

Dragon Sport Rugby

Tag Rugby

Activity Card



Dragon
Sport
Campau'r
Ddraig

Tag Rugby



Let's play

- 5v5 in one large 'garden', divided into two halves by a halfway line, with a try line at each end
- Play 3v3 with a coach and a referee per team
- The two teams toss a coin to see which team starts the game with a free pass from the halfway line. The attacking team (the team in possession of the ball) send and receive the ball between themselves, progressing towards their try line
- A try is scored when a player with 2 tags, stays on their feet and places the ball down over their try line. If a player crosses the try line with only 1 tag, they are brought back 5m from the try line and the tag count continues
- The game is restarted with a free pass on the halfway line by the team that did not score. Decide on how many points for a try
- To regain possession the defending team must 'tackle' the opposition by removing a tag from an opponent who has the ball. The tagged player must pass the ball immediately (within 3 strides)
- The tackler must hold the tag above their head and hand the tag back before play continues
- After 6 tags the ball is 'turned over' to the defending team
- Decide on a fair way to rotate players through roles
- The ball cannot be knocked or passed forwards. A free pass is awarded to the opposing team after a knock on or forward pass. The defending team must be at least 5m away from the person taking the free pass
- Non-contact. Offences such as kicking, hand offs or blocking the tag result in a free pass to the opposition

