

DURAL RUGBY WALLA TAG
LAWS OF THE GAME FOR SEASON 2017
THE LAWS OF RUGBY APPLY AS AMMENDED BY THESE LAWS.

1. THE GROUND

One-third rugby field. Approximately 70 metres long and thirty-five metres wide.

2. THE BALL

Regulation competition rugby ball, size four for age 9 and under and size 5 for age 10 and above

3. TAGS

Tags will be supplied by Dural Rugby Club.
The tag will consist of a belt and two tags of webbing attached to the belt by Velcro. Tags will be minimum 450mm long and 50mm wide.

Tags and a ball will be collected from the ground marshal before the start of each match and returned to the Ground Marshall at the completion of each match.

Score will not be recorded until the ball and tags are returned to the ground marshal.

4. ATTACHMENT OF TAGS

A player that does not have two tags attached must not take the field. The colour of the tags must NOT be of a similar colour to the player's shorts. The referee may request that the tags being changed if there is a clash of colour.

5. THE TEAM

Teams will be made up of players from the same school year. If different year groups are in present in a team the team must register in the year group of the most senior player.

The number of players registered with any team is unlimited. The minimum number is 10.

Each team must nominate a Manager, Team Captain and Substitute Captain. All contact with the team will be via the Manager in the first instance, the captain or the substitute captain.

6. NUMBER OF PLAYERS

There is no limit to the number of players registered to play in any team.

A maximum of eight players per team are permitted on the field of play at any time. Teams must field a minimum of six players. Teams are entitled to bring up a maximum of two players from a lower age group, however these players cannot substitute a regular team player. Teams unable to field 6 players will forfeit the game.

All players must be registered. If a team permits an unregistered player to enter the field of play, that team will forfeit the match points.

Players may register with multiple teams. Each registration will attract a new registration fee.

If a team is unable to field a full team of eight players, the opposing team need not match the number of players the team is able to field. The short team must field all available players i.e play without reserves.

7. PLAYER SUBSTITUTION

A team with more than 8 players on the field of play will be penalised with the penalty taken 10 metres up-field from the position of play at the time of the offence but no nearer than five metres from the goal line.

Reserves must enter the field from behind their team's defensive goal line

8. PLAYERS CLOTHING

Players MUST wear a current Walla Tag tshirt. Shoes must be worn. Players are permitted to wear moulded stud football boots or runners. NO aluminum or similar studded boots or running spikes are allowed.

9. TIME

Games will be two halves of 19 minutes duration with a 2 minute half time break.

10. MATCH OFFICIALS

Referee to be provided by Dural Rugby

11. MODE OF PLAY

Play starts by kick off. The kick must be a drop kick and must travel 10 metres. Kick off must remain in the field of play. If the ball is kicked out from the kickoff on the bounce the receiving team restarts with a rip at the place the ball crossed the sideline. If the kickoff goes out on the full it will be a penalty at halfway to the receiving team. If the kickoff goes over the opposing try line it will be a penalty at half way to the receiving team.

Restart after a try is by the scoring team kicking off.

The kicking team must not contest possession of the ball if a member of the receiving team is within 2 metres of the ball.

Penalty – Handover at the point of the offence

The ball may be retained by the attacking team for a maximum of six tags. After the sixth tag, the ball must be placed on the ground at the location of the last tag and the ball player must retire 10 metres.

A tag will be called when a player either intentional or accidently falls to ground which may prevent the tag. This includes going to ground close to the line in the attempt to score a try.

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A tag will be called if a tag falls off the ball carrying player. The ball carrying player must have two tags attached whilst in possession.

A defending player does not need to have two tags attached to make a tag.

A tag will be called if a ball carrying player intentionally or accidentally covers, blocks or obstructs an opposing player from grabbing the tag.

A try must be scored by a player crossing the tryline in a standing position and then placing the ball on the ground. Falling over the line, diving over the line or falling over to place the ball on the ground will result in tag being called 5 metres from the tryline.

The player in possession of the ball must not run directly at a defending player, or palm the defending player.
Penalty at place of infringement.

Teams are permitted to kick the ball on any tag.

12. KICKING

Kicking in general play can be any height; however the kicking team cannot come within 2 metres of the receiving team if they are contesting the ball.

Penalty – handover at the place the ball was kicked

Kicks after the kick off may cross the sideline. If a ball crosses the sideline on the full, a lineout will be taken in line with the place the kick was made with the receiving team throwing in the ball. If the ball crosses the line after bouncing, a lineout will be taken where the line is crossed with the receiving team throwing in the ball.

The ball must not cross the tryline

Penalty – Receiving team lineout in line with the place the ball was kicked

13. METHOD OF SCORING

Each try is worth one point

14. FOUL PLAY

Foul play will not be tolerated.

DEFINITION OF FOUL PLAY

Any action, verbal (including swearing) or physical, that in the view of the referee or any club official is not in the interest of the games enjoyment or reputation

Any deliberate or intentional contact.

Penalty for serious and repeated offenses, a send off for either 5 minutes or the full game at the discretion of the referee.

Cancellation of players or team registrations may be imposed at the discretion of the match committee

Individual players when sent off may be replaced.

Allocation of match points after serious foul play will be at the discretion of the referee and match committee.

15. OFF-SIDE AND ON-SIDE IN GENERAL PLAY

Defending teams must retire 10 metres behind the position of the tag

Penalty: Tackle count reverts to zero and ball is tapped 10 metres up field from the position of the offence.

16. KNOCK-ON OR THROW FORWARD

Handover. Knock back is play on.

17. TAG

To make a tag, the defending player must remove one tag from the attacking players' shorts and immediately drop the tag to the ground. The player making the tag must call "Tag" immediately the tag is removed. Tags must not be thrown.

If the tag is removed by a defensive player in an offside position, the referee may chose to play on at which time the attacking player can play with one tag.

Penalty. Attacking team reverts to nil tags.

18. RESTART AFTER TAG.

The tagged player must return to the location of the tag, face his team and present the ball to be "ripped" by a supporting player. The ball must not be passed to the supporting player, it must be ripped. The supporting player must pass the ball before he takes more than two steps or thereafter before he is tagged, or the ball will be forfeited to the defending team. (The ripper cannot be tagged if he passes the ball from the base of the previous tag)

The ripper (supporting player) cannot score a try, he must pass the ball to another player for a try to be scored. This pass must occur in the field of play (not after the ripper crosses the tryline). Handover if above occurs 5 metres from tryline.

One marker is allowed. Markers must be in line and 1 metre from the attacking player.

19. RESTART AFTER PENALTY.

The restart after a penalty will be a tap kick and not a rip.

20. RESTART AFTER BALL OR PLAYER INTO TOUCH

Lineout

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21. LINE OUT – NON CONTESTED.

Three players in the lineout. Defending team must match numbers. Defending team can move after the ball leaves the lineout. The ball must be caught and passed from above shoulder height of the player playing the ball. The thrower must throw with two hands from above the head. The throw must travel down the centre of the line. Penalty for crooked throw, Changeover and the other team throws the ball in.

The first player in the line must not catch the ball. The ball must pass over the first player in the line.

Players shall stand minimum one metre apart. The first player must stand five metres from the sideline.

The ball must travel minimum six metres from the sideline.

The receiving player cannot run with the ball. The ball must be passed to a half-back, any other back or another forward. The half back must pass the ball and must not be caught with the ball. If the halfback is tagged, hand over.

The maximum lineout length is ten metres.

Penalty – hand-over 10 metres up field.

If the ball is dropped - penalty hand-over.

Attacking and defending teams apart from the players in the lineout and the half-back must retire 10 metres from the lineout.

Lifting is not permitted

Quick throw-in is not permitted. A lineout must be formed before the ball is thrown in.

22. BALL CARRIED OR PASSED OVER OWN TEAMS TRY LINE

If a team passes the ball or carries the ball over their own try-line possession will pass to the non offending team who will restart play at the centre of the field ten metres from the try-line

The attacking team if tagged within five metres of the try line must retire 5 metres from the try line to play the ball

Diving, palming, spinning and jumping to prevent a tag are not permitted within the field of play. On this offense the tag will be called. Repeated offense in general play may at the discretion of the referee become a penalty.

A penalty try may be awarded at the discretion of the referee following repeat infringements within 10 metres of the try line.

23. THE COMPETITION.

The competition will consist of 8 rounds played over 8 weeks. The total number of points scored by each team will be added to the team's total each week with the team scoring the most points being the competition winner.

Score will be kept by the Referee who will return the score to the Dural duty official. Team captains are to accompany the referee to the official table.

Points will be allocated:	Win	4 Points
	Draw	3 Points
	Loss	2 Points

The final week of the competition will involve the teams coming first and second in each age group playing against each other in what is to be considered the Grand Final (GF). The winner of the GF will be the team who scores the most number of tries during the GF. In the event of a draw at the end of the GF, the team who finished in first place on the ladder will be declared the winner.

The referee will keep score or at the referee's option appoint a neutral scorer. At the conclusion of a match, the opposing captains and the referee will agree the score and give the score to the ground marshal for recording.

THE DECISION OF THE MATCH COMMITTEE IS FINAL.

UNDER 9 VARIATIONS.

- a. Kick off may be a punt kick.
- b. Teams must retire 5 metres from the lineout and from the tagged player.
- c. Kicking is not permitted in open play – Penalty, Hand-over at place of offence
- d. No marker
- e. Falling over in putting the ball down to score a try is permitted as long as it was not a dive to avoid the tag.

NOTES:

These rules are subject to revision by Dural Rugby Club Inc. at any time. Teams will be notified of revision minimum seven days before the new rules are introduced.