

I.R.F.U. Tag Rugby – Draft Laws

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Section 1; Glossary of Terms

Advantage - 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.

Referee allows play to continue with option to return to the original offence.

Attacker - Is a player from the team in possession of the ball.

Attacking team - The team in possession of the ball.

Ball carrier - A player carrying/controlling the ball.

Ball player - Is the player who plays the ball , by kicking, passing or controlling it.

Captain - The captain is a player nominated by the team. Only the captain is entitled to consult the referee during the match and is solely responsible for choosing options relating to the referee's decisions.

Changeover - Is the surrendering of the ball to the opposing side.

Contact - Deliberate or constantly colliding with other players, this will be penalised.

Defender - Is a player from the team not in possession of the ball.

Defending team - Is the team not in possession of the ball.

Defending/Offside line -

Is a line of defending players. This line is parallel to the try line and is set a minimum distance of seven (7) meters from the roll ball. In open play there is no offside line. Only at restarts i.e. kick offs and after tagging.

Dropkick - The ball is released from the hand and is kicked as it rebounds off the ground.

Fields of play - Is the playing area between the touchline and tryline.

Forward pass - Is passing the ball forward to a fellow player in front of you.

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 obstruction, unfair play, repeated infringements, dangerous play and misconduct which is prejudicial to the game.

In-goal - Is the area between the tryline and the dead-ball line.

In possession - Is a player who has control of the ball in the field of play.

Kick -	A kick is made by hitting the ball with any part of the leg or foot, except the heel, 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.
Kicking team -	Is the team kicking the ball.
Kick-off point -	Is the position at the centre of the half way line where the ball is kicked off.
Kick-Off and Restart Kicks -	The kick-Off occurs at the start of the match and the restart of the match after half time. Restart kicks occur after a score or a touch down
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 goes forward, and the ball touches the ground or another player before the original player can catch it.
Knock back -	Knock the ball towards own tryline with hand or arm
Marker -	Is a defending player who may stands no less than one (1) meter directly opposite the ball player during the roll ball.
Obstruction -	Is the act of preventing an opponent from playing the game. By pushing, holding, blocking or crossing.
Off-side -	Is a defending player not back the required distance at any restart. An attacking player who is in front of the player in possession of the ball.
Pass -	A player throws the ball to another player: if the player hands the ball to another player without throwing it, this is also a pass. The ball travelling in a backward direction from one player to another
Penalise -	Is to award a penalty/free kick against an offending player.
Roll Ball -	When the tagged player rolls the ball backwards 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. (Dummy-half is another term)
Tap-kick -	A deliberate touch of the ball with the foot up to the knee whilst in the hand or on the ground (Free-kick or penalty)ball does not have to leave the hand.
Grubber-kick	A kick that does not go above a height of one and a half meters (1.5) or head height and may go any distance in the field of play.
Try -	When an attacking player is first to ground the ball in the opponents in-goal, a try is scored.

Penalty Try - If a player would probably have scored a try but for foul play by an opponent, a penalty try may be awarded.

Tagging Removing the tag from the attacking player.

Playing the game Law 1

1.1 The objective of the game is that two teams each of seven players, observing fair play according to the laws and sporting spirit, 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.

It is very important that players play the game in accordance with the laws of the game and mindful of the safety of themselves and others. It is the responsibility of the Captain/Coach to ensure compliance with the laws of the game and in accordance with safe practices.

1.2 A match lasts no longer than forty minutes plus time lost, extra time and any special conditions. A match is divided into two halves each of not more than twenty minutes playing time.

1.3 The referee organises the toss. One of the captains tosses a coin and the other captain calls to see who wins 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.

1.4 A match is started by a kick off. After the kick off, any player who is onside may take the ball and run with it. Any player may throw it or kick it. Any player may give the ball to another player. Any player may ground the ball in in-goal. Whatever a player does must be in accordance with the laws of the game.

1.5 The attacking team has six (6) "tags" in which to score a try. A change over occurs after the sixth tag.

1.6 The ball carrier may be tagged by a defending player/s in order to prevent him/her from running with the ball, kicking or passing the ball to his/her team mates.

1.7 A player not in possession of the ball, either defending or attacking cannot be tagged or obstructed during the game.

Law 2; Player and playing equipment

2.1 A team consists of seven players who start the match plus the authorised replacements of 5 substitutes with unlimited interchange. Twelve player's per squad.

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 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 be from the same side of the field.

2.4 If a player has an open or bleeding wound they must leave the playing area. The player may not return until the bleeding is controlled and the wound has been covered.

2.5 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 gloves. 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.

2.6 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.

2.7 The referee is the sole judge of fact

Law 3; Scoring

3.1 When an attacking player is first to ground the ball in the opponents in-goal, a try is scored. The dead ball line and the touch line in the in-goal area are not in play.

In the mixed games, a try is scored by a female player will be worth three (3) points one point for a male try..

3.2 The game shall be won by the team scoring the most points. If the score is equal or if both teams fail to score, then the game shall be a tie/draw.

3.3 A kick must be caught/collected in the field of play prior to scoring.

3.3 a. The ball must be carried to or over the tryline to score a try.

3.4 In mixed games, a male player cannot pass the ball to a female player after crossing the tryline nor can he run back into the field of play to pass the ball. A tag will be called 5 mtrs out from the try line if this occurs.

3.5 If the ball carrier touches the ground with the knees or arms before the tryline, or slides across the tryline, a try may be awarded in accordance with law 5.7

Law 4; Defence

4.1 The progress of the ball carrier can only be halted if a defender removes one or both of the attacker's tags. If both tags are removed by one or more defenders then the point where the first tag was removed will be where the roll ball occurs.

4.2 When a tag is removed, the tagger must hold it in the air where the tag was made, drop it at that point and assume a marker position or return to the defensive line. The ball carrier must return to the point where the tag was removed, roll the ball and then replace his/her tag/s.

4.3 When the ball carrier's progress has been halted and they are in the action of a roll ball, the defensive line must be at least seven (7) meters back from the roll ball line and one defender may act as a marker.

4.4 The marker must stand directly in front of the roll ball. The marker and the defensive line can only move forward when the ball is touched/played by the scrum half.

4.5. If the attacking side fails to score before the sixth tag has been made, they will lose possession of the ball and a change over will occur.

4.6. A player may defend with one or no tags, however if he/she receives the ball which has been kicked, dropped or propelled forward, they must immediately play the ball. i.e. pass, kick but may not take more than one step. But may not score a try.

4.7. A defender may block down a grubber kick (not a knock on) the game goes on with normal playing laws applying.

NOTE: The referee should consider playing advantage prior to penalizing. Penalties may be awarded at the point of the infringement in the following circumstances;

(A). If a defender deliberately moves into the path of a ball carrier and contact is made, the defender will be judged as initiating this contact. PENALTY

(B). If a defending player in the referee's opinion deliberately attempts to impede an attacking player with or without the ball. PENALTY

(C). If a defender holds onto an attacking player. If this occurs and no advantage is gained by the attacking team, a penalty may be awarded. PENALTY

(D). If a defender calls tag without physically removing the tag, play may continue. A penalty may be awarded if no advantage is gained. PENALTY

(E). If a defender tags an attacking player and throws the tag more than one (1) metre away from the mark where the tag occurred the referee will issue a warning and penalise following offences. PENALTY

(F). If the marker fails to stand directly in-line with the roll ball. PENALTY

(G). If the marker interferes with the ball player at the roll ball. PENALTY

(H). If the marker attempts to play the ball whilst the ball is being rolled. PENALTY

4.8 If a defender removes an attackers tag when they are not 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. (Referee will call “Ball away.”)

b). If an attacking player is tagged after passing or kicking the ball, the referee may call “Late Tag, Play On” and allow the attacking player progress with only one or no tags. This may result in the player scoring with one or no tags. A Player with one or no tags will be deemed to have been tagged if a defender comes within **tagging distance** .

c). Penalise the defender and optionally sin bin for repeat offender.

d). If the support player is tagged before receiving the ball the referee will call “Early tag”. The referee will then play the advantage and adopt options b & c.

4.9. If a defending team player is less than seven (7) metres from the roll ball when the ball is being played a penalty may be awarded at the point where the offside player(s) should have been standing in the defensive line.

4.10. The marker under no circumstances can run around and retrieve the ball from the scrum half position. This may result in a penalty.

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 (grubber) or passing the ball to his/her team mates. A player may only progress the ball with both tags unless advantage is being played due to a late/early tag.

5.2. The attacking team shall be allowed six (6) consecutive tags and then a changeover will occur after the sixth.

5.3. When a ball carrier has one or more tags removed by a defending player, the ball carrier must return to the point where the first tag was removed and play a roll ball without delay.

5.4. Another attacking team player may take up a position directly behind the ball player and assume the scrum half position. The roll ball is initiated when the tagged player rolls the ball under their legs backwards to the scrum-half.

5.5 If there is no marker the tagged player may replace his/her tag(s), tap-kick the ball and play on. If he/she is missing a tag they may only pass or kick the ball taking no more than one (1) step.

5.6. If the attacking side is tagged a sixth (6th) time the attacking player must place the ball on the ground and a changeover will occur.

5.7. If the ball carrier falls to the ground and a defender is within tagging distance, a tag will be counted. (This applies to the ball carrier when crossing for a try. A try will not be awarded if a player falls over the line and prevents a tagging). The ball carrier will be asked to roll the ball no less than five (5) metre out from the tryline and the tag count will continue. If this occurs on the last tag a changeover will occur.

5.8. If any attacking player/ball carrier player is tagged in the in goal area before a try is scored, he/she shall be asked to roll ball five (5) metres out from the tryline, and the tag count will continue.

5.9. An attacking player may receive a pass behind their own tryline or may run behind their own tryline when in possession of the ball. If an attacking player is tagged behind their own tryline, they shall restart play with a drop out from the centre of the tryline.

5.10. The scrum half can pass or kick the ball with only one tag on as long as they do so immediately .(one step) If he/she plays on, they will be called back to the mark and the next tag will be counted. There after they must replace their tag or tags.

5.11. If the ball carrier comes into contact with the referee whilst trying to evade a tag, tag will be called at the previous tag count at the point of contact.

ATTACKING TEAM CHANGEOVERS

5.12. If any attacking player is “tagged” over the tryline prior to placing the ball down for a try and it is the last tag, a changeover will be awarded to the defending team five (5) metres out from the tryline.

5.13. When the ball carrier accidentally or deliberately crosses the touchline before their tag is removed, a changeover will be awarded to the defending team five (5) metres in from where the ball carrier crossed the touchline.

5.14. When the ball player accidentally steps over the touchline whilst playing the ball, a changeover will be awarded to the defending team five (5) metres in from where the ball player stepped over the touchline.

5.15. If the ball player loses control of the ball and drops the ball forward (knock on) on the ground as opposed to playing the ball normally, a changeover will be awarded to the defending team at the point where the ball player lost control of the ball.

5.16. If the scrum half is not in position within three (3) seconds of the ball being played at a roll ball, a changeover will be awarded to the defending team the point where the original roll ball was played. (Referee will determine this time period)

ATTACKING INFRINGEMENTS

The referee will award a penalty where the infringement occurred in the following circumstances:-

5.17. The ball carrier must not attempt to bump or fend off a defender in their attempts to remove a tag nor whilst chasing the ball. The ball carrier can in no way protect his /her tags with their hands, elbows, ball etc. **PENALTY**

5.18. The ball carrier must not jump to avoid being tagged, however they may spin/swivel to avoid being tagged as long as they do not initiate contact. Side step is allowed.

PENALTY

5.19. If changing direction while in possession of the ball, the ball carrier steps into a defender endeavouring to make a tag. Onus is on the ball carrier to avoid contact.

PENALTY

5.20. If an attacking player prevents a defending player from executing a tag by running behind his team mate/s causing an obstruction. Crossing. **PENALTY**

5.21. If the ball carrier executes a voluntary tag by deliberately playing a roll ball with both tags intact. **PENALTY**

5.22. If the ball carrier deliberately removes his/her own tag. **PENALTY**

5.23. If the ball player interferes with the marker at the roll ball. **PENALTY**

5.24. If the ball is deliberately passed in a forward direction. **PENALTY**

Law 6. Kicking Laws

There are only four (4) situations in I.R.F.U. TAG where kicking the ball is allowed:

- a. A drop kick is used to start each half and after a try is scored.
- b. A dropout from the tryline.
- c. When a tap kick is used to restart the play after a penalty/free kick.
- d. General Play Kicking which is permitted:-
 1. Grubber kick.

A team gaining possession of the ball may kick at any time, as in 6.d above .

KICK-OFF LAWS

6.1. The team which wins the toss will chooses either which direction to run or kick off.

6.2. When a try is scored the scoring team shall kick-off to restart play.

6.3. The kick-off is a drop kick from the centre of the halfway line. The ball from the kick-off must travel forward ten (10) metres before it can be played. The ball from the kick-off must bounce within the field of play before going into touch. The kicking team may not take possession of the ball or obstruct the receiver until it has been first played/touched by the receiving team, or until the ball has bounced in the field of play. Kicking team players must stay a least ONE meter from a receiver while the ball is in the air. Onus on the kicking team not to make any contact with the receiver. PENALTY

6.4. The players from the kicking team must not cross the halfway line until the ball is kicked. The team receiving the ball may be spread out across the field in various formations, however they can be no closer than ten (10) metres from the halfway line at the time of the kick-off.

TURN OVER

6.4a The kicking team may not play the ball if it has not travelled the TEN Meters, However the receiving team may play the ball if it has not gone the TEN Meters

6.5. If the ball from the kick-off lands in the field of play and bounces over the touchline, a changeover will be awarded, the receiving team will restart with a roll ball five (5) metres in from the touchline to where the ball crossed the line.

6.6. If the ball from the kick-off lands in the field of play and travels over the receiving team's try line without been touched, play will restart with a roll ball from the centre of the half way line by the receiving team.

6.7. If the ball is caught on the full over the tryline the referee will call "play on". All kick-off infringements will result in a penalty being awarded at the centre of the halfway line. Kicks going directly out of play not travelling the 10 meters and time wasting.

6.8. A dropout is a drop kick taken from the centre of the tryline. The ball from a dropout must land or be played at within the field of play before going over the touch or tryline. The ball from the dropout must travel ten (10) metres from the tryline before a player of the receiving team may touch the ball. Same laws apply as per the kick off. Onus on

kicking team not to make contact with receiver and keeping ONE METERS distance while ball is in the air.

6.9. The players of the team dropping out must not cross the try line until the ball is kicked. The team receiving the ball may be spread out across the field in various formations, however they can be no closer than ten (10) metres from the tryline at the time of the dropout.

6.10. If the ball from the dropout(from try line) lands in the field of play and bounces over the touchline, a changeover will be awarded to the receiving team, five (5) metres in from the touchline where the ball crossed the line.

6.11. If the ball from the dropout lands in the field of play and bounces over the receiving team's try line not having been touched or played at by the receivers, The receiving team will restart the game with a roll ball ten (10) meters from the opponents try line. However, if the ball is played or is caught on the full over the tryline, the referee will call "play on" thus overriding any other kicking laws. All dropout infringements will result in a roll ball ten (10) metres in field from the centre of the try line at Zero tag.

6.12. The attacking team may kick the ball at any time while in possession, The ball must not go higher than the referees shoulders for a grubber kick.

In the men's game a Chip Kick may only travel ten(10) meters (chip kick only in MEN'S game)

6.13. The scrum half can kick or play the ball with one (1) or no tags on as long as he/she does so immediately, one step permitted.

6.14. Only attacking team players behind the kicker when the ball is kicked are onside. If the attacking players are onside they may chase the ball downfield to retrieve the ball or effect a tag.

6.15. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot effect a tag until either the ball receiver has run ten (10) metres in any direction or the kicker or an onside player runs past the offside player and puts him/her onside. When the offside player is put onside he/she can effect a tag. (The off side player must make an effort to get back on side)

6.16. If the attacking offside player deliberately plays the ball or effects a tag a penalty should be awarded at the point of the kick. (Referee may play advantage)

6.17. The receiving team may take possession from a kick and elect to kick the ball back downfield to gain a territorial advantage.

6.18. If the ball is kicked and it crosses the receiving teams tryline after a receiving team player deliberately played at the ball, a dropout will restart play. If the ball was not played at deliberately then a changeover will be awarded ten (10) metres from the try line at the centre of the field

6.19. If an attacking team player or the kicker deliberately impedes the progress of a defending player who is attempting to take possession of the ball after a kick downfield, then a penalty will be awarded to the defending team at the point where the defending team player was impeded. PENALTY

6.20. An attacking team player cannot dive on the ball if a kick has been made. PENALTY

6.21. A defender may go to ground/dive on the ball to gain possession (after it has been kicked) only if they do NOT make contact with any other player and a zero tag will be called.

GENERAL PLAY KICKING CHANGEOVERS

6.22. If a grubber kick travels higher than the referees shoulder, a changeover will be awarded to the defending team at the place where the ball was kicked. PENALTY

6.23. If the ball is kicked and it goes out of the field of play on the full, the non-kicking team (defending team) will receive a changeover at the point where the kick was taken. Free Kick

6.24. If the ball is kicked and it lands in the field of play then rolls out over the touchline, the non-kicking team will receive a change over five (5) metres in from where the ball crossed the touchline. If the ball is kicked and deliberately played by any member from the non-kicking team and the ball rolls over the touchline, the kicking team shall play the ball five(5) metres in from where the ball crossed the touchline and the tag count will be restarted. Kicker may not kick the ball deliberately at another player.

6.25. If the ball is kicked and crosses the try line of the non kicking teams try line they will receive a changeover ten (10) metres out into from the centre of the field (option to play advantage also)

6.26. If the ball is kicked and played by the non kicking team and crosses the plane of the tryline a dropout will restart play.

6.27. If an attacking player is in front of the kicker when the ball is kicked and the ball accidentally strikes the offside player a changeover will be awarded to the defending team at the point of the kick. The referee may allow a defending player an advantage if he/she gains possession of the ball.

6.28. If a kick in general or set play hits the referee and play is irregularly affected a roll ball will restart play at that point, A changeover will be awarded after the sixth (6) tag and at the point of contact will occur.

Law 7 knock-on and knock-back

7.1. 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, or when the ball hits the hand or arm and goes forward, and the ball touches the ground or another player before the original player can catch it.

A change over will be awarded to the non-offending team.

7.2. If an attacking team player propels the ball in a backward direction play will continue.

7.3. If the attacking team causes the ball to come into contact with the ground by a knock on, the defending team may play the ball and look to gain an advantage.

Players may not kick a ball on the ground; they may kick only from the hand.

7.4. If an attacking team 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.

7.5. If the attacking team commits an offence and the defending team take possession and gain an advantage the referee will allow the game to go on. If no advantage has been gained by the defending team and the ball will be returned back to the point of the original offence and the defending team will receive the changeover.

Law 8. Penalties

Penalties are taken by 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.

8.1. A penalty shall be awarded against any player who is guilty of misconduct, unless advantage can be played by the non-offending team. All penalties are given where the infringement occurs.

8.2. If a penalty kick is not taken on the mark designated by the referee, play will stop and the ball returned to the mark, Penalty is retaken.

8.3. Offending team must retire ten (10) metres from the penalty mark.

8.4. Further misconduct by the offending team shall allow the referee to advance the mark once only, by ten (10) metres or up to five meters from the tryline.

8.5. If the kicker is interfered with after kicking the ball or one of his/her team mates giving chase, the penalty will be awarded where the ball first bounces or is stopped by an opposing player. If the ball crosses the touchline or tryline the penalty is given five(5)metres in field from the point the ball first crossed the line.

8.6. If a player chasing a kick is obstructed and the ball rolls over the tryline, the penalty will be awarded to the non-offending team, five (5) metres from the touchline in the field of play and opposite to where the ball crossed the tryline or at the point where the player was impeded, whichever is the greatest advantage to the non-offending team.

9. Duties of a referee

9.1. The referee is responsible for ensuring the laws of the game are adhered to. The referee is the sole judge of fact.

9.2. 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.

9.3. The referee at his/her discretion, can temporarily suspend or prematurely terminate a match because of adverse weather, undue interference from spectators, misbehaviour of players, or any other cause as he/she sees fit that interferes with the control or safety of the game.

Law 10. Foul Play

10.1. All players are under the control of the referee from the time they enter the playing field to the time they leave. In the event of misconduct by a player, the referee shall, at his discretion, caution, sin-bin or dismiss the player.

10.2. 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.

10.3 When a final caution is administered to a player who has consistently breached the rules of the game the referee shall advise the captain so that the latter may, if he wishes to, replace the player.

10.4. The power to sin-bin (temporarily suspend) and the length of player suspension is FIVE mins (5 mins). A sin-binned player can not 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. A suspended player shall take up a position behind the opposition's tryline for the duration of the suspension.

10.5. The sin-bin will be used for the following incidents:

- a) Blatant disregard for the laws.
- b) Continued rule infringements.
- c) Back chat dissent or sledging.
- d) Repeated contact infringements.
- e) Fighting.
- f) Professional foul.

10.6. The referee may dismiss a player for the remainder of the game if the referee deems the offence to be serious enough. If a player is dismissed from the field he/she automatically receives a one week suspension or will face a judiciary if he/she appeals the suspension.

10.7. A player shall take no further participation in the game nor shall he/she be permitted to take up a position likely to provoke further incidents.

10.8. A Player is guilty of misconduct and will be penalised if he/she:

- a) Trips, kicks or strikes another player.

- b) When effecting or attempting to effect a tag makes contact with any part of an opponents 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

9. 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 appropriate authority.

Playing Field

The playing area for the IRFU leagues will to a Max of 70 mtrs by 50 mtrs with an in-goal area of upto 5 mtrs.

Please Remember: All players must sign-on prior to their game each week

Safety:

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

FIRST AID: First Aid kits are available. Please report any injuries to the canteen staff.

SHORTS: I.R.F.U. TAG has a strict rule that if you do not have a pair of TAG shorts, you DO NOT play. No exceptions to this rule.

(Shorts can be purchased from the coordinator)

Appendix

Vets game players over the age of fifty (50) will be awarded three points for each try they score.

If in the event a team in the mix game does not have the required number of females (less than three) and both Captains agree the game can be played with a lesser number of female players. This will not apply in the play off's or Finals.

A chip kick is allowed in the men's game . I.E. a kick over the heads of the defence but it may only travel TEN (10) Meters. No "up and unders" , the kicking team Must avoid contact

A defender may call a MARK on a chip kick in the field of play, the game will re start with a tap kick and the defence must retreat ten (10) meters