutes each half, with three (3) minutes interval for the preliminary round, quarter finals, semi-finals, 3rd and 4th placing and finals.
- 5.5 Players
 - 5.5.1 Any team that fails to field at least seven players shall forfeit the match.
 - 5.5.2 Rolling substitutions will be allowed. It can only be done during turnovers.
- 5.6 The line-up of players must be submitted to the Convenor by the deadline stipulated by the Convenor.
- 5.7 In the event of the postponed matches, the same line-up will be enforced.

6 AWARD OF LEAGUE POINTS

- 6.1 Senior
 - 6.1.1 The following scoring system shall apply:

Win	3 points
Draw	1 point
Loss / Walkover	0 point
 - 6.1.2 The award of league points shall be that as approved by the SPSSC's Standing committee and stated in the specific sport's rules and regulations.
 - 6.1.3 For a tie between 2 or more teams, the tie shall be resolved in the following order:
 - Preliminary Round
 - a) Based on the total points scored "for" and "against". Points difference is obtained by deducting the points "against" from the points "for".
 - b) Based on total points scored "for". The team with higher points scored "for" breaks the tie.
 - c) Based on the result between two teams, the team which had won the match, between the two teams concerned, would be ranked higher.

Knockout-Stage

- a) In the quarter-finals, semi-finals, finals and 3rd and 4th placing – if the match ends in a tie, a 5-min sudden-death extra-time system shall be adopted.
- b) If the score remains a draw after the 5 minutes sudden death extension, the team that scores first during the normal game duration period shall be declared the winner.

7 PRIZES

7.1 The form of the medals awarded shall be as follows:

Position	Form of Medals
1 st	Gold
2 nd	Silver
3 rd	Bronze
4 th	

8 REPORTING AND GRACE PERIOD

8.1 Fifteen minutes (15 min) grace is allowed. The Convenor or his/her representative may at his/her discretion extend this grace period if he/she thinks the extension of grace period is justifiable (e.g. in special cases when delay may be caused by traffic jams, etc). However, the team concerned must contact the Convenor or his/her representative at the venue concerned to inform him/her of the delay. Teams must abide by the decision of the Convenor or his/her representative.

9 POSTPONEMENT

- 9.1 The Convenor or his representative shall, at his/her discretion, decide to postpone a match if he thinks the venue is unfit for play, or for any other valid reasons for which he deems a postponement is in order. Teams must abide by the decision of the Convenor or his/her representative.
- 9.2 If a match is stopped before the end and if there is time to continue the match on the same day, the match would be continued from the point it stopped until the end of remaining time.
- 9.3 If a match is stopped before the end and it were to be continued on another day, the duration and score played would be considered void and the match would be replayed from the start.
- 9.4 If there is a need to stop the match, the match would continue until the referee's whistle is blown. The time remaining, the score and the possession will be taken note of.

10 WITHDRAWAL AND WALKOVER

- 10.1 Any withdrawal or walkover is considered to be contrary to the spirit of the sport.
- 10.2 Schools participating in the NSG should not withdraw or concede a walk-over without a valid reason.

- 10.3 For each withdrawal¹ or walk-over, a written explanation duly endorsed by the Principal shall be submitted to the Convenor and the Game Advisor within two (2) working days.
- 10.4 Decision of abandoned games/walkover shall be made by the Rugby Sub-committee.
- 10.5 Any team causing a game to be abandoned by walking out shall be disqualified.
- 10.6 Schools which concede walkovers shall be disqualified.
- 10.7 In the play-off for top 4 placing, any walkover will disqualify the team from being placed.

11 ABANDONED GAME

- 11.1 The referee / umpire /match manager is required to submit a written report on an abandoned game within one (1) working day.
- 11.2 For decision on abandoned game, refer to Para 20 on disqualifications.

12 PROTEST

- 12.1 Any clarification on points of laws/rules, must be lodged immediately by the Team Manager (TM) to the referee / umpire / judge. Any decision made by the referee / umpire / judge will be final.
- 12.2 All protests shall be referred to the NSGOC. The protest(s) must reach the Committee within one (1) working day following the match to which it relates unless stipulated otherwise in the respective sport's rules. The protest must be in writing and duly signed by the principal. A protest fee of \$150 (including GST) will be deducted from the protesting school's account, via IFAAS if the protest is overruled.
- 12.3 The NSGOC will deliberate on the protest within three (3) working days unless stipulated otherwise in the respective sport's rules. The decision will then be made known in writing to the school concerned by the next day.
- 12.4 When there is any conflict of interest, the school(s) involved will not sit in the committee considering the protest.

13 APPEAL (Please refer to Annex G of the SPSSC General Rules and Regulations)

- 13.1 Upon the release/disclosure of the decision of the NSGOC, only schools may appeal to the Council.
 - 13.2 Notices of appeal shall be lodged with the Secretary / Secretariat of the Zonal / Central Council within two (2) working days upon receiving the NSGOC's decision. The appeal must be in writing (or email) and duly signed by the Principal.
 - 13.3 An appeal fee of three hundred dollars (\$300) will be deducted from the appealing school's account via IFAAS if the appeal is overruled.
 - 13.4 The Board of Appeal will deliberate on the appeal. The decision of the Board of Appeal shall be final.
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14 SUSPENSION

- 14.1 Participant(s) suspended by any one of the following bodies is barred from participating in the NSG for that sport for the period of suspension:
- a) The School
 - b) The Zonal Council
 - c) The SPSSC
 - d) The Singapore Rugby Union

15 TEAM MANAGER (TM)

- 15.1 Each participating team must be accompanied by a TM who shall remain with the team throughout the duration of play in **Annex H** of SPSSC General Rules and Regulations.
- 15.2 The TM shall be a teacher appointed by the participating school.
- 15.3 TMs are expected to conduct themselves with decorum during competitions.
- 15.4 TMs are not allowed to interfere with the final decision taken by the referee/umpire/judge/official on points of laws/rules after clarification has been sought. If such interference results in disruption of any match, a report shall be made by the Convenor and the matter brought to the attention of the NSGOC for appropriate action.

16 REFEREE / UMPIRE / JUDGE / OFFICIAL / PITCH or COURT MANAGERS

- 16.1 Where required, participating schools will be called upon provide a referee / umpire / judge / official / pitch or court manager based on the requirements of the competition.
- 16.2 Education Officers, Contract Adjunct teachers, Flexi-adjunct teachers and Allied Educators can serve as officials.
- 16.3 Schools should ensure that their referees / umpires / judges / officials/ pitch or court managers are present to fulfil their duties as scheduled by the Convenor and in alignment to the spirit of the Officials' Oath (Please refer to **Annex A** for officials' oath).

17 COACHES

- 17.1 Coaches are expected to conduct themselves with decorum during competitions and in alignment to the code of conduct (**Refer to Annex A**) and spirit of the Coaches Oath (**Refer to Annex A**) during competitions.
- 17.2 Coaches are not allowed to approach the officials to query their decisions. Only TMs are allowed to approach officials to seek clarifications.
- 17.3 Schools must ensure that their coaches adhere to the SPSSC Rules and Regulations and the Code of Conduct (Please refer to **Annex A** for coaches' oath).

18 BREACH OF CODE OF CONDUCT BY PARTICIPANTS / TMs / OFFICIALS / COACHES

- 19.1 A Disciplinary Panel comprising members of the NSGOC will be formed to investigate the breach, presided by a Principal, who is the Chairman of the Discipline and Recognition Sub-Committee. The Panel may co-opt members outside the NSGOC, including personnel from the national sports association, to provide technical advice.
- 19.2 Any athlete, coach, official, found guilty of aggressive behaviour through a fight / assault at the NSG, shall be expelled from the NSG, and be banned from it, for the calendar year of the NSG. This shall also apply to all fights / assaults traced to an NSG competition, either immediately, before, during or after the competition.
- 19.3 An appeal against the decision of the Disciplinary Panel may be submitted by the school (for participants, coaches, and TMs) and/or the official, to the Council, whose decision shall be final (Please refer to Para 13 with regards to the Appeal process).

19 DISQUALIFICATION

- 19.1 A school will be disqualified if:
- a) it fields an ineligible participant who is:
 - i. overaged
 - ii. underaged
 - iii. unregistered
 - iv. suspended (with reference to para 14)
 - v. without a valid student pass
 - vi. not a bona-fide student of the school
 - b) its participants are not accompanied by a TM
 - c) its participants caused a game / match to be abandoned
- 19.2 All results involving the team which has been disqualified will be considered null and void.

20 ATTIRE

- 20.1 All school athletes must be suitably attired in accordance with the requirement of rugby. The attire should bear the school colours / logo / badge or name.
- 20.2 Footwear and Mouthguard.
Footwear is compulsory. Rubber shoes/track shoes, boots with rubber studs should be used. It is highly recommended for all players to put on their mouth guards.

SECTION C – AMENDMENTS AND MATTERS NOT PROVIDED FOR

21 PARAMEDICS

- 21.1 NSG appointed paramedics must be on site before any NSG rugby match can commence.
- 21.2 Paramedics may enter the field while the game is ongoing to tend to the injuries and ensure the well-being of any participants that may have been injured/ unwell.
- 21.3 Paramedics have the right to not allow any participant they deem unfit to carry on the match. A permanent substitution will have to be made by the teacher. The participant cannot return the match.

22 CONCUSSION MANAGEMENT

- 22.1 In the event of concussion, as determined by the Level 2 Pitch-side Management certified Paramedics, the participant will not be allowed to continue playing and will be substituted. His involvement in the match shall end.
- 22.2 All participants who suffered from concussion, will be sent to the hospital for further assessment.
- 22.3 On confirmation of suspected concussion by the Level 2 Pitch-side Management certified Paramedics or a medical doctor, the participant must observe a rest period (refer to Concussion Management Protocol) and abide by the instructions given by the Physician before returning to the game.
- 22.4 The participant(s) who suffered the concussion will be required to seek the medical opinion of a Concussion Specialist, as recommended by the Committee, to be further examined. The recommendations of the Specialist must be adhered to strictly.

23 MATTERS NOT PROVIDED FOR

- 23.1 All matters not provided for in these Rules and Regulations shall be dealt with by the respective NSGOCs.

24 AMENDMENTS

- 24.1 The Singapore Primary Schools Sports Council shall have the right to delete, add or amend the rules and regulations laid down herein.

SINGAPORE PRIMARY SCHOOLS SPORTS COUNCIL (SPSSC)
AND SINGAPORE SCHOOLS SPORTS COUNCIL (SSSC)

Mission, Motto and Aspirations

Mission Statement

“To provide quality competition experience to our school athletes to support character development through the pursuit of sporting excellence”

Motto

“Character in Sporting Excellence”

Aspiration 1: *Every athlete an honourable sportsman*

Guiding Principle:

The athlete abides by the rules of the sport, gives his best in training and competitions, wins humbly and loses graciously. He participates actively and is committed to the skills development in his sport. He respects his opponents, teammates, coaches, teachers and officials, and displays exemplary conduct both on and off court.



ATHLETES' OATH

**“In the name of all competitors
we promise that we shall take part
in these National School Games,
respecting and abiding by the rules which govern them,
committing ourselves to the true spirit of sportsmanship,
without doping and without drugs,
for the glory of sport
and the honour of our teams.”**

(Revised version 2015; Adapted from the Olympic Athletes' Oath, 1999)

Character in Sporting Excellence

Aspiration 2: *Every teacher and coach an inspiring role model and mentor*

Guiding Principle:

The teacher/coach endeavours to develop each athlete to his fullest potential. He focuses on student-centric and values-driven coaching. He maintains a professional relationship with the athletes and ensures their safety and well-being at all times. As a positive role model, he inspires and motivates the athletes towards greater heights.



COACHES' OATH

*In the name of all the coaches,
we promise to respect all athletes,
officials and coaches in these
National School Games.*

*We shall act in the best interest of the
athletes and schools,
without doping and without drugs.*

*We commit ourselves to ensure that the
spirit of sportsmanship and fair play is
fully adhered to and upheld always."*

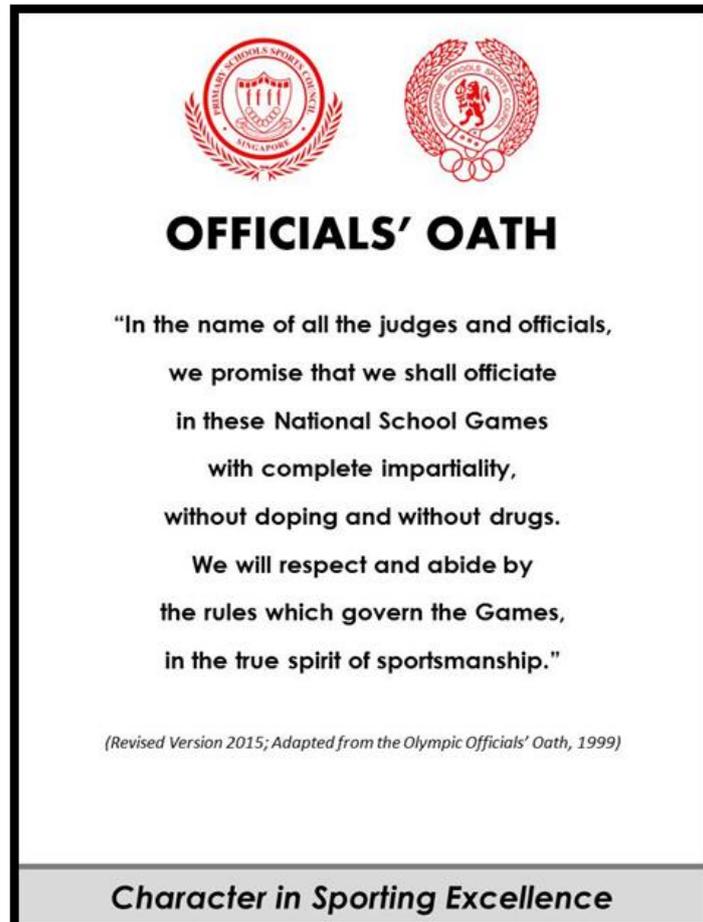
(Revised 2016; Adapted from the Olympic Coaches' Oath, 2012)

Character in Sporting Excellence

Aspiration 3: *Every official a fair, respectable and competent authority*

Guiding Principle:

The official is well-versed in the rules of the sport, and enforces the laws of the sport with impartiality. He is alert and acts decisively when required. He ensures safety for all athletes and explains the rules when required. He upholds the professionalism of the sport.



Aspiration 4: *Every parent a supportive partner*

Guiding Principle:

The parent takes interest in his child's training and competitions. He ensures proper nutrition and rest, and actively enquires on his child's progress and development. He works with the teacher and coach, attends competitions and respects the referee's decisions.

Aspiration 5: *Every spectator a respectful, responsible and caring motivator*

Guiding Principle:

The spectator makes the effort to applaud excellence and fair play. The spectator shows appreciation for the efforts of all athletes, teachers, coaches, officials and organisers. He should cheer to encourage and motivate as well as care for the athletes' well-being. The parent takes interest in his child's training and competitions. He is responsible and keeps the venue safe and comfortable for all.



SPECTATORS' CREED

Be a Respectful Supporter

- Applaud excellence and fair play
- Appreciate the efforts of all athletes, teachers, coaches, officials and organisers

Be a Caring Motivator

- Cheer to encourage and motivate
- Care for athletes' well-being

Be a Responsible Spectator

- Keep the venue safe and comfortable for all
- Keep the venue clean

Character in Sporting Excellence

Aspiration 6: *Every game a safe and enriching learning experience*

Guiding Principle:

The format of competition is developmental and age-appropriate. The games provide athletes with the opportunity to display their sporting prowess, and be recognised for their achievements. Athletes enjoy the competitions, which are conducted under safe and conducive environments.

**TERMS OF REFERENCE FOR SPSSC/SSSC
NATIONAL SCHOOL GAMES ORGANISING COMMITTEES (NSGOCs)**

The NSGOCs shall have sub-committees to ensure the successful organising and completion of their respective sports that includes but is not limited to the following functions:

1. TECHNICAL

- a. Establish competition rules and regulations for the sport to ensure age appropriateness and opportunities for skills development, including, but not restricted to:
 - Age grouping / division
 - Format of competition
 - Permitted equipment
 - Field of play
 - Duration of play; intervals
 - Number of participants
 - Substitution rules, etc.
- b. Identify and appoint the technical director and officials for each competition.
- c. Monitor and review baseline safety standards for the competition.
- d. Review and update competition rules and regulations annually and submit Games Recommendations to National School Games Organising Committee or Council Standing Committee for approval, where appropriate.

2. COMPETITION

Plan and execute the competition according to the rules and regulations, as well as the established safety standards:

- a. Organising Efficiency:
 - i. Work out the competition schedules, fixtures and venues required.
 - ii. Communicate with participating teams on all competition matters, including, but not limited to: rules, dates, fixtures, venue, etc.
 - iii. Identify and appoint Competition Director for deployment of officials.
 - iv. Secure competition officials, venues, equipment, medical cover and logistics for effective and efficient conduct of the competition.
- b. Risk Assessment and Management:
 - i. Carry out risk assessment and management planning for each venue, including adherence to the baseline safety standards.
 - ii. Procure 3rd party liability insurance, if necessary.
 - iii. Communicate relevant parts of the risk assessment and management plan to all relevant parties.
 - iv. Monitor and manage safety and security issues at the competition venue.
- c. Venue Organisation:
 - i. Organise competition venue, such as proper allocation of spaces for assembly, warm-up, match, rest areas, spectators, where appropriate.

- d. Results Processing:
 - i. Compile competition results in a timely manner for communication and uploading onto the Council's website.
- e. Protest Management:
 - i. Respond to query(ies)/protest(s) by participating school(s) during the competition.
 - ii. Conduct investigations and resolve the query(ies)/protest(s) within the duration of the competition.

3. RECOGNITION, APPEAL AND DISCIPLINE

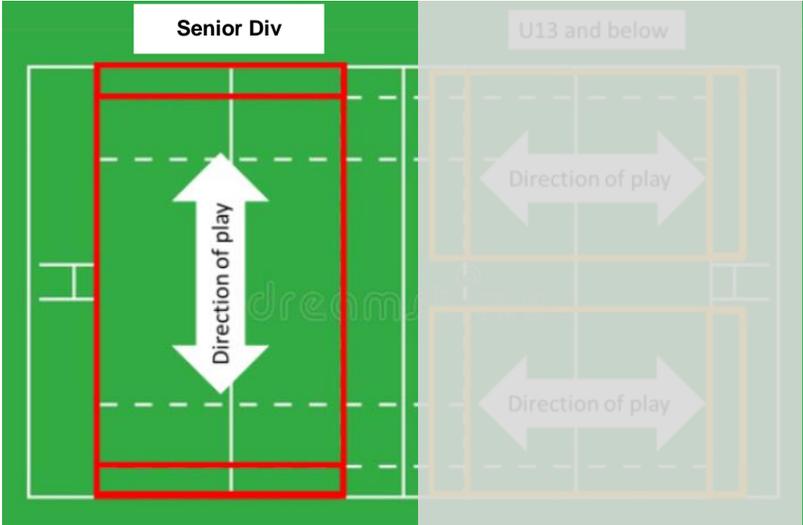
- a. Recognition
 - i. Develop and implement appropriate recognition (including recognition criteria), to support the desired outcomes of the National School Games, such as Sportsmanship Award, Colours Award (for SSSC).
 - ii. Collect and communicate good stories to relevant party(ies), including participating schools, MOE HQ and the media where appropriate.
 - iii. Plan and organise prize-giving ceremonies for the competition.
- b. Appeal
 - i. Work with Competition and Technical Sub-Committees to conduct investigations with all parties involved, in consultation with the Games Advisor and Vice-Chairman of the Standing Committee where relevant.
 - ii. Resolve all appeals and respond to relevant party(ies) on the outcome within a week of incident reported.
 - iii. Update SPSSC/SSSC Standing Committee on the outcome of the queries / protests / appeals, where warranted.
- c. Discipline
 - i. Work with Competition and Technical Sub-Committees to conduct investigations pertaining to disciplinary case(es) with all parties involved, in consultation with the Games Advisor.
 - ii. Resolve all disciplinary case(es) and respond to relevant party(ies) on the outcome within a week of the case(es).
 - iii. Develop disciplinary policies and systemise processes to manage the student(s), teacher(s), coach(es) and umpire(s) for alignment to the Councils' mission, motto and aspirations.

ADDENDUM

7 v 7 TAG RUGBY Game Laws (SPSSC)

The Ground

Field layout is illustrated below.



Adapted from: Tag Rugby Laws – Singapore Rugby Union

Tag Rugby Rules & Regulations

1. Participants

- a. The game is played 7 v 7.

2. Substitutions

- a. 'Rolling substitutes' will be allowed for the competition
- b. Any participant may be substituted on or off repeatedly during the game
- c. Substitutions may only take place during a turnover in play or during an interval in the match
- d. A team may not substitute a participant following a penalty has been awarded against their team.
- e. The participant entering the field must do so from the half-way line via the designated substitution box and may enter only when the substituted participant has left the field
- f. The substituted participant may leave the field from anywhere on the field of play

3. Injuries & replacements

- a. A participant sustaining an injury must be allowed to substitute and may only return to play upon approval by suitably qualified medical personnel
- b. Participants who have been removed under the Recognise and Remove protocols may not return to play on the same match or tournament and must follow the Graduated Return to Play (GRTP) protocols where necessary.

4. Time

- a. A match will be played:
 - i. 5 mins + 3 min (break) + 5 mins
- b. A water break will be included during the half-time interval.
- c. Teams must endeavour to ensure that all participants including substitutes have an opportunity to participate in no less than 50% of the match duration
- d. The referee shall blow their whistle to indicate the start and end of a period of play
- e. The half ends when time has expired, unless a penalty is awarded
- f. When a penalty is awarded after time has expired, the referee shall allow the non-infringing team to continue playing until the ball becomes dead

5. Starting the game

- a. The game shall start with a tap start by the team winning the coin toss
- b. At the start of the game, defenders to stand 10m from the starting point.
Sanction: **Tap kick**

6. Scoring

- a. A try is scored when an attacking participant is first to ground the ball in the opponent's in-goal area by placing the ball on the ground firmly and with at least one hand
- b. A try is worth 1 point
- c. After a try has been scored, the game shall restart by the non-scoring team using a tap start on the centre of the half-way line.

7. Fair Play

- a. Players are expected to play the game in a positive spirit following the principles of good sportsmanship
- b. There shall be no intentional physical contact between players.
Sanction: **Penalty Kick**
- c. Verbal or physical abuse, poor sportsmanship, intentional or persistent offending shall not be tolerated by team representatives or players.
Sanction: **Penalty Kick**
- d. Participants who breach the Fair Play regulations may be **cautioned or sent off**.
- e. A player who has been given a yellow card by the referee will have to be replaced by a substitute.
- f. A player who has been shown a red card in the match by the referee will be sent off and shall take no further part in the match.
- g. A player who has been sent off may be suspended for subsequent games at the determination of the competition organiser.

8. The Tag Belt

- a. The tag belt should be adjusted to fit the waist of the participant and fastened so that two tags hang on from each side of the waist
- b. Participants must ensure that their tags are visible and able to be pulled by an opponent.
Sanction: **Penalty**
- c. If the participant in possession loses a tag while they have the ball, the game will be stopped to allow the participant to replace the tag. Once the tag has been replaced, the game will restart with a tap kick by the participant in possession. The stoppage will not count towards the tag count.

9. Making a tag

- a. A tag is made by removing one of the two tags from the ball carrier's belt
- b. The defender making the tag must stop, hold the tag above their head and call "TAG"
- c. The ball carrier must then pass the ball immediately within one step, or return to the place where the tag was made and pass to a teammate.
Sanction: **Penalty**
- d. Upon completion of a tag, the defender must then hand the tag back to the tagged participant before backing 5m
Sanction: **Penalty**
- e. The attacker must re-attach their tag to the belt before resuming play
Sanction: **Penalty**
- f. If a tag is made within 5 metres of the try zone, or inside the try zone, the pass shall be taken 5 metres away from the try line.
- g. The attacking team has six attempts to score. The ball is turned over to the opposition after the sixth tag has been made
- h. The tag count is reset to zero after each turnover in possession or after a penalty has been awarded

10. Attackers

- a. The ball carrier cannot shield or guard their tags in any way, including fending defenders using their hands or the ball.
Sanction: **Penalty**
- b. Participants in attack cannot pull a tag off an opponent's belt.
Sanction: **Penalty**
- c. Participants in attack must not intentionally make contact with an opponent.
Sanction: **Penalty**
- d. The ball carrier may spin once, however not repeatedly in one movement to evade being tagged.
Sanction: **Penalty**
- e. The ball carrier must return to the place where the tag was made to pass the ball unless the pass is made within 1 step of the tag being made.
Sanction: **Penalty**
- f. The game shall be played by participants who are on their feet. The ball carrier may only go to ground in an effort to score a try.
Sanction: **Penalty**

11. Defenders

- a. Defenders must not intentionally make contact with a ball carrier in an effort to make a tag
Sanction: **Penalty**
- b. Defenders may remove the tag from the ball carrier only
Sanction: **Penalty**
- c. Defenders must allow the ball carrier to make the pass immediately following a tag, and not obstruct the pass in any way.
Sanction: **Penalty**

12. Offside

- a. Offside can occur after a tag has been made or at a penalty or tap kick
- b. A defender is offside if, after making a tag, they are in front of an imaginary line across the field, known as the offside line, where the tag was made.
Sanction: **Penalty**
- c. Attackers may be offside if they are in front of a teammate and interfering with play
Sanction: **Penalty**
- d. Participants who are offside must not take part in the game until they have returned behind the offside line.
Sanction: **Penalty**
- e. Defenders may move beyond the offside line only after the ball carrier has passed the ball following a tag.
Sanction: **Penalty**

13. Tap kicks

- a. A tap kick is usually awarded to restart play after a stoppage or after a turn-over in possession following the 6-tag rule.
- b. A tap-kick is taken by placing the ball on the ground and tapping it with the foot before picking it up and passing to a team-mate
- c. The tap kick should be taken from the place where the opposition committed the infringement
- d. At a tap kick, the opposition must retreat 5 metres from the place of the kick towards their own goal line.
- e. Upon being awarded a tap kick, the team in possession shall have their tag count reset to zero

14. Penalty

- a. A penalty may be awarded for any infringement made by either team
- b. A penalty is taken by placing the ball on the ground and tapping it with the foot before picking it up and continuing play
- c. The penalty should be taken from the place where the opposition committed

the infringement

- d. At a penalty, the opposition must retreat 5 metres from the place of the kick towards their own goal line.
- e. Upon being awarded a penalty, the team in possession shall have their tag count reset to zero

15. Advantage

- a. After an infringement has been committed by either team, the referee may allow the game to continue by calling 'advantage'
- b. Advantage is called if the non-offending team has possession of the ball and can continue playing with a clear opportunity to gain ground or tactical advantage
- c. The referee shall call 'advantage over' if they deem that the non-offending team has gained an advantage. Play will continue.
- d. The referee shall blow their whistle and call 'no advantage' if they deem that the non-offending team has not gained an advantage.
- e. If no advantage has been gained, the referee shall award the non-offending team the original sanction at the place where the infringement occurred

16. Knock on or forward pass

- a. A knock-on occurs when a participant loses control of the ball and the ball travels forward
Sanction: **Tap kick**
- b. A forward pass occurs when a participant passes the ball to a team-mate where the ball travels towards the opposition in-goal area
Sanction: **Tap kick**
- c. If the ball travels backwards and makes contact with the ground or another participant, play shall continue
- d. A knock-on or forward pass may occur anywhere in the field of play
- e. A participant must not intentionally knock on or throw the ball forward.
Sanction: **Penalty Kick**

17. Ball in touch

- a. When the ball crosses the sideline and lands on the ground it is said to be 'in touch'. The game shall restart with possession awarded to the team who were not in possession immediately prior to the ball going in touch.
- b. The restart shall be taken from a mark **2 metres** infield from where the ball crossed the sideline using a tap-kick
- c. The opposition must retreat 5 metres from where the tap kick is taken