

COMPETITION SCHEDULE			SQUAD INFORMATION			
Dates for Diary:	Venue:	Timings:	Schools Competition – Schools can enter a local preliminary competition organised by the School Games Organiser (SGO), from which a borough champion emerges. An SGO in each borough will nominate a school (usually the winning school) to enter the Main Draw for the London Competition.			
9th Mar – Closing date 23rd Mar – Publish schedule 29th Mar – Competition	Crystal Palace NSC SE19 2BB – Stadium londonyouthgames.org/crystalpalace	Registration: 10:15-10:30 Start Time: 10:30 End Time: 14:45 Medals: 15:00				
<i>If you are running late for registration contact: 07944 414 192</i>			Squad on the day	Min 7 Max 10 - 7 playing at any one time (Min 3M+Min3F)		
Draw Format	6 Round Robin groups of 4-6 teams (AM), group winners and the two best runners-up (8 teams) contest to knockout quarter, semi and finals. Remaining teams will contest playoffs.		License required	-		
Seeding	Random		Team Manager notes	Team Managers must sign results cards after each match. Any dispute must be raised prior to signing these.		
Match Format	Each match will consist of two halves of 5 minutes in a pool of four, 4 minutes in a pool of five with a 1 minute half time. Points awarded for: 5 for a win, 3 for a draw, 1 for a loss. If tied, a winner is decided by: average points per game, most tries scored, then coin toss will decide winner.		Kit / Equipment	Trainers only. No studded footwear of any kind		
Final Positions	Points allocated based on final positions (all teams achieving given group position e.g. 3 rd in group awarded equal points)		Events	School Year	Age	Competitor standard
Medals Awarded	1 st = gold, 2 nd = silver, semi-finalists = bronze		Rugby Tag – Mini	Year 5 & 6	01/09/00-31/08/02	No min or max standard
SPORTS RULES						
<p>The event will run in accordance with the rules of Tag Rugby published by the Rugby Football Union. This includes the following:</p> <ol style="list-style-type: none"> 1. The Competition Director's decision is FINAL 2. When playing Tag Rugby all players wear a tag belt, which has two ribbons (tags), attached with Velcro. The belt is worn around the waist and on the outside of the clothing. Shirts should be tucked in. The tags are positioned on either side of the hips and teams are distinguished by the colour of the tags they wear. 3. The object of the game is to score a try by placing the ball with downward pressure on or behind the opponents' 'goal line'. Please note that diving is NOT permitted over the try line. <p>The 'Tackle' (Tag):</p> <ol style="list-style-type: none"> 4. Only the player with the ball can be 'tackled' (tagged), and a tag is simply the removal by a defender of one of the two ribbons from the ball carrier. Ball carriers can run or dodge potential taggers but cannot fend them off or guard or shield their tags in any way. 5. The defender then holds the tag above their head and shouts "tag" for all to hear. Defenders are not allowed to snatch the ball from the player's hands. 6. Once tagged the player in possession of the ball must attempt to stop as soon as possible and pass the ball within 3 strides of being tagged. Even at full pace the ball carrier will be expected to stop in 3 strides. Players are however, only allowed one step to score a try after being tagged. Note: players can pass the in the act of stopping. Immediately after the pass has been made the defender must then present the tag back to the tackled player. The defender can take no further part in the game until they have returned the tag. No player can take any further part in the games without both tags properly in place on their belt. 7. There should be no tags on the floor at any time. 8. Players are permitted to 'spin' away from a defender, but are NOT permitted to continuously spin (i.e. more than once in a movement) to hinder the defenders. <p>Offside:</p> <ol style="list-style-type: none"> 9. Once a tag has been made all defenders must make an effort to get back on their side of the ball and not deliberately stand offside blocking the pass or waiting for the interception. Offside is penalised by awarding a free pass to the non-offending team. The first pass after a tag cannot be intercepted and must go to the attacking team. <p>Kicking:</p> <ol style="list-style-type: none"> 10. There will be no kicking allowed and no conversions. <p>Substitutions</p> <ol style="list-style-type: none"> 11. Roll on substitutions can be made. <p>The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe condition</p>						