



# Summer games



## GREATER MANCHESTER SCHOOL GAMES 2018

### YEAR 7/8 GIRLS TAG RUGBY COMPETITION

Friday 6<sup>th</sup> July 2018

The Armitage Centre (Opening Ceremony in Outdoor Arena first)

#### SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

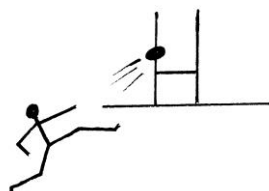
Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Summer Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





MANCHESTER  
CITY COUNCIL

## COMPETITION PATHWAY:

In partnership with the Rugby Football Union, the Greater Manchester Local Organising Committee proudly presents the Year 7/8 Tag Rugby Competition.

It is hoped that this event will encourage more girls to play and enjoy competitive Rugby and be used as a catalyst for ongoing participation and development.

Tag rugby is a non-contact variant of the real game, which replaces full contact tackles with the removal of a ribbon attached by velcro on a belt worn by all players. It is played by a reduced number of players on a smaller pitch for a reduced time, allowing participants to focus on the basic core skills of handling and running.

The School Games competition is open to all schools; however they must have qualified through their local SGO area/borough heats in order to progress to the County Final. The competition adopts a simple pathway as follows:

### 1. SGO Area/Borough

Secondary Schools within an SGO Area/Borough will be encouraged to enter the first stage of the competition at a venue local to their school. The top two schools from the Borough will then be invited to the School Games County Final.

### 2. Greater Manchester School Games County Final

This stage of the competition will be organised by the RFU and will comprise of schools representing the 10 Boroughs of Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

## STANDARD RULES:

### Age Groups

All players must be from Year 7 and/or Year 8.

### Team Composition

Each squad should have maximum of 12 players with 8 players on the pitch at any time. Substitutions can only take place when the ball is "dead" or at half time and always with the referee's knowledge. Subs can be re-used at any time.

### Pitch/Equipment Requirements

- The maximum pitch size is 60m x 30m, plus 5m for each in-goal (scoring) area. Half a full size pitch can be used
- Size 4 ball

### Competition Format

At an SGO Area/Borough level, local organisers will decide on the format i.e. 'home & away' leagues, Central Venue festivals or one off tournament. This will be dependent on the geographical spread of schools and number of entries received. Leagues are the preferred model to encourage regular participation.



MANCHESTER  
CITY COUNCIL

### Duration/Length of matches

A suggested format has been produced by the RFU to ensure a level of consistency; however there can be a degree of flexibility in running SGO Area/Borough level competition.

### Playing the Game

#### Object of the Game

- The object of the game is to score a try (5 points) by placing the ball with a downward pressure on or behind the opponents' goal-line.
- For the sake of safety, the ball carrier must remain on their feet at all times and they are not allowed to score a try by diving over the goal-line. If a player grounds the ball while on their knees, the try should be allowed but, afterwards, all players should be reminded that they should stay on their feet. A player may not be prevented from grounding the ball by any physical contact (including placing a hand between ball and ground).
- Where Tag Rugby is played indoors or in restricted areas, a try can be scored by the ball carrier crossing the vertical plane of the goal-line without grounding the ball. This allows players to have their head up and be aware of their surroundings at all times.
- When a try is scored, the game is restarted by a free pass from the centre of the pitch by the non-scoring team.

#### Passing

- The ball can only be passed sideways or backwards through the air, not handed to another player. If the ball is handed to another player or passed or knocked forwards (towards the opponents' goal-line) then a free pass is awarded to the non-offending side, unless advantage occurs. In order to keep the game flowing, referees should play advantage wherever possible.

#### Free Passes

- A free pass is used to start the match at the beginning of each half from the centre of the pitch, from the side of the pitch when the ball goes into touch at the point where the ball went out of play and from where the referee makes a mark when an infringement has taken place.
- At a free pass, the opposition must be 7m back from the mark. For safety, the receiver must be stationary and within 2m of the passer prior to the pass, but can start moving forward before the ball leaves the hands of the passer. At a free pass, the player must start with the ball in both hands and, when instructed by the referee who will call "PLAY", pass the ball backwards through the air to a member of their team. For safety reasons, no player may run until the pass is made.
- If an infringement takes place or the ball goes into touch over the goal-line or within 7 m of the goal line, then the free pass must be awarded to the non-offending side 7 m from the goal-line. This gives more space for both attacking and defending teams to play in.

#### The Tag

- a) All players wear a tag belt around their waist with two tags attached to it by Velcro positioned over each hip. Tag belts are to be securely fastened and any excess belt is to be tucked away so that this cannot be pulled by mistake. Tag belts are to be worn outside of shirts and not obscured in any way. Referees are to be watchful for tags being wrapped around the belt preventing them from being pulled off.
- b) The standard dimensions for a tag are 38cms in length by 5cms in width although slight variations of a few mms should not be cause for concern. They should be made of a flexible plastic or plastic/canvas material. Tag colours should be chosen so that they stand out against



MANCHESTER  
CITY COUNCIL

the player's strip e.g. teams with yellow use yellow tags. Teachers are reminded

positioned on the hips, not at the front or back. Placing a knot in between the two Velcro pieces on the belt often brings the tags into the correct position.

shirts or shorts should not that the tags are to be

- c) A "tag" is the removal of one of the two tags from the ball carrier's belt. Only the ball carrier can be tagged. The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way. The ball cannot be pulled out of the ball carrier's hands at any time.
- d) If a player does not have two tags on their belt, one on each hip and they become a ball carrier or if they tag an opponent, a free pass will be awarded to the non-offending side at the place of infringement.
- e) Actions by the ball carrier:
- I. When the ball carrier is tagged, the ball must be passed to a team mate within 3 seconds. This includes stopping time. The ball carrier must attempt to stop as soon as possible; within 3 strides is a reasonable guide for referees, but the ball can be passed in the act of stopping. If the pass takes longer than 3 seconds or the player takes more than 3 strides they must be penalised and a free pass awarded to the non-offending side at the place where the tag occurred.
  - II. After the ball has been passed, the player must go to the tagger, retrieve their tag and place it back on their belt before re-joining play. If the player continues to play and influences the game without collecting their tag, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.
  - III. Players are however only allowed one step to score a try after being tagged.
  - IV. If the ball carrier is tagged whilst standing inside the goal area they must ground the ball immediately in order to score. Referees should help this part of the game along by advising the ball carrier "Touch the ball down and I'll award the try", or similar.
  - V. If the ball carrier dives to ground to score a try it will be disallowed and a free pass will be awarded to the defending side 7m out from the try-line.
- f) Actions by the tagger:
- I. When a tag is made, the tagger must stop running, hold the tag above their head and shout, "TAG". At this stage the referee must shout, "TAG - PASS".
  - II. (ii) If the ball carrier stops running within 1m of the tagger, the tagger must move back towards their own goal-line, at least 1m, to allow room for the ball to be passed. If the tagger fails to retire at least 1 m before rejoining the game, they are to be considered "offside" and a free pass will be awarded to the non-offending side at the place of infringement.
  - III. Once the ball has been passed, the tagger must hand back the tag to the player and cannot re-join the match until this has been done. If a tagger continues to play and influences the match with an opponent's tag in their hand, or throws it to the floor, they must be penalised and a free pass awarded to the non-offending side at the place of infringement.

### Offside

Offside occurs only at the time of the tag where the offside line is through the centre of the ball, except for the tagger for whom it is 1m further back. When a tag is made, all the other players from the tagger's team must attempt to retire towards their own goal-line until they are behind the ball. If a player, in an offside position, intercepts, prevents or slows down a pass from the tagged player to



MANCHESTER  
CITY COUNCIL

a team-mate, a free pass will be awarded to player can, however, run from an onside pass before it reaches the intended receiver.

the non-offending side. A position to intercept a floated

### Obstruction

- I. The ball carrier can run and dodge potential taggers but cannot fend them off using their hands or the ball and cannot guard or shield their tags in any way.
- II. Similarly, the ball carrier or a potential tagger must not deliberately make contact with an opponent.
- III. If such contact is made the game must be stopped, the offender spoken to, reminded of the non-contact rules of tag and a free pass awarded to the non-offending side.
- IV. If the ball is pulled from the ball carrier's grasp, a free pass is awarded to the ball carrier's side.

### Ball on the ground

Players play Tag Rugby on their feet, with the ball in hand. If the ball goes to ground, players can pick it up but they must not dive to the floor to recover the ball. If they do a free pass is awarded to the non-offending side and the following rules will apply:

- I. If the ball was lost forward, a free pass is awarded to the non-offending side unless advantage occurs to the non-offending side.
- II. If the ball carrier falls to the ground with the ball then a free pass will be awarded to the non-offending side.
- III. If the passed ball rolls into touch a free pass will commence from the touchline to the non-passing side.

### Kicking

- a) There is no kicking of any kind.

### Ball on the Ground

- a) Players play Tag Rugby on their feet, with the ball in hand. If the ball goes to ground, players should be encouraged to pick it up. If they dive to recover the ball they must either get up or play the ball (pass) immediately & be allowed to do so by their opponents.
- b) Penalty: free pass to non-offending side and the following rules will apply:
  - I. If the ball was lost forward, a scrum is awarded to the non-offending side unless advantage occurs to the non-offending side.
  - II. If the ball is passed other than forward and goes to ground play will continue and either side may pick up the ball. If the passed ball rolls into touch a scrum will commence from the touchline to the non-passing side.

### No Contact

The only contact allowed between the two teams is the removal of a tag from the belt of the ball carrier. Any other type of contact on the ball carrier, such as shirt pulling, running in front of or barging the ball carrier, forcing the ball carrier into touch, etc must be penalised with a free pass and the players concerned reminded of the rules.



### Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

### HEALTH & SAFETY:

Before any matches take place, the following **MUST** be read and adhered to:

- Players will not be permitted to compete in bare feet or unsuitable footwear.
- No jewellery should be worn.
- Long hair must be tied back.
- All loose clothing must be tucked in and shoelaces tied.
- No chewing gum/sweets allowed.
- It is recommended players bring plenty of liquid refreshment with them.
- All players are advised to warm up appropriately before each match.
- When not competing, players are reminded to remain off the field of play and do not get in the way or distract the officials at any time.
- Medical supplies that players may need i.e. asthma inhalers should be brought with them on the day.
- All team teachers must ensure their pupils are under adult supervision at all times, even when playing. During this time players can watch and encourage their fellow team members.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

**DEADLINE FOR ENTRY: FRIDAY 22<sup>nd</sup> JUNE 2018\***

**\*please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.**

