

Tag League



Variations to OzTag

What are the main differences between Tag League and OzTag?

Tag League places significant emphasis on the following specific sporting documents:

1. The “Spirit of the Game” covenant which, in summary, involves respect for :
 - Your opponent
 - Your own captain and team
 - The role of the referee
 - The game and its values

2. The Code of Conduct (for players, spectators and referees) which relates to:
 - Acceptable standards of behaviour

Tag League also focuses on four key areas of the game:

1. To provide clear, purposeful and unambiguous laws of the game.
2. To assimilate more Rugby League aspects into the game.
3. To encourage and reward excellence in play (skill level).
4. To discourage poor sportsmanship and poor behaviour.

What are some of the different rules?

As in rugby league, we refer to them as “Laws of the Game” and some of the differing laws include:

- **Winning the toss:**
6.2 The start of play begins by the captains calling the “toss” in the presence of the referee. The captain winning the toss shall decide to either kick-off or choose which end of the field his/her team will defend. The losing captain shall take the other of the alternatives.

- **At the kick-off:**
10.2 (f) If the ball is caught in goal on the full, a penalty will be awarded to the non-kicking team at the centre of the half way line.

- **Playing at the Ball:**
8.14 (a) If in the process of attempting to make a tag, the defending player makes contact with the ball and propels the ball forward (whilst the attacker is in the process of passing the ball) it will be deemed to be a knock-on. Attempting to make a tag is considered to be involved in the play and by default to be playing at the ball.

- **Taking a “tap kick”:**
10.8 (a) A tap kick involves the intentional touch of the ball whilst in the hand(s) or after it has been placed on the ground. Releasing the ball onto the foot and regathering it is prohibited.

- **Double marker :**

9.5 (e) Double markers are permitted provided i) the second marker is positioned directly behind the first marker, ii) the second marker has one hand touching the first marker until dummy half has touched the ball, and iii) both markers do not move until the dummy half has touched the ball.

- **Mousetrap:**

8.9 (d) A “mousetrap” play is permitted. However, if the player who initiates the play (the second dummy half) is tagged whilst in possession, a changeover will result.

- **Half/10 kick:**

10.9 If an attacking player punt kicks (on an allowable kick play) from within their half of the field and the ball finds touch within ten (10) meters from the opposing goal line the team that kicked the ball will be awarded a PTB ten (10) meters in from the touch line, in line with where the ball crossed the touch line and regain possession. This PTB will be zero tag.

- **Chip kick:**

10.6 A chip kick may travel higher than the referees’ shoulder. However:

(a) It may only be initially played at or regathered by the player that made the kick.

(b) If a player other than the kicker makes the initial play at the ball or regathers it, a changeover will result at the point where the kick was made.

- **Charge down:**

8.14 (e) A charge down of a kick is not deemed as “playing at the ball” and if regathered by an on-side member of the non-kicking team, they will be allowed to continue to promote the ball (becoming the attacking team). The ensuing tag will be the first (1st) tag. However, if a charge down is regathered by a member of the kicking team, they will be allowed to continue attacking and the ensuing tag will be zero (0) if the ball had been propelled forward in the charge down.

- **Return goal line drop kick option:**

10.7 (e) If the goal line drop kick lands in the field of play and then bounces/crosses the opposing goal line, the captain of the kicking team has the option of enforcing the non-kicking team to take a drop kick from their goal line (return drop kick) or, to be awarded a “tap kick” at the centre of the half way line. Once made, this decision cannot be reversed.

- **Penalty Power Play:**

12.3 Upon being awarded a penalty, the team receiving the penalty will also have the option of selecting to either:

(a) Be allowed to kick on any tag from the ensuing set (the next six consecutive tags);

or

(b) Be awarded a “bonus point” should they score a try from the ensuing set (the next six consecutive tags)

(c) Their choice must be clearly communicated to the referee prior to taking the penalty tap kick. Failure to advise the referee will negate either of these options.

- **Bonus point for skilful/spectacular try's:**

7.3 Bonus points will be awarded for:

- (a) A try scored from the kick-off or goal line drop kick before an initial tag (2 point try).
- (b) A try scored from a kick regather before the next tag (2 point try).

- **Try Power Play:**

An optional play awarded to the scoring team when their try did not have a bonus point. Upon scoring, the scoring team will be awarded a single play (1 x tag) at the ten (10) meter line, directly in line with where the ball was grounded. Kicking is allowed in this play. Any try from this play is worth only one (1) point. At the conclusion of this additional play, play will revert back to a kick-off by the scoring team.

What else is different?

In an effort to provide better value and a better game, Tag League offers:

- The use of full size Steeden footballs – as in Rugby League.
- Improved “tags” with close knit Velcro so the tags don’t “fall off”.
- A more detailed “glossary” in the laws providing greater assistance and reference for players.
- A “photo ID” sign-in process for each game to avoid “ring-ins”.
- The option to include “registered non-team players” if you are short of a team on the night. A penalty try is awarded against the team for each non-team member playing, which is better than a forfeit or a non-competitive game.
- Up to date website details with results and draws.
- Adequate number of supervisors at every location and every game.
- A consistent report and review system for dealing with suspensions – as in Rugby League.
- Pro rata refund if the scheduled number of season games are not played.
- Coaching for new teams or those simply wanting a better understanding of the game – free!
- BBQ “sausage sizzle” with salads, soft drinks, beer and wine at every grand final – free!
- Cash Prizes for Winners & Runners up in each Division.
- A genuine commitment to developing and improving the game.

Do I have to buy special Tag League shorts?

- Tag League requires that players wear a standardised pair of shorts with Velco Tabs on the side. This ensures uniformity and fairness in play. Home made / modified shorts are not permitted.
- For those people that have played OzTag and have OzTag shorts or tights, they are welcome to use them at Tag League.



“A new way to play”