

Tag20™
OFFICIAL
RULE
BOOK

INTERNATIONAL



TAG20 INTERNATIONAL RULE BOOK REVISED – Edition 25 - 09.08.2016





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Revision History

Date	Version	Change	Author
1 July 2014	23	Original Document	Steve Lyon
1 July 2015	24	Addition: Penalty Try – A Defender Offence	Steve Lyon
9 August 2016	25	Addition: Attacking General – Jumping Contact Offence – Jumping	David Doble



OVERVIEW

- **Tag20™** Rugby is a **seven (7) a-side** non-contact form of Sevens football with elements from all of the rugby codes where each team has five (5) tags to score a try.
- A tag involves removing one or both tags attached to the shorts of the ball carrier which is equivalent to making a tackle and stopping the progress of the attacking team.
- After every tag, the tagged player must restart play at the point the tag occurred known as **the mark**, placing the ball on the ground and rolling it backwards between their legs, with the hand or foot to a team mate standing behind them. This is called a **roll ball**.
- The team mate standing behind is called a **dummy half**.
- The tagged player is **NOT** entitled to tap the ball forward, even if there is no marker in place.
- A try is scored in the same form as the other rugby codes, by placing the ball on the ground over the try line while retaining control of the ball.
- If no try is scored after the fifth tag, the opposition shall gain possession of the ball and they shall restart play with a roll ball from the mark.
- The ball must be passed in a backwards or lateral direction at all times in the same form as the other rugby codes.
- A match is twenty (20) minutes in total. There are two (2) ten (10) minute halves with a straight change over. Game times can be extended or reduced at the discretion of the module management.
e.g. Fifteen (15) minute games with seven (7) minute halves or thirty (30) minute games with fifteen (15) minute halves.
- The field of play is 70 metres long by 50 metres wide containing a five (5) metre in-goal area at both ends.

(see diagram of field at end of document)

Players

- All players must wear the official **Tag20™** shorts when participating. Any player not wearing official **Tag20™** shorts will be prohibited from taking the field.
- There is a limit to the number of players you may register per team in competitions:
 - Modules and One Day Tournaments: a limit of twelve (12) players, unless otherwise specified; and
 - Representative and International Tournaments: a limit of fourteen (14) players, unless otherwise specified.

All Divisions

- No more than seven (7) players can take the field at any one time.
- Substitutions are unlimited.



Mixed Grade Only

- The maximum number of male players on the field at any time is four (4).

Tags on Rule

- All players must have two (2) tags attached to their shorts, one (1) on each hip, before they can legitimately participate in a game of **Tag20™**. This includes start and restart of the game and all players subbing on during the game.
- During the game any player legitimately in the game can defend with one (1) or no tags attached to their shorts.
- Please read advantage rules concerning **tags off** while a player is in possession of the ball.

Scoring

- A try is awarded when the team in possession places the ball on or over the try line within the in-goal areas.
- A player must be in the process of running, or by momentum carrying them, into the in-goal whilst placing the ball down for a try.
- A player may place the ball into the three (3) point zone box, without forward momentum as long as they are already in the in-goal area.

Diving

- A player is allowed to dive in to the in-goal area to score a try.
- If a player is touched or tagged while diving prior to grounding the ball it will be counted as a tag and play the ball seven (7) metres out from the try-line, unless on the last tag which will then be a handover to the defensive team with a tap restart from the centre of the twenty (20) metre line.
- When diving to score a try the ball **MUST** make contact with the ground.
- Whilst in the motion of diving to score a try, a player must show forward momentum heading over the try-line and into the in-goal area. After scoring a try in the corner, if a player's body finishes over the sideline after placing the ball down correctly the try will be awarded.
- If an attacking player collides with a defender whilst diving for a try, a penalty will be awarded to the defending team with a tap restart from the centre of the twenty (20) metre line.
- Any player who is deemed to have dived into another player on purpose or recklessly will be penalised and may receive an automatic sin bin or sending off if the referee deems the offence serious enough.
- An attacking player's knee may touch the ground in the in-goal area, so long as they don't touch the ground in the field of play first.
- If the attacking player is tagged running within the in-goal area before scoring they will be asked to conduct a roll ball seven (7) metres out from the try line where the tag took place. If it is on the fifth tag, a turnover and twenty (20) metre tap restart is given to the defending team at the centre spot of their twenty (20) metre line.



- After running into the in-goal area, a player is allowed to pass the ball within the in-goal area and/or back into the field of play as well as run back into the field of play.
- A player may dive into the in-goal to score when attempting to retrieve a kicked ball travelling into the in-goal area **BEFORE** it touches the ground. The player must have control of the ball when placing it down for the try i.e. no separation between hand and ball.
- Once a player scores they must leave the ball in the grounded position, not kick or throw the ball away, or perform any other action to prevent a quick restart. This offense will result in a penalty restart on the half way line, the try will still be awarded.

Points and Scoring System

- **Three (3) points** for a try scored inside the three (3) point zone in goal, known as the **BOX**.
- **Two (2) points** for a try scored inside the in goal area but outside the three (3) point zone.
- **One (1) point** bonus awarded to a try scored by the **Power Player** (see [Power Player](#) section).
- When a try is scored, the non-scoring team shall restart from the centre of the **Tag20™** circle or box in events or internationals, or place the ball at the centre of the 20 metre line in module (Pad). Once the ball gets to the circle or centre of the 20 metre pad, the referee will count seven (7) seconds and then blow the whistle to commence the restart of play. The player in possession of the ball in the **Tag20™** circle/box, or on or before the 20 metre line centre point, can:
 - Use any type of kick to restart drop, bomb, punt or grubber; or
 - Pass the ball to a team mate to kick the ball.
- When starting or restarting the game with a kick:
 - All players in the kicking team, including the kicker, must be behind the 20 metre line when the ball is kicked. An infringement will result in a penalty to receiving team on the centre of the halfway line;
 - Players from the team receiving the kick must be behind the halfway line and wait for the ball to be kicked before they can contest for the ball;
 - The ball must travel over the halfway line from a kick restart before any player from either the kicking team or receiving team can play at the ball; and
 - All restart kicks must be taken within 20 seconds after the try as been awarded, unless time is stopped by the referee, failure to do so will result in a penalty to the receiving team at the centre of the halfway line.
- A penalty is awarded to the receiving team on the centre of the halfway line from kick-off or kick restart when:
 - The ball does not travel past the halfway line;
 - The ball is kicked dead on the full;
 - The ball is kicked out over the sideline on the full;
 - The ball is touched by a kicking team player prior to it crossing the halfway line; and
 - A penalty is awarded to the kicking team on the centre of the halfway line from kick-off or kick restart if the ball is touched by a receiving team player prior to it crossing the halfway line.



DEFENCE

General

- When a tag is removed, the defender must drop it at that point and assume a marker position (i.e. a position one (1) metre directly in front of the tag), or return to the defensive line. There can only be one (1) marker at all times.
- Once a defender assumes the marker position it is the responsibility of the attacking player who has been tagged to make the effort to come back to where the tag was made, and roll ball.
- Defenders must be at least seven (7) metres back from the roll ball with the exception of the marker defender.
- On all tap kicks, all defenders must be seven (7) metres back from the tap restart.
- At a roll ball, no defenders including the marker can move until the dummy half touches the ball. ***Under no circumstances can the marker run around and retrieve the ball from the dummy half position.***
- Regardless of whether there is a marker defender or not, the player **must roll the ball**.
- No tapping the ball forward is permitted except from penalty or tap restart.
- A player may defend with one (1) or no tags. However, if they retrieve the ball this will be an automatic tag and they must restart play with a roll ball.
- A defender must not deliberately obstruct the ball carrier or a member of the attacking team who does not have the ball.
- A defender **cannot** deliberately change direction into the attacker/close the gap and or move into the path of the attacker.
- If a defender makes a tag **after** the attacking player has passed the ball, the referee will call a '**late tag play on**', and allow the attacker to progress with only one (1) or no tags until that player is '**touched**' or another attacking player is tagged by the defending team.
- At this point the tag count will restart at **one (1)** from the point the attacking teams' progress is stopped. ***This is the advantage and not a penalty.***
- If a defender makes a tag after the attacking player kicks the ball, the referee will call '**late tag play on**' and allow play to continue.
- If the attacker regains the ball the tag count will restart at **one (1)**.
- If the defending team obtains the ball, a penalty at the point the ball was obtained will go to the kicking team for the no advantage gained from a '**late tag**' offence.
- In the event an attacking player gets tagged early or **off the ball**, or a tag falls off while a player is **clear or has passed through** the defence, the referee will always play the '**advantage rule**' and the defender only needs to **touch** the player with the missing tags to constitute a tag.
- If it is a **simultaneous tag** and off load, no action is taken, the referee will call '**simultaneous, play on**' and the attacker may **re-join play** with one (1) or no tags on, as a support player with the referee using the advantage rule and the defender only needs to **touch** the player with the missing tags to constitute a tag.
- The defender initially has **sole rights** to dive on the loose ball. The attacker can only contest a loose ball if the defender loses or spills it. The attacker at no time can dive on the ball.



Advantage Rule Situations

- An advantage rule occurs when a player is allowed to play on with missing tags.
- Once the **defensive line** has been broken and a support player receives the ball, the tag count continues.
- When a kick down field is re-gathered by a chasing attacking player, the tag count continues.
- From a late tag or early tag offense, the Tag count restarts from one (1).
- A defender only needs to touch the player without tags to halt their progress.
- Apart from the above situations, at any other time in the game when a player receives the ball with any tags missing, the referee will call an automatic tag and that player must stop and play the ball at the point the player received the ball, or at the point the where the tag fell off.

NOTE: *the defensive line is the line set seven (7) metres from the play the ball area, player must have passed through this before his tag comes off, to be able to play advantage rule.*



ATTACKING

General

- A player may pass the ball by throwing or handing the ball to a team mate on the field. The pass must be lateral or backwards, including the throw in from the side line.
- If the ball is deemed to be passed forward, a turnover, roll ball, will be awarded to the opposition. Referee must clearly see this to adjudicate on it.
- If the referee is unable to determine a forward pass from their vantage point on the field; **FLAT BALL PLAY ON**, will be called.
- If a ball leaves the hands of a player and the referee deems it has not come out of their hands forward but travels or drifts forward after it has been passed, this is **NOT** a forward pass.
- The referee must clearly see the hands and or the ball go forward to fairly adjudicate a forward pass.
- The dummy half can run and be tagged with the ball.
- There are five (5) tags/plays to promote the ball before the changeover occurs.
- There is a time limit of seven (7) seconds for the attacker to play the ball, it is at the referees discretion to penalise the attacker if deemed to be time wasting. At no time can the marker make a play at the ball.
- Tag count always starts with one (1), unless the ball is acquired from broken play and no advantage has been gained (e.g. knock-on, dropped ball) in which the tag count will start as zero (0), the last is fourth tag with the fifth tag being the changeover.
- If an attacker loses a tag whilst in possession **BEFORE** making it to or through the defensive line, they must stop and play the ball (*see exceptions on page 7 under the **Advantage Rule Situations***).
- The only person able to promote the ball with one (1) or **NO** tags is the dummy half and the player taking a penalty tap. However, they are not allowed to take more than one (1) step with the ball in hand before passing it.
- An attacker **may not** protect their tag from nor fend off a defender. This will result in a handover and penalty to the defending team at the point of infringement.
- An attacker **can** touch or check their tags are in place and secure whilst no defenders are within reach.
- An attacker **cannot** deliberately make contact into a defender; this includes the changing direction from their original chosen running line.
- The attacker must avoid a stationary defender, or the attacker has then initiated contact.
- Whoever is deemed by the referee to have initiated contact will be penalised.
- Jumping/Stepping **is allowed**, but the attacker will be penalised if the referee deems they have caused intentional contact heavier than brushing past the defender.
- An attacker can jump into a gap to avoid being tagged. The attacker will be penalised if the referee deems the attacker has lead with a knee.
- An attacker can spin into a gap, but will be penalised if the referee deems they have caused intentional contact heavier than brushing the defender and or contact is initiated with defender.
- Attackers must do their best to avoid the defender at all times. Once the attacker has chosen their running line, if the referee deems they have deviated from that line, causing contact with the defender, the attacker will have initiated contact and be penalised.



- The attacker must always look to run at space/holes (run the hole not the man).
- If the ball carrier falls, dives or touches the ground with a knee in the field of play, this will constitute a tag and the attacker must roll ball.
- If the players hand touches the ground but no knees the player may continue on, a roll ball is only necessary when the knees touch the ground.
- If the ball carrier falls over and or knees touch the ground within the in goal area and places the ball fairly, then a try will be awarded.
- If the ball carrier is tagged behind their own try line, their team will restart play with a drop kick from the centre of three (3) point zone on the try line.
- The dummy half can pass the ball with one (1) or no tags on as long as they do so immediately and take no more than one (1) step from the mark.
- If the dummy half is not in position within seven (7) seconds of the roll ball, a turnover will be awarded to the defending team. (Marker cannot move or touch the ball at all & will be penalised). The seven (7) second count is at the discretion of the referee.
- The ball carrier must not obstruct any defender from making a tag, e.g. bending down, bumping off or fending.
- If an attacker attempts to kick the ball as a defender is in the process of bending down about to pick it up, e.g. hands are passed the knees, it will be deemed **dangerous play** and a penalty awarded to the defending team.
- The attacker can only contest a loose ball if the defender loses or spills it. The defender has **sole rights** to dive on the loose ball. **The attacker at NO point can dive on the loose ball.**

Attacking – Late Tag/Pre Tag/Touch Situations

- An attacking player **CAN** play on (advantage played to the attacking team) with one (1) or no tags on, (touch the player to halt play) if deemed to be:
 - **Late Tag/Pre Tag** - In the instance the referee calls “**LATE TAG – PLAY ON**” or “**PRE TAG – PLAY ON**”.
- The attacker is deemed to be:
 - “**Late tagged**” when a tag is removed after the ball has been off loaded. Referee must clearly see this to adjudicate.
 - “**Pre tagged**” when a tag is removed prior to receiving the ball. Referee must clearly see this to adjudicate.
- Play will continue and the late/pre tagged player is deemed as **being alive and can play on**, with one (1) or NO tags on. Once progress is stopped the tag count will restart back at **one (1)**. This is the **ADVANTAGE GIVEN AND NOT A PENALTY.**
- If the attacking team fails to advance forward at least **7 metres** from infringement area, hence receiving **NO advantage**, then a penalty will be awarded by the referee, from where play is halted.
- **Simultaneous Tag** - Is when the ball is released at the same instant as the tag is removed. Referee will call “**SIMULTANEOUS – PLAY ON**”. Play continues and the attacker may **re-join play** with one (1) or no tags on, as a support player with the referee using the advantage rule and the defender only needs to **touch** the player with the missing tags to constitute a tag.
- **Tag count continues it does not restart.** Once tag has been affected, the attacker needs to reinstate tags to be able to continue and participate in the next play.
- **Tag(s) Fall Off** - after the attacking player has **ALREADY PASSED THROUGH** the defensive line.



- To stop the progress of this player, the defender is only required to **TOUCH** the attacker's body, any area below the shoulders, no malicious touching or head shots. It is optional to remove the remaining tag. The defensive line means line set 7 metres from play the ball. The fullback or sweeper is not classified as part of the defensive line.



KICKING

General

- Kicking is allowed at any time and of any type, but the defender has all rights to the ball unless;
 - The ball comes in contact with the ground. Referee will call **ANY ONES BALL**;
 - The ball comes off a player in the receiving team whether they have played at it or not;
 - The ball is heading into open space with **NO defenders present and no collision eminent**;
 - The ball has passed the last line of defence with no contact eminent and no defender in the area to contest the ball; and
 - The referee has the right to call **DEFENDERS BALL** which will mean all players from the kicking team must wait for the ball to bounce off the ground or a receiving player before they can contest it.
- Any player from the kicking team who, while in the process of catching the ball on the full, collides with an opposition player will be penalised at the point the kick was received.
- Players from the team that initiates the kick may **NOT dive or fall on the ball in general play**.
- The defender has the right to dive or fall on the ball **at all times**.
- Players from the kicking team may kick the ball again whilst it is on the ground or scoop it up, providing the defender is not already in the motion of bending over to pick it up.
- If a player from the kicking team dives or falls on the ball this will result in an automatic handover, and restart with zero (0) tag. **Any collision will result in a penalty to the receiving team.**
- Players from the kicking team may go for the ball after it has hit the ground, but **may not** push, barge or interfere with the receiving team player in any way, a penalty will be awarded to the receiving team.
- If a player regathers the ball and falls over in general play this will be regarded as a tag. All kicks must come off the lower shin or foot ONLY. Anything else will result in a turnover, zero (0) tag. You can use any kick in general play - the chip, bomb, downtown, grubber etc. **on ANY tag.**
- In general play, kicks must be regained by the attacking team before the ball makes contact with the ground in the in-goal area, so when the ball touches the ground it will be deemed as being dead and a tap restart at the centre spot of the 20 metre line is awarded to the defending team.
- The players from the kicking team must be behind the ball when it is kicked in general play or the kicking player must progress past them to put them on side.
- If a ball bounces in the field of play off a kick and then rolls over the sideline 'outside the 20m zone' (without being touched), a throw in will be awarded to the non-kicking team from where the ball crossed the sideline.
- If a ball is kicked in general play, and a member of the kicking team regains the ball that has not been contested by the defending team, then the play and tag count shall continue, not restart at zero (0).
- If a member of the kicking team regains the ball that comes off a defender who has played at it, play shall continue and the tag count shall be restarted at zero (0).
- If the ball is kicked dead in general play, a tap restart is given to the non-kicking team on the centre spot of their 20 metre line.



Out of Play

- When the ball is kicked “**out on the full**” in the following instances:
 - Kick-off – a penalty to the receiving team will be awarded at the centre of the halfway line;
 - General play - a turnover and roll ball to the non-kicking team from the point of where the kick took place; and
 - Within the defending teams 20m zone in general play – a tap and go restart at the centre of the 20 metre line to the defending team.

For all High Ball Situations (Bomb)

- If the ball bounces off the ground or a receiving player, then travels above the heads of all players in that area, then any player may contest the ball.
- If the referee deems that there was intentional contact, pushing, or barging by any player, a penalty will result against the instigator of the intentional contact.

In 20 Metre Zones

- **The 20 metre Zone** - the area between the try line and the 20 metre line at each end of the field. The 20 metre line is displayed with flags.
- A **20-20 PLAY** is when the ball is kicked from behind the attacking team’s own 20 metre line and goes over the sideline with-in the opposition’s 20 metre zone after bouncing in the field of play.
- A tap restart is awarded to the **kicking team** at the centre of opposition’s 20 metre line for a successful **20-20 play**.
- A 20-20 play also applies from kick-offs as well as kicks in general play.
- If the ball is kicked out over the sideline within the opposition’s 20 metre zone by a player who is outside their 20m zone then a tap restart to the **non-kicking team** from the centre of the 20 metre line will be awarded.

Kick Offs

- All kick offs and restarts are taken from the **Tag20™** circle/box (where no Tag Circle is allowed at certain council parks, the kick restarts and kick offs will be at the centre of the 20 metre line or **Tag20™** Disc/Pad).
- Any type of the kicks may be used, e.g. drop kick, punt, grubber or place kick. These will be taken when signalled by the referees whistle.
- The kicker has to kick the restart from behind the 20 metre line and or behind the Tag20™ disc, failure to do so will result in the receiving team awarded a penalty at the centre of the halfway line.

Kick Restarts

- When a try is scored, the non-scoring team shall restart from centre of **Tag20™** circle/box in events and Internationals, or place the ball on the ground at the centre of the 20 metre line in Module games; this is normally marked by pad/disc.
- Once the ball gets to the circle or centre of the 20 metre (pad) the referee will start the **seven (7) second** count and then blow the whistle to commence restart. The Referee cannot start counting until all the kicking team players are on side and behind the 20 metre line.



- The player in possession of the ball in the **Tag20™** circle/box, or on or before the 20 metre line centre point, can pass the ball to a fellow player to kick, anywhere in the 20 metre zone, as long as pass is not forward and player kicks from behind 20 metre line.

The referee will be the sole adjudicator on the (7) seven second count.

- The ball can then be kicked off by the player holding the ball.
- While performing the kick the player can step forward outside the **Tag20™** circle/box but the kick must be taken from behind the 20 metre line or **Tag20™** disc/pad, failure to do so will result in a penalty to the receiving team at the centre of the halfway line.
- Any type of kick can be performed drop, bomb, punt or grubber.
- All players in the kicking team must be onside and behind the 20m line when the ball is kicked.
- Players from the team receiving the kick must be behind the halfway line.
- The ball must travel over the halfway line from a kick restart before any player can contest it.
- **All restart kicks must be taken within 20 seconds after the try as been awarded**, unless time is stopped by the referee. Failure to do so will result in a penalty to the receiving team at the centre of the halfway line.
- The kicking team cannot contest the ball until it hits the ground or comes off a defender
- If the kick-off goes into touch prior to the receiving team's 20 metre line, then the restart play will be a **"throw in"** to the receiving team, where the ball crossed over the side-line.
- If the kick-off is deemed to be played at by a receiving player and goes over the sideline before the receiving team's 20 metre line, then the restart play will be a **"throw in"** where the ball crossed over the side-line to the kicking team.
- During a kick-off or kick restart, a player can catch the ball on the full or before it hits the ground in-goal and play on.
- If the ball crosses the dead ball line other than on the full, or comes of the receiving player, played at or not and hits the ground in-goal or goes dead, then the restart will be from a line drop out centre of three (3) point zone.

Drop Kick

A drop kick restart will be required when;

- A player is tagged within their own in-goal area;
- A player grounds the ball in their in-goal or propels the ball into the in goal from the field of play and it comes in to contact with the ground in goal or the ball goes over the dead ball line;
- From a kick off or kick restart, the ball crosses the dead-ball line, the drop kick must be taken from within the three (3) three point zone (box);
- All players from the kicking team must be behind the try line when the kick is taken;
- The ball must travel over the kicking teams 20 metre line before **any player** can contest it; and
- The ball cannot be kicked out on the full over the sideline.
- Infringements of these drop kick rules will result in a penalty on the centre spot of the 20m line to the non-offending team.



Tap Restart

- **Tap and Go**, this is when the ball is tapped with the foot to restart the game from a penalty, 20-20 kick or other rulings within this rule book that requires a tap restart. All attacking players must be behind the player performing the tap restart. All defenders must be seven (7) metres back from the tap restart point.
- A penalty tap must be taken with the **foot**, either on the ground or raising foot to ball (no knee or thigh).
- Incorrect tap restart will result in roll ball changeover zero (0) tag to defending team at point of tap restart

Throw in Rule

- If a ball bounces in the field of play from a kick and then rolls over the sideline in the middle part of the field between the **'two 20 metre zones'**, the restart of play is by a **"throw in"**. This includes the ball being thrown over the sideline from a wayward pass.
- The team responsible for the ball going out of play must set their defensive line seven (7) metres back from where the ball went out and may not progress forward until the player catching the throw in has the ball in their hands.
- A ball can be thrown in a number of ways;
 - From above the shoulder or the head as in a Rugby Union line out or Soccer throw;
 - Popped up or handed to a team member running on to it; and
 - Or simply a normal PASS of the ball to another team member in the field of play.
- The throw in does not have to be taken from the exact point of where it went over the sideline. It **CAN** be thrown in from anywhere behind that point.
- There is **no limit** on the distance in which the throw in is required to travel.
- The throw in must **not travel forward**, the ball must travel lateral or backward when thrown in.
- If the referee deems the throw in as forward a penalty will be awarded to the opposition team, where the infringement occurred.
- If a player deliberately makes contact with the ball after it is kicked or passed and the ball travels over the sideline between the two 20 metre zones the throw in will be awarded to the non-offending team.

Knock-Ons

- The definition of a knock on is, when the ball is propelled towards the oppositions try line. The ball is NOT considered a knock on if it goes straight down, backward or straight down then bounces forward.
- A turnover and zero (0) restart, will be awarded to the defending team in the situation when the ball comes off a player's hands/arm/shoulder and is propelled forward causing a knock-on, this includes the throw in pass. The referee will always play the **advantage rule** unless the ball has been "killed".
- If the ball accidentally comes off a defender's hands/arm/shoulder while in the process of making the tag, even though technically, it was not played at, it is still deemed a knock on, the same applies when the defender executes a charge down on the attacking kicker.
- If an attacking player propels the ball in a straight down or backward direction play will continue.
- The Referee needs to **clearly see the knock on infringement** to adjudicate on it and at no time will they adjudicate based on player hearsay.



- A knock on by the attacking team in the opposition's 20 metre zone, will be a restart to the defending team at centre of 20 metre line **Tag20™** disc/pad. Restart at zero (0) tag will occur.

Advantage

- In **Tag20™** the law of advantage takes precedence over most other laws and its purpose is to make play more continuous with fewer stoppages for infringements.
- 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, the referee allows play to continue with the option to return to the original offence.

Contact Offence

- The attacking player:
 - Changing their original running line which causes a collision with a defender;
 - Jumping, spinning or side stepping **is allowed**, but any intentional contact that occurs from these actions which impedes a defender will result in a penalty;
 - An attacker **must not** lead with the knee when jumping; and
 - Attacking players **must not** deliberately run, jump or dive into a stationary defender.
- The defending player:
 - Who deliberately moves into the path of an attacking player causing a collision;
 - Not allowing or blocking the hole in which the attacker is running;
 - Using contact to impede or slow down an attacking player running through a gap in the defensive line in order to remove a tag; and
 - Grabbing on to attackers shorts or shirt to slow them down. In this situation the **Advantage rule** will apply before penalty is awarded.
- All the above contact actions will result in a penalty against the offending team.



PENALTIES

General

- Penalties are to be taken by way of a tap restart at:
 - The position the incident took place unless otherwise stated in these rules;
 - The infringing team must retire at least seven (7) metres from where the penalty is taken;
 - Further misconduct by the infringing team shall allow the referee to advance the mark of the penalty by a further seven (7) metres;
 - Any penalty awarded to a team within their own 20 metre zone will be taken at the centre point of the 20 metre line;
 - Any penalty awarded to a team in the oppositions 20m zone will be taken at the point of the infringement, but no closer than seven (7) metres to the try line; and
 - A penalty tap must be taken with the foot, either on the ground or raising foot to ball.

Foul Play

- In the event of misconduct by a player, the referee shall, at his/her discretion, caution, sin-bin or send off a player from the game.
- Players who are SIN BINNED must surrender their tags to the referee by handing over both tags and NOT throwing them. The team will get the tags back at the referee's discretion or up to two (2) minutes.
- Players who are SENT OFF must surrender their tags to the referee by handing over both tags and NOT throwing them. The team will get the tags back after a two (2) minute period but that player whom was sent off cannot take any further part in the game.
- Referee will hold, then drop the tags at any part of the field, for sin bin and send off offences, any player may retrieve the tags and re-join play, with the exception of the player sent off.
- Players who are sent off are reported to the module management via the referee's incident report and their case will be looked at and a suspension period (if required) will be issued. Their team delegate will be notified of the result.
- Suspended players may not participate in any **Tag20™** module or event until the time specified in their suspension by **Tag20™** has elapsed.

Penalty Try

- Any infringement to a player or supporting player vying for a try, including after a kick, if the referee deems intentional interference they will award a four (4) point Penalty Try to the attacking team and the offending player/s will be automatically sin binned.
- Play will also restart with a penalty tap off on the centre of half way to the try scoring team.



Injury Stoppages

General

- In the event of an injury that causes the game to be stopped for long periods of time or even cancelled, e.g. waiting on an ambulance.

Module

- If possible or necessary:
 - The game can be rescheduled and replayed;
 - Moved to another field and the remaining time continued on until finished;
 - If already into the second half of the match the team in front at the time the injury occurs will automatically be given the win; and
 - The teams on same amount of points, a draw will be declared.

Event or International

- Moved to another field and the remaining time continued on until finished.
- A maximum of two (2) minutes to be played at end of standard time.



POWER PLAYER

General

- This is optional and used at the discretion of the Module management or Event management.
- Each team's set of tags will contain one (1) pair of 'Power Player' tags. These tags will be of a different colour to the rest e.g. purple or chequered.

Module Level

- **Power Player Rule** –only one (1) player from each team, on the field can wear the “power play” tags. The opposition Captains will decide whom will be the “**Power Player**” for the opposing team and vice versa – the nominated opposition player is to be the “**Power Player**” for the entire game.
- The “**Power Player**” **CANNOT** be changed, unless there is an injury and the “**Power Player**” is unable to take any further part in the remainder of the game.
- The “**Power Player**” may however sub with their team mates at will. However, your team will be playing without a “**Power Player**” whilst he is on the sideline.
- The sub will gather a set of regular extra tags from the half way marker before subbing the “**Power Player**”, once the “**Power Player**” subs back on, the player he/she replaces must then remove his tags and place them at the half way marker.
- If there are two (2) players from the same team wearing one (1) power play tag each, a penalty will be awarded to the opposition where the indiscretion is spotted.

Event / Representative Level:

- **Power Player Rule** –only one (1) player from each team on the field can wear the “**Power Play**” tags.
- At this level the Event Management have the option to choose either the opposition team chooses (as per Module rules) the “**Power Player**” or each team chooses the “**Power Player**” for its own team.
- Event Management will decide if:
 - The “**Power Player**” cannot be changed throughout the game; or
 - The “**Power Player**” can swap the power play tags between their team mates at any time during the game.
- If there are two (2) players from the same team wearing a (one 1) power play tag each a penalty will be awarded to the opposition where the indiscretion is spotted.
- When a “**Power Player**” scores - a BONUS ONE (1) POINT will be awarded with the try.
- A three (3) point try becomes a four (4) point try.
- A two (2) point try becomes a three (3) point try.



MISCONDUCT

General

- Unsportsmanlike conduct covers the behaviour and attitude (including sledging) of players on and off the field and may result in a penalty, sin-bin or send off.

Zero Tolerance for Punching

- Tag20™ supports the stance against violence in sport and adheres to the **ZERO TOLERANCE - ONE PUNCH RULE** adopted by many sports across the country, automatic suspensions will occur.
- The Module Manager or Event Co-ordinator has the right to strip teams of their position(s) on the ladder if deemed to have brought the game into disrepute. Regardless of whether it is during the regular rounds or finals series. In the event of it being in the finals the team(s) next on the ladder will move up a place to fill that now vacant void. e.g. second placed team on the ladder is disqualified due to bringing the game into disrepute then the third placed team on the ladder will take second place, etc.
- If any form of fighting occurs the Module Manager has the right and will be obligated to hand out lengthy penalties, in extreme cases total dismissal from all Tag20™ events may occur.
- This applies to not only players but also team/club officials, spectators and parents.
- Tag20™ has a **CODE OF CONDUCT** in which all persons are required to adhere to. *This can be found on our Website www.tag20.com.au.*



REFEREES

General

- **Tag20™** Referees are there to do a job, referee the game of **Tag20™**, like players they are human, and as such will at some point make a mistake.
- When the referee has adjudicated on a particular ruling, players from both sides accept that decision, and get on with playing the game.
- Referees are calling what they see and in some situations they are a distance away from where the ball may be, to adjudicate fairly, they cannot make the call on what the players say or saw, they must ONLY make their decision on what and how they saw it.
- **Abuse or Disrespect to a referee** will result in a penalty, sin bin or even possible send off.
- Please bear in mind that without referees we don't have a game, so please show the **Tag20™** referee the respect that an official of any code deserves.

After all Tag20™ is just a game.

THE FIELD

General

- The **Tag20™** field is designed with the safety of the players in mind.
- A **Tag20™** fields contain a definitive in-goal area allowing for players to score with room and space to slow down.
- All restarts and kick-offs are taken from the **Tag20™** circle/box positioned three (3) metres back from the centre of the 20 metre line, at the centre of the 20 metre line or at the **Tag20™** disc.

