



# COMPETITION RULES & PROCEDURES

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## **SECTION 1 - REGISTRATIONS**

- a) All participants must be registered before taking the field. Any team found to be playing unregistered players will face loss of competition points or expulsion from current and future competitions
- b) All players are required to register using the online registration process.
- c) All players on the field must be registered in that team. Fill in players may be used but must be registered players and must register at Tournament Control before going to the field. Fill-in players will be required to produce a temporary player pass to the referee for every game they participate in. Fill in players are not eligible for try-scoring statistics or semi finals.
- d) All players are required to register online using the approved platform. There may be some circumstances where manual registrations will be accepted. This will be at the sole discretion of the Competition Operations Manager
- e) Any team that registers 10 players prior to the kick-off of any competition will receive 3 bonus competition points. These points will be applied prior to the finals to prevent any skewing if standings where regrading is required.

## **SECTION 2 - GAME OBJECTIVE**

- a) EagleTag is a non-tackling, low-contact rugby league based social participation sport. Accidental contact will occur but contact should be avoided at all times where possible.
- b) The objective of the game is to ground the ball over the opponents try line to score tries. The player in possession of the ball may run, kick or pass the ball to get further downfield and cross the opponents try line. It is the objective of the team without the ball to prevent this by removing a "tag" from the ball carrier.
- c) The team with the most tries shall be declared the winner. Should the scores be tied then the game will be declared a draw, unless in Finals (see Section 15 – Finals Rules)
- d) The team in possession has six "plays" or "tags" to place the ball over the defending teams try line. After six "tags" a changeover occurs.
- e) To commence the game, the captains of the two teams shall toss for choice of ends. The captain winning the toss has the choice of which direction to run and the opposition team will use a place kick from the centre of the field to start the game.
- f) Once play has started an attacking player who is onside can run with the ball, kick it in any direction and on any tackle and throw or knock it in any direction other than towards his opponents try line.
- g) A player who during play is holding the ball (ball carrier) may be tagged by an opposing player (defending player) or players in order to prevent him/her from running with the ball, kicking or passing the ball to their team mates.
- h) A player not in possession of the ball, either a defender or attacker cannot be tagged or obstructed during the game.
- i) A defender is not necessarily required to have any tags on to be able to effect a tag.

### SECTION 3 - PLAYER'S AND PLAYING EQUIPMENT

- a) Each team can have a maximum of eight players per team on the field at any one time. Any number of replacements per team is allowed during the game with unlimited interchange.
- b) The minimum number of players on the field shall be five. A player who has been sinbinned shall be included. Any player who has been sent off shall not.
- c) In Mixed competitions, the maximum number of male players on the field at any time is four. There is no limit to the number of female players on the field providing no more than 8 players are on the field at any one time. If a Mixed team is short on female player's then an extra male player may be used to make a maximum of 7 players on the field, 5 Male & 2 Female. Should a third or subsequent female player be available then no more than 4 male players will be allowed.
- d) All Reserve players must remain in the players box which is marked by the sideline markers 10m from the tryline and halfway line. All substitutions must be made via the players box. Any teams who fail to remain in or interchange through the players box will be penalised 5 metres out from their opponents goal line.
- e) There will be no stoppage of play during interchange of players. Players must leave the field of play in the designated area before the replacement can enter the field except when there is a stoppage of play. e.g. try or injury.
- f) If a player is bleeding the referee shall direct this player to leave the field and seek attention before re-joining the game.
- g) All players within a team shall wear individually numbered shirts of a distinctive colour and/or pattern, a pair of authorised shorts or tights, plastic studded boots or runners and authorised tags. Players are strictly prohibited from wearing metal studs
- h) Players shall not wear anything that might prove dangerous to other players. This includes all jewellery being removed or covered up. Fitness trackers may be worn but must be covered by a wristband or such other safe covering.
- i) The referee will inspect all player's equipment prior to the commencement of the game and if necessary, the referee can prevent a player from participating in the game if they consider a player's equipment is dangerous. Prescription glasses are allowed.
- j) Only balls provided by Manly EagleTag shall be used in games. If there is a problem with the ball please bring it to the Tournament Office for a replacement.

### SECTION 4 - SCORING

- a) In all regular games one point is awarded for a try.
- b) In mixed games two points are awarded for every try scored by a female player. This includes teams made up of all female players playing in a mixed competition
- c) In mixed games, a team can only score three consecutive male tries before a female player must score. Should a team score a male try before a female try the try shall be disallowed and a tag recorded. If it is the last tag then a change over will occur 5 meters out inline with where the try was scored.
- d) The game shall be won by the team scoring the greater number of points. If the score is equal or if both teams fail to score, then the game shall be drawn.
- e) A try is awarded to the attacking team when they ground the ball on or over the try line.
- f) A bonus point is awarded when a try is scored in the bonus zone. The player must enter the bonus zone from the field of play and ground the ball within the bonus zone. The bonus zone is a 5mx2m box that is marked either by cones on the tryline or line markings on the surface or both.

The bonus zone can be placed anywhere the referee nominates to a combined maximum width of 5 metres.

- g) A try can be scored from a kick in general play if the ball is regathered or controlled before the ball touches the ground beyond the try line. The ball CAN NOT be planted once it has crossed the tryline.
- h) When the ball bounces past the try line it will be deemed to have gone dead with the try line acting as the dead ball line. Similarly if the ball crosses the try line and the extension of the sideline past the try line, it will be deemed as touch in goal line the ball is dead.
- i) A player cannot pass the ball back after crossing the try line nor can they run back into the field of play to pass the ball back to another player. This will result in a tag being called.
- j) A player may dive from the field of play in an attempt to score a try but must ground the ball before his body contacts the ground in the field of play. If any part of the body touches the ground in the field of play (before the tryline) a tag will be called. A change over will occur if it is the last.
- k) Should any dive initiate contact or be deemed dangerous by the referee a penalty will be awarded. An attacker cannot deliberately dive over a player attempting to score a try.

## SECTION 5 - DEFENCE RULES

- a) The progress of the ball carrier can only be halted if a defender removes one or both 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 ball is played.
- b) When a tag is removed the defender must hold it in the air at the point where the tag was made, drop it, and assume a marker position or return to the defensive line. The ball carrier must return to the point where the tag was removed, play-the-ball and then replace their tag.
- c) When the ball carrier's progress has been halted and they are in the action of playing the ball, the defensive line must be at least seven metres back from the play-the-ball with the referee. One defender can choose to act as a marker and stand directly in front of the player playing the ball.
- d) The defending team must always have a player no less than 5 metres behind the defensive line (the Fullback) except when their team is within 5 metres of their own try line. If a team does not have a Fullback the referee can penalise the defensive team a further 5 metres downfield from the defensive line.
- e) The marker and the defensive line can only move forward when the ball is touched by the dummy half. If the dummy half balks the referee should play on e.g. call "play on" and the defensive line allowed to move.
- f) If the team in possession fails to score before the sixth tag has been made a changeover will be awarded to the opposition at the point where the sixth tag was affected.
- g) A player may defend with one or no tags however if they receive the ball which has been kicked, dropped, or propelled forward, they must immediately play-the-ball at the place of receipt.
- h) A defending player will be penalised when they:
  - i. Deliberately move into the ball carrier's path, without first gaining position and make contact, the defender will be judged as initiating this contact.
  - ii. deliberately impede the progress of the ball carrier or any attacking player with their body.
  - iii. hold onto an attacking player or their uniform taking away any advantage attempting to be gained
  - iv. call "tag" without physically removing the tag it will be deemed a "phantom tag".
  - v. call for the ball as a deliberate means to deceive the attacker into passing them the ball.

- vi. tags an attacking player and throw the tag more than one metre away from the mark where the tag occurred.
  - vii. fail to stand immediately and directly in front of the ball player when the ball is being played.
  - viii. interfere at the play-the-ball or move too early.
  - ix. strike for the ball whilst the ball is being played.
  - x. run around and retrieve the ball from the dummy half position.
  - xi. impede play from an offside position e.g. returning on side.
- i) A defending player will be penalised when they are less than seven metres from the play-the-ball when the ball is being played. The penalty shall be awarded in line with where the player was offside.
  - j) If a player is tagged simultaneously after they pass the ball, no action is taken and the attacker must replace the tag before being able to progress the ball downfield, (simultaneous tag/off load).
  - k) If a player is tagged late after they have passed the ball, the referee should call "Late Tag, Play On" and allow the attacking team to progress the ball with only one or no tags on. This may result in a player scoring with one or no tags on. This is one case of the "Advantage Rule" being applied.
  - l) If a player is tagged late after they have kicked the ball the referee should call "Late Tag/Play On" and allow the attacking team the opportunity to regather the ball. If the referee deems no advantage has been gained by the kicking team (e.g. regathers ball late in the tackle count, etc.) he should penalise the defending team where the ball stops, crosses the touch line or try line or where the opposition takes possession of the ball.
  - m) If a defender removes a support players tag before receiving the ball they should call "Pre Tag" and allow the advantage play.
  - n) If no advantage is gained the referee should penalise the defender & consider the use of the sin bin. A Player 'pre or late tagged' with only one tag still on can only be stopped by removal of the remaining tag. If no tags are on the player will be deemed tagged when a defender comes within tagging distance.

#### **SECTION 6 - ATTACKING RULES**

- a) When in possession of the ball, the ball carrier can attempt to position the ball further downfield by running, kicking or passing the ball to their teammates. An attacker can only progress the ball with two tags on unless advantage is being played due to a late tag/pre tag.
- b) The attacking team shall be allowed six successive tags before a changeover will occur.
- c) When an attacking player who has possession of the ball 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-the-ball without delay.
- d) Another attacking team player will take up a position directly behind the ball player and assume the dummy half position. The play-the-ball is initiated when the ball player places the ball under one of their feet and heels it backwards with the foot to the dummy-half, who then initiates the next play by passing, kicking or running the ball. After playing the ball, the ball player should replace their tags on their shorts/tights before participating in the attack again. It will be a penalty if the person playing the ball fails to make contact with their foot on the ball.
- e) If there is no marker the ball player may replace their tag place the ball on the ground, release the hands from the ball and tap it with the foot and continue play. If they are missing a tag they may only pass or kick the ball taking no more than one step. Should the player start to run they will be deemed to be tagged and be required to play the ball.

- f) When the attacking side is tagged a sixth time, the attacking player places the ball on the ground and a changeover will be awarded to the defending team.
- g) If the ball carrier falls to the ground, or a player falls on a loose ball, and a defender is within tagging distance, a tag will be deemed to be affected.
- h) If any part of the body (other than the feet) of the ball carrier touches the ground before the try line, or before the ball is placed over the try line, a try cannot be awarded and a tag will be called. The ball carrier will be asked to play-the-ball no more than one metre out from the try line and the tag count will continue. If this occurs on the last tag, a changeover will be awarded to the defending team.
- i) The ball carrier can drop to the ground after they have crossed the try line to score a try regardless of what part of the body touches the ground first.
- j) An attacking player may receive a pass behind their try line or may run behind their try line when in possession of the ball. If an attacking player is tagged behind their try line, they shall restart play with a drop kick from the centre of the try line.
- k) The dummy half can pass or kick the ball with only one tag on as long as they only take one step. If they should take more than one step, they will be called back and the next tag will be counted.
- l) Simultaneous tag/ball off load situations will result in a "play-on" call from the referee with the benefit of the doubt be given to the attacking team to encourage the game to flow as continuously as possible. If the ball is deemed to have been passed after the "tag", the tagged player must return to the mark and play-the-ball where the tag occurred without penalty.
- m) If the ball carrier off-loads the ball as their tag/s are removed and the referee calls "play-on", they must replace the tag/s before being able to further the balls progress. If this player fails to replace the tags and receives the ball play is stopped and a tag counted.
- n) If the ball carrier comes into contact with the referee whilst trying to evade a "tag", a tag will be counted.
- o) If an attacking player receives the ball with their shirt out and a defender is within tagging distance the referee will call a tag.
- p) A player will be deemed tagged if they touch their own tag whilst in possession of the ball.
- q) If the ball player goes over the try line and then crosses the plane of the imaginary sideline, play will restart with a play the ball ten metres out centre field.
- r) If an attacking player knocks on over the try line whilst scoring a try, play will restart with a play the ball ten metres out centre field and a zero tackle.
- s) If a player knocks on within ten metres of the try line, a change over will occur in line with the knock on, ten metres out from the try line. If within ten metres of the touch line, move in ten metres.
- t) A ball bouncing off the body or head is not a knock on. The referee will call play on.
- u) If the ball comes into contact with the referee after being kicked or passed and play is irregularly affected, the play will be deemed dead and a play the ball will be awarded to the team in possession where it came in contact with the referee without addition to the tackle count.
- v) If any attacking player is "tagged" over the try line prior to placing the ball down for a try the player will be deemed tagged and will be required to play the ball 5 metres back from the tryline. If it is the last tag, a changeover will be awarded to the defending team five metres out from the try line.
- w) When the ball carrier clearly crosses the touchline before their tag is removed and can be adjudicated on by the referee, a changeover will be awarded to the defending team ten metres in from where the ball carrier crossed the touchline. Should a ball carrier 'give themselves up' after running across the touchline the player will be deemed tagged and will be required to play the ball. If it is the last tag then a changeover will occur.

- x) The ball player will not be penalised if they step on or over the touchline whilst playing the ball. If the dummy half steps on or over the line they will be deemed to be in touch a changeover will occur ten metres in from the sideline, in line with where they stepped out.
- y) If the ball player whilst in the action of playing the ball loses control of the ball and drops the ball on the ground as opposed to playing the ball, they will be allowed to regain possession and play the ball without penalty.
- z) THREE COUNT. If the ball player delays the play the ball or there is no dummy half or the dummy half has not picked up the ball the referee will apply a 3 count. If the referee reaches the end of the 3 count a changeover will be awarded. The 3 count will be at the sole discretion of the Referee. At no time can the marker move during the 3 count to pick up the ball.

The attacking player must not

- i. attempt to bump or fend off a defender in their attempts to remove a tag or whilst chasing the ball.
- ii. Deliberately protect their tag with their hands, elbows, ball or other means. A player will be penalised if the tag is not affected. It will be a tag if the tag is made.
- iii. jump to avoid being tagged, however they may spin/swivel to avoid being tagged as long as they do not initiate contact.
- iv. Bend their body forward to prevent being tagged, initiating contact with a defender
- v. step into a defender endeavouring to make a tag. Onus is on ball carrier to avoid contact at all times
- vi. run behind their own player creating an obstruction to avoid being tagged
- vii. voluntarily tag them selves by deliberately playing the ball with both tags intact.
- viii. deliberately remove their own tags
- ix. interfere with the marker at the play-the-ball.
- x. deliberately pass the ball in a forward direction.
- xi. Surrender their tags and does not attempt to attack during the play.
- xii. Delay the play the ball by longer than 3 seconds
- xiii. balks in picking up the ball in the dummy half position
- xiv. involved in the next play when already in an offside position
- xv.

#### **SECTION 6A – MUTUAL INFRINGEMENTS**

- i. If the ball contacts the referee, play will be stopped and the previous tackle replayed without adding to the tag count
- ii. If a ball runner contacts the referee, play will be restarted with a play the ball at the point of contact with out any addition to the tag count.
- iii. If the referee interferes with play and grossly disadvantages one team over another, play will be restarted at the point of the interference without addition to the tag count.
- iv. If the ball bursts during general play, play is stopped, the ball is replaced, a play shall resume from the previous tag. If the ball bursts on the sixth play, a changeover shall occur after the ball is replaced at the point where the ball burst.
- v. If the ball bursts when scoring a try, the try will be awarded
- vi. If the ball bursts as a player is restarting play that player will be allowed another kick after the ball has been replaced.

## SECTION 7 - KICKING RULES

### A. KICK-OFF RULES

- i. The team which wins the toss chooses which direction to run and the opposing team will kick-off. This is reversed for the second half.
- ii. The kick-off is a place kick from the centre of the halfway line.
- iii. When a try is scored the scoring team shall restart play with a kick off from halfway.
- iv. When a team is leading by 10 or more tries, play will be restarted with a tap at the center of halfway to the non-scoring team. This will remain in place until the trailing teams is able to tie the game.
- v. The ball must travel ten metres before any member of the kicking team can play at it. The ball can be played at by the receiving team before it has gone 10 metres without penalty. Should the receiving team not take clean possession then a penalty will be awarded at half time to the receiving team.
- vi. The kicking team may not play at the ball until it is played at or rebounds off a player from the receiving team.
- vii. The ball must bounce within the field of play before going over the touch or try line. A penalty will be awarded at the center of halfway if kicked out on the full
- viii. The players of the team kicking off must remain behind the kicker whilst the ball is being kicked.
- ix. The team receiving the ball should be no closer than ten metres from the halfway line at the time of the kick-off.
- x. If the ball bounces over the touchline, a changeover will be awarded to the receiving team, ten metres in from the touchline where the ball crossed the line.
- xi. If the ball bounces & crosses over the oppositions try line whether touched or not, play will restart with a dropout from the centre of the try line.
- xii. If the ball is caught on the full over the try line, a penalty will be awarded at the center of halfway.
- xiii. If the ball is kicked in to touch between the opposition tryline & 10 metre line, the team kicking off shall receive possession.

### B. DROPOUT KICKING RULES

- i. A dropout is a drop kick taken from the centre of the try line.
- ii. The ball must bounce within the field of play before going over the touch or try line.
- iii. The ball must travel ten metres before any member of the kicking team can play at it. The ball can be played at by the receiving team before it has gone 10 metres without penalty. Should the receiving team not take clean possession then a penalty will be awarded at half time to the receiving team.
- iv. The kicking team may not play at the ball until it is played at or rebounds off a player from the receiving team.
- v. The players of the team dropping out must stay behind the kicker until the ball is kicked.
- vi. The team receiving the ball should be no closer than ten metres from the try line at the time of the dropout.
- vii. If the ball from the dropout bounces over the touchline, before the halfway line a changeover will be awarded to the receiving team, ten metres in from the touchline where the ball crossed the line.

- viii. If the ball from the dropout bounces over the touchline, after the halfway line a changeover will be awarded to the kicking team, ten metres in from the touchline where the ball crossed the line.
- ix. If the ball from the dropout bounces over the receivers try line whether touched or not, a dropout from the try line will be taken. However, if the ball is caught on the full over the try line, the referee will call "play on".
- x. All dropout infringements will result in a penalty ten metres out from the try line centre field.

### C. GENERAL PLAY KICKING RULES

- i. A kick is determined as anytime that the ball is played at with the foot. This includes but is not limited to a tap restart or trapping the ball with your foot.
- ii. The team in possession may choose to kick the ball on any tag
- iii. With the exception of Rule 7C(iv) the ball must not travel off the boot higher than the referee's shoulders. The referee may consider advantage play in this instance.
- iv. A player in possession can elect to perform a chip and chase. This kick is permitted to go higher than the shoulder of the referee without penalty but must not be a bomb and must be regathered immediately by original the kicker. The kick may not be kicked ahead again unless first regathered by the original kicker. Should another member of the kicking team regather the ball or the ball is kicked ahead by the kicker a handover will occur from the point of the original kick.
- v. If a player kicks the ball and is simultaneously tagged and the referee calls "play on" the kicker cannot promote the ball with another kick. If the kicker kicks it a second time a tag shall be called where the player kicked it.
- vi. 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 affect a tag.
- vii. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot affect a tag until the ball receiver has run ten metres in any direction. The kicker can not make off side players, onside.
- viii. If the attacking offside player deliberately plays at the ball or effects a tag a penalty should be awarded at that point.
- ix. Any ball that is kicked from inside a teams own 50m line and crosses the sideline inside the opposition 10m line will be deemed a 50/10. Play will be restarted with a play the ball to the kicking team 10 metres in from the sideline and 10m out from the tryline.
- x. Any ball that is kicked from inside a teams own 10m line and crosses the sideline inside the opposition 50m line will be deemed a 10/50. Play will be restarted with a play the ball to the kicking team 10 metres in from the sideline in line with where the ball went out.
- xi. If the ball is kicked and it crosses the receiving teams try line after a receiving team player deliberately played at the ball, a line dropout will restart play.
- xii. If the ball is not played at but touches a player then a changeover will be awarded to the non-kicking team, ten metres out from the try line where the ball crossed the line.
- xiii. 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, a penalty will be awarded to the defending team at the point where the defending team player was impeded.
- xiv. Except for when scoring a try, a player from the kicking team cannot dive, slip or fall on the ball. This applies to all kicks whether in general play or restarts of play. A non-kicking player playing at the ball does not nullify this diving rule.
- xv. If an attacker kicks in general play and the ball lands in the field of play then crosses the try line and is grounded by an attacking player in a controlled manner before the ball lands on the ground or is touched or touches a defender a try will be awarded. A ball can not be planted on the ground. Clear possession has to be taken.
- xvi. If the ball is kicked and crosses the plane of the non-kicking teams try line they will receive a play the ball ten metres out in the centre of the field. The tackles count will start with 'Zero Tackle'

- xvii. If the ball is kicked and played at by the non-kicking team and crosses the plane of the try line a dropout will restart play.
- xviii. A player cannot kick the ball with only one or no tags on unless they have been pre or late tagged. The exception is the dummy half or a player taking a penalty tap kick may kick the ball as long as they only take one step.

#### **D. GENERAL PLAY KICKING CHANGEOVERS**

- i. Except in the instance of the chip and chase, if the ball travels higher than the referee's shoulder, a changeover will be awarded to the defending team at the origin of the kick. The referee may consider advantage rule and play on.
- ii. If the ball is kicked and it goes out of the field of play on the full, the non-kicking team will receive a changeover at the point where the kick was taken.
- iii. 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 changeover ten metres in from where the ball crossed the touchline.
- iv. If the ball is kicked and played at by any member from the non-kicking team and the ball rolls over the touchline, the kicking team shall play the ball ten metres in from where the ball crossed the touchline and the tag count will be restarted.
- v. 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 contact. The referee may allow a defending player an advantage if they regathers the ball in this situation.
- vi. If the ball is kicked in to the referee and play is irregularly affected, the play will be deemed dead and a play the ball will be awarded to the kicking team where it came in contact with the referee without addition to the tackle count. If it was the last tackle then a change over will occur in the same spot.
- vii. If a kick in general play is deemed by the referee to have been deliberately kicked over the sideline or try line to waste time a 10 minute sin bin will be given to the player responsible. A penalty awarded to the non-offending side at the half way or where the ball was kicked from whichever is the greatest advantage.

#### **SECTION 8 - KNOCK-ON AND KNOCK-BACK**

- a) If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock-on will be ruled. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged it will be a zero tag.
- b) If an attacking team player propels the ball in a backward direction play will continue.
- c) 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 knock-on and the defending team will receive a changeover.
- d) If the attacking team knocks on the defending team may kick the ball to gain an advantage. If this team (defending team at the time of knock-on) then retrieves the ball after the kick, play-on will be called and the next "tag" will be counted as a zero tag regardless of field position.
- e) If the attacking team knocks-on and the defending team immediately kicks through and fails to regather the ball, no advantage has been gained by the defending team and the ball will be returned back to the point of the original knock-on and the defending team will receive the changeover.

- f) The ball carrier cannot deliberately throw or tap the ball past a defender. This will result in a penalty being awarded to the non-offending team.

### **SECTION 9 - PENALTIES**

- a) Penalties are taken by a tap kick in any direction after the referee has verbally and physically indicated the mark (a tap kick can go higher than shoulder height). Note: If a player chooses to use the play the ball action instead of taking the tap kick it is still deemed as a tap kick.
- b) A penalty shall be awarded against any player who is guilty of misconduct provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, all penalties are given where the infringement occurs.
- c) All penalty kicks should be taken as close to the mark as possible. If the referee thinks that the teams has gained an unfair advantage by taking the tap considerably off the mark, the referee will direct the player back to the mark to take the tap again.
- d) Offending teams must retire ten metres from the penalty mark.
- e) Further misconduct by the offending team shall allow the referee to advance the mark once only, by ten metres or as near to the try line as possible.
- f) If a kicker is interfered with after kicking the ball or one of his team mates giving chase, the penalty will be awarded where the ball stops or is stopped by an opposing player. If the ball crosses the touchline or try line the penalty is given ten metres in field.
- g) If misconduct occurs on any player as they are chasing a kick and the ball rolls over or lands over the try line on the full, the penalty will be awarded to the non-offending team, either ten metres from the try line in the field of play and opposite to where the ball crossed the try line or at the point where the player was impeded, whichever is the greatest advantage to the nonoffending team.

### **SECTION 10 - MISCONDUCT, SIN BIN & SEND OFFS**

- a) A player is guilty of misconduct and will be penalised if they:
  - i. Trips, kicks or strikes another player.
  - ii. When effecting or attempting to effect a tag makes contact with any part of an opponent's body intentionally, recklessly or carelessly.
  - iii. Deliberately or continuously breaks the rules of the game.
  - iv. Uses offensive or obscene language.
  - v. Disputes the decision of the referee.
  - vi. Re-enters the field-of-play without the permission of the referee.
  - vii. Behaves in any way contrary to the true spirit of the game.
  - viii. Deliberately obstructs/impedes an opponent who is not in possession of the ball.
- b) 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.
- c) 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.
- d) The power to sin-bin and the length of player suspension is at the discretion of the referee (max. 10 mins.). A sin-binned player can take no further 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 retire his tags to the referee and take up a position behind the oppositions try line for the duration of the suspension.

- e) The sin-bin may be used for the following incidents:
  - i. Blatant disregard for the rules.
  - ii. Continued rule infringements.
  - iii. Back chatting, dissent or sledging of referee or players.
  - iv. Repeated contact infringements.
  - v. Fighting.
  - vi. Professional foul.
- f) 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 they automatically receives a one week suspension plus any penalty as determined by the players actions and reactions. Players have a right to appeal.
- g) A player shall take no further participation in the game nor shall they be permitted to take up a position within the playing area where their presence is likely to provoke further incidents.
- h) Any players sent off shall take no further part in any competition until their matter is dealt with. Any players who is suspended is suspended from all competitions until the suspension is served from within the team where the suspension was imposed.
- i) If a referee is assaulted or unduly harassed by any person as a result of a match under their control the referee shall submit a report of the incident to the appropriate authority.

#### **SECTION 11 - DUTIES OF A REFEREE**

- a) The referee is responsible for ensuring the rules of the game are adhered to. The referee is the sole judge of fact.
- b) The referee will ensure the playing field is checked and is in a condition for safe play.
- c) The referee shall record the score and all tries scored during the match.
- d) The referee at their 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 they sees fit that interferes with the control of the game.
- e) The referee must carry a whistle and use it in the following circumstances:
  - f) To start and stop play.
  - g) When a try is scored.
  - h) When the ball is out of play.
  - i) When the rules of the game have been broken.
  - j) When play is irregularly affected e.g. ball comes in contact with the referee or any other person not participating in the game.
  - k) To enforce the rules for any other reason.

#### **SECTION 12 - JUNIOR RULES**

The following rules apply to all competitions for 5-17 year olds

- a) No marker allowed.
- b) Dummy half may run but if tagged a changeover will occur.
- c) Dummy half cannot score.
- d) Defensive line cannot move until the first receiver touches the ball or the dummy half runs.
- e) All tries will be worth 1 point

### **SECTION 13 - FINALS RULES**

- a) The Competition Operations Manager will publish the Finals Format for all competitions no later than 4 weeks before the scheduled date of the finals.
- b) The Finals Format is solely at the discretion of the Competition Operations Manager and may differ between competitions
- c) Only registered players who have played a minimum of 3 games for their team may be eligible to play in any finals game.
- d) Teams who have players unavailable due to injury or other circumstances must provide 24 hours notice of any replacements players they intend to use. The Competition Operations Manager reserves the right to deny any player or players who they deem unacceptable.
- e) Any Semi Final that finishes in a draw after regulation time will be awarded to the team who scored the first try of that game. In the event of a scoreless draw, the team placed higher on the competition ladder will be declared the winner.
- f) Any Grand Final that finishes in a draw after regulation time will be decided in 8 minutes of Golden Point. Both teams will have at least one set to win the game. Should neither team score in their first set then the next team to score will be declared the winner. If there is no score in Golden Point, either the highest placed team or the team first into the Grand Final (whichever is relevant) will be declared the winner.

### **SECTION 14 - PLAYING FIELD**

- a) Junior Fields (6 to 8 year olds) 50m x 35m (play across senior field)
- b) Senior Field (10 years and above) 70x50 (half a rugby league field)

## **EXPLANATION OF TERMS**

**ADVANTAGE** - Is to allow play to proceed to the advantage of the team which has not committed an offence or infringement.

**ARM** - is defined as where the arm joins the shoulder at the arm-pit. This is used when determining a knock on.

**ATTACKER** - a member of the team who is in possession of the ball.

**ATTACKING TEAM** - Is the team who has territorial advantage.

**BALL CARRIER** - a member of the team in possession of the ball.

**BALL PLAYER** – a member of the attacking team who is imparting motion to the ball at the play-the-ball area with their foot.

**BALK** - The dummy half pretends to pick up the ball.

**CHANGEOVER** - Is the surrendering of possession to the opposing side.

**CONTACT** - The touching or collision of bodies whether deliberate or accidental.

**DEFENDER** - a member of the team who is not in possession.

**DEFENDING TEAM** - the team without territorial advantage

**DEFENSIVE LINE** - a line of defending players.

**DIVE** - A legal, dynamic movement through the air where both feet leave the ground.

**DROP KICK** – when ball is released from the hands and is kicked immediately as it rebounds off the ground.

**DUMMY-HALF** - Is the attacking who takes up position immediately behind the ball player during the play-the-ball.

**FIELD-OF-PLAY** - The area within, but not including, the touchline and try line.

**FORWARD PASS** - Passing the ball forward towards opponents try line.

**GROUNDING THE BALL** - Placing the ball with downward pressure on or over the opponents try line with hand, hands, wrist, forearm or torso.

**IN POSSESSION** - A player who has control of the ball with their hands or arm.

**IRREGULARLY AFFECTED** - A team may be disadvantaged by play being irregularly affected e.g. ball hitting a referee and bouncing back to kicking team.

**JUMP** – An illegal, dynamic vertical movement landing on your feet.

**KICK** - Deliberately striking at the ball with the leg from the knee to the toe. This action does not include blocking or trapping the ball with the foot or leg.

**KICKING TEAM** - the team which kicks the ball.

**KICK-OFF POINT** - Is the position at the centre of the halfway line.

**KICK TO WASTE TIME** – an illegal kick that is deliberately kicked out over the sideline or try line to waste time.

**KNOCK-ON** – to propel the ball forward with hand or arm towards opponents try line.

**KNOCK-BACK** – to propel the ball backwards with hand or arm towards own try line.

**LATE TAG** - when a tag is taken off the ball carrier after they have passed or kicked the ball.

**MARKER** - Is the defending player who stands immediately and directly opposite the ball player during the play-the-ball.

**UNSPORTSMANLIKE CONDUCT** - When a defending player calls for the ball to deceive the attacker into passing the ball to them.

**OBSTRUCTION** - Is the act of preventing an opponent from tagging the attacking player in possession.

**OFF-SIDE** - A defending player not back the required distance or an attacking player in front of the player in possession.

**PASS** - Is to throw the ball in a backwards direction from one player to another.

**PLAY-ON** - Continue play.

**PENALISE** - Is to award a penalty against an offending player.

**PENALTY TRY** - A try awarded by the referee when in his opinion a try may have been scored subject to an infringement or foul play by an opponent. The value of a penalty try shall be double that of a normal try in which the game it is being awarded

**PHANTOM TAG** - Is when a defender calls they have made a tag but have missed it e.g. "yes" or "yes/no" call.

**PLACE KICK** - Is to kick the ball after it has been placed on the ground.

**PLAYING AT THE BALL** - Any deliberate attempt to gain possession or touch the ball. This shall also include any attempt by a player to shield themselves from a ball coming towards them.

**PLAY-THE-BALL** - When the ball player uses the sole of the foot to propel the ball behind him/her.

**PLAYING AREA** – the area of play bounded by a fence, rope, line or other such boundary.

**PRE TAG** - Is when a tag is taken off a player before they receive the ball.

**SIMULTANEOUS TAG** – when a player is tagged at the same time they kick or pass the ball. The referee will call play-on in this instance

**SLEDGING** - A verbal insult directed at a player, official or spectator, includes references of a racial sexual or personal nature, regardless of it's intent to offend or harm.

**SURRENDER TAG** – the illegal act when a ball carrier deliberately gives up and does not attempt to attack during the play. e.g. When the ball carrier runs to a defender, stops and turns their hips towards the defender to be tagged.

**TAG** - The removal of the tag from the ball carrier shorts/tights.

**TAGGING DISTANCE** - When a defender is deemed to be close enough to an attacker to be able to remove their tag.

**TAP KICK** - A deliberate touch of the ball with the front of foot.

**VOLUNTARY TAG** - Is when an attacking player either plays the ball with both tags attached or deliberately removes one or both of their own tags.