



# New Tag Rugby Laws

**Effective in NCR from May 2023**

Workshop 3/4/23

# What's the goal?



# Equipment

- Fitness devices including FitBits, Apple Watches, etc. can be worn as long as properly covered by a sweatband tight to the skin.
- Drawstrings of shorts are to be tucked-in.



# Kick off

- The team that wins the toss chooses kick/receive and also which way to play.
- Players of the non-kicking team can now play the ball before it reaches the 10m line. This should mean less short kicks. Also applies at drop-outs.
- Kicking team players cannot “shepherd” the ball or block them.
- If the ball bounces in play and goes over the try-line it will be a goal-line drop-out, whether caught or not.



# General play

- If a general play kick goes over the try line and it touches the floor or a defending player, the ball is dead.
  - Restart is a 10m tap and the first tag is tag zero.
- In case of a late tag where the non-offending team keeps or recovers the ball, the next tag will be tag zero. (If they do not keep/recover the ball, penalty as before.)
- Negative play: If the attacking team stops and refuses to attack, and the defending team refuses to go for a tag, the referee can call “play now” and give a 3 second count. The attacking team must attempt to attack otherwise a tag is counted. Repeated infringement may result in a warning and a penalty.



# Surrender

- To surrender is to give up attempting to attack and intentionally get yourself tagged.
- The rules and definitions have been clarified.
- A surrender occurs when the referee deems there is an *intent to get a quick play-the-ball*.
- A surrender can include just stopping, giving up and offering the tag, but also includes things like running slowly across a defender and other similar manoeuvres.
- It is not a surrender if a player stops to avoid contact or avoid going into touch.





# Diving

- General diving rule: The attacking team can dive on the ball and the defending team cannot.
- Exception: When a team kicks the ball (general play, drop out, or kick off) they are deemed to be kicking the ball away and it is then the non-kicking team that can dive. This exception continues to apply if the ball rebounds or is kicked or played at again, and only ends when a player holds the ball in hand.
- Exception: The kicking team can dive on the ball in the act of scoring a try.
- Overriding safety rule: Any dive must be in a safe manner. No diving over or under other players. No contact allowed.
- Breach of any of the above = penalty.



# And a few more things

**These aren't new rules but are reminders of existing rules**

- When a player goes to ground (including a legal dive) and an opponent is within tagging-distance (usually 1 metre), this is a tag. If no opponent is nearby, play on.
- Knock-ons close to the try line by attacker = roll comes out 10 metres from the try line (and 10 metres from the touch line).
- Ball in touch always come out 10m from the touch line but is in line with where the ball went out.
- Tap-kicks are to be taken from the hand, except tap-kicks in lieu of a roll (i.e. no marker) which are to be taken from the floor.





# Q&A





**Thank you**  
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NCR Tag