

TAG LEAGUE

Laws of the Game

First Edition 2015 Rev.4



Index

SECTION	TITLE	PAGE
Section 1	The Spirit of the Game	3
Section 2	Code of Conduct	4
Section 3	Glossary	5
Section 4	Playing Field	8
Section 5	The Players and Players' Equipment	9
Section 6	Mode of Play	10
Section 7	Scoring	11
Section 8	Attacking Laws	13
Section 9	Defence Laws	18
Section 10	Kicking Laws	21
Section 11	Ball Control	24
Section 12	Penalties	25
Section 13	Misconduct	26
Section 14	Duties of the Referee	29

Changes in Tag League Laws - First Edition Revision 4.

7.7(c) Start of Try Power Play

- Clarified when a Try Power Play may commence.

12.4 Defensive Team penalty during Try Power Play

- Addition of defensive penalty and protocol during a Try Power Play.

12.5 Attacking Team penalty during Try Power Play

- Addition of protocol in the event of a penalty committed by an attacking team during a Try Power Play.

Section 1

“The Spirit of the Game”

In the game of **Tag League**, it is the spirit of good sportsmanship that places the responsibility of fair play on every player.

In **Tag League**, competitive play is encouraged, but not at the expense of respect between players, adherence to the rules and the basic joy of playing the game.

In **Tag League**, actions such as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions or other “win at all costs” behaviour are contrary to the Spirit of the Game and are to be avoided by all involved.

Tag Leagues’ “Spirit of the Game” involves respect for:

- Your opponent
- Your own captain and the team
- The role of the referee
- The game and its values

It is against **Tag Leagues’** “Spirit of the Game” to:

- Dispute the referees decision by word, action or gesture
- Direct abusive language towards an opponent or referee
- Indulge in cheating of any kind either intentionally or by default.

“Sports do not build character. They reveal it.”

Haywood Hale Broun

Section 2

Code of Conduct

Without exception, all participants are bound by the *“Spirit of the Game”* covenant.

No player is to participate (take the field) whilst under the influence of alcohol or drugs. In exercising their duty of care, referees or convenors will request that any player appearing to be affected or under the influence of such - leave the playing area at once.

Supporters who attend the game, but are off field, are subject to the same standards of behaviour as the players. Referees and convenors may request that supporters failing to meet these behavioural standards – leave the playing area at once.

It is the responsibility of each participant to familiarise themselves with the Laws of the Game.

Participants and spectators are reminded that **Tag League** will enforce Australian law that prohibits behaviour such as:

- Bullying
- Discrimination
- Harassment
- Racial harassment
- Sexual harassment
- Assault

Section 3

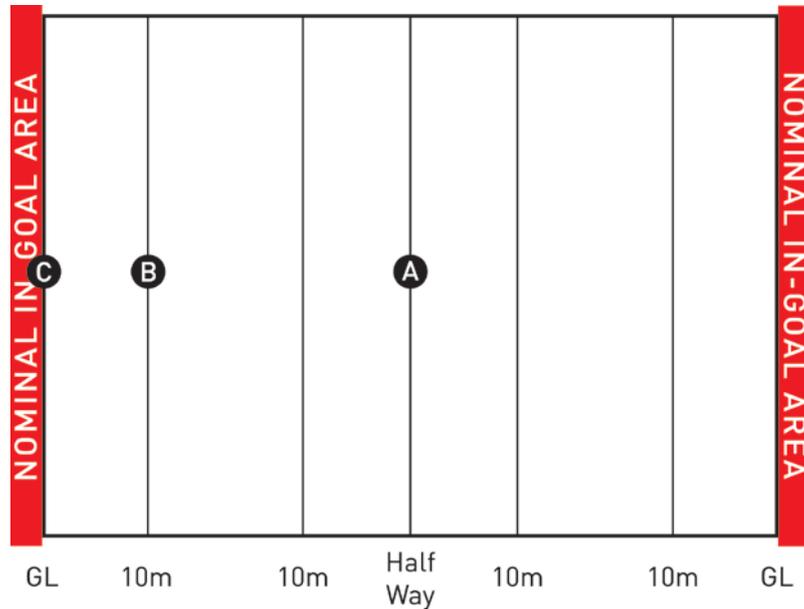
Glossary

Accidental:	when a ball strikes a player who makes no attempt to play at the ball.
Arm:	the part of the body from the finger- tip to the top of the shoulder.
Attacker:	a player, in possession of the ball who is passing, running or kicking the ball.
Attacking Team:	the team that is in possession of the ball.
Ball Carrier:	a player, in possession of the ball who is passing, running or kicking the ball.
Changeover:	surrendering the ball to the opposition after the team has been tagged the statutory number of successive times or due to an infringement.
Charge Down:	blocking the path of the ball with the hand(s), arm(s) or body as it rises from an opponents' kick.
Contact:	intentional or accidental collision of bodies.
Control:	to have secured possession of the ball with one/both hands.
Dangerous Kick:	striking at the ball with foot when another players' hand(s) are in proximity.
Defender:	a player in the team that is not in possession of the ball.
Defending Team:	the team not in possession of the ball whose objective is to remove the tag(s) from the attacker in possession of the ball.
Defensive Line:	a formation of players not in possession of the ball required to be not less than seven (7) meters from a PTB and not less than ten (10) meters from a penalty or tap restart.
Dive:	a dynamic head first forward movement through the air where both feet leave the ground and the arms are stretched out in front of the body.
Drop Kick:	a kick whereby the ball is intentionally dropped from the hand(s) and is kicked immediately as it rebounds from the ground.
Dummy:	the pretence of passing or otherwise releasing the ball while still retaining possession of it.
Dummy Half:	the player from the attacking team who takes up position immediately behind the ball player during the play-the-ball.
Double Marker:	the player from the defending team who takes up position immediately and directly behind the first marker whilst placing one hand on the back of the first marker until the dummy half has touched the ball.
Field of Play:	the area bounded by, but not including, the touch lines and goal lines.
Forward:	means in a direction towards the opponents' goal line.
Forward Pass:	a pass that travels towards the opponents' goal line, off the hand(s).
Foul Play:	refer types of misconduct noted in Section 13.
Grounding the Ball:	means placing the ball on the ground with the hand(s) or exerting a downward pressure on the ball with the hand(s) when the ball itself is on the ground.
Goal Line:	the line separating the field of play and the in-goal area.
Harbour Bridge (dive):	a dynamic head first forward movement through the air where both feet leave the ground and the arms are stretched out in front of the body where the initial trajectory is upward (rather than towards the ground). Prohibited when a defender is within tagging distance. Considered a "jump".
In Possession:	holding/carrying the ball.
Jump:	upward movement of the body with both feet (simultaneously or independently) leaving the ground.
Kick:	intentional striking of the ball with any part of the leg from below the knee to the toe in an effort to gain field position.

Kicking Team:	the team which has just kicked the ball.
Kick to Waste Time:	an intentional kick made with excessive force in order to ensure that the ball leaves the playing field and delay the restart of play. Not considered to be in the Spirit of the Game.
Knock-On:	to propel the ball towards the opponents' goal line with the arm.
Knock-Back:	to propel the ball towards their own goal line with the arm.
Mark:	the point at which a penalty, tap kick or changeover is to be taken.
Marker:	the player from the defending team who takes up position immediately in front of the player who is required to play-the-ball.
Misleading: (Deceptive Behaviour)	when a defender calls "inside" as a deliberate ploy to deceive the attacker into passing them the ball. Not considered to be in the Spirit of the Game.
Mousetrap:	a set play by the attacking team where a first dummy half feigns to gather the ball and runs in one direction (as a decoy) while a second dummy half actually gathers the ball and runs in the opposite direction to the first.
Obstruction:	impeding an opponent who does not have the ball (defender) from initiating a tag on the ball carrier.
Off Side:	a defending player who is out of the play because they are not back the required distance or an attacking player in front of the player in possession who has last touched/kicked the ball.
On Side:	a player who is not off-side and allowed to engage in the play.
On the Full:	a ball that is kicked and goes over the touch/goal line without first bouncing in the field of play.
Optional Kick:	a tap kick taken to commence the play (restart) in the centre of the ten (10) meter line nearest the goal line.
Pass:	the throw of the ball from one player to another.
Penalise:	to award a penalty (tap kick) against an offending player.
Penalty Try:	a try awarded by the referee when in his/her opinion, but for the involvement of foul play by a defender, a try would have most likely resulted.
Phanton Call:	when the defending player calls "tagged" without having effected a tag.
Place Kick:	to kick the ball after it has been placed on the ground for that purpose.
Playing Area:	the area enclosed by the fence or other such line of demarcation which prevents the encroachment of spectators. Includes associated ground areas such as toilets, canteen, club house, car park and surrounding grass areas.
Playing Field:	the area bounded by, but not including, the touch lines but including the goal line and the in-goal area.
Playing at the Ball:	any deliberate movement in an attempt to gain possession or touch the ball.
Play-the-Ball (PTB):	the act of bringing the ball into play after a tag on their own player or the team has being tagged the statutory number of successive times or due to an infringement. The action requires the player to have control, place the ball on the ground and propel it backwards with the foot. The ball cannot be propelled back more the two (2) meters and a player cannot play the ball back to themselves.
PTB Forward:	the act of bringing the ball into play (when a marker is not positioned) after a tag on their own player or the team has being tagged the statutory number of successive times The action requires the player to have control, place the ball on the ground, release it and propel it forwards with the foot.
Point of No Return:	where a player receives the ball in close proximity to a defender or a defender is already positioned in close proximity to a player who receives the ball. In such instance "surrender" and/or "contact" may be unavoidable and should be considered collateral rather than intentional.

Power Play (Penalty):	the option offering a bonus point for a try scored in the set of six (6) consecutive tags immediately following a penalty. This option is in lieu of being allowed to kick on any tag during that same set. (Refer Section 7: 7.6)
Power Play (Try):	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. (Refer Section 7: 7.7)
Punt:	a kick whereby the ball is intentionally dropped from the hand(s) and is kicked before it touches the ground.
Ricochet:	when a ball strikes a player who makes no attempt to play at the ball.
Sledging:	an attempt to break the concentration of the opponent by offering abuse and taunts. Such behaviour is prohibited under the Spirit of the Game and the Code of Conduct.
Surrender (Rule):	when the ball carrier, having the opportunity (space and time) to attack, does not attempt to evade the defender. Body movement only without moving (promoting) across the ground is not deemed to be “attacking”.
Swan (dive):	a dynamic head first forward movement through the air where both feet leave the ground and the arms are stretched out in front of the body where the initial trajectory is upward (rather than towards the ground). Prohibited when a defender is within tagging distance. Considered a “jump”.
Tagging Distance:	when a defender is deemed to be close enough to reach and remove an attackers’ tag(s). Arm’s length.
Three Seconds Rule:	when a dummy half has not regathered the ball from a PTB three (3) seconds after it has been placed on the ground or delayed from being played. May also be applied where a kick or restart has been intentionally delayed. Only the referee will enforce this time period.
Voluntary Tag:	when the ball carrier plays the ball with both tags on or deliberately removes their own tag(s).
Yes / No Call:	when a defender voices that they have made a tag but in fact they have not. Often referred as a “phantom call”.

Section 4 Playing Field



Nominal length: 70m

Nominal width: 50m

Playing Area: is the area enclosed by the fence or other such line of demarcation which prevents the encroachment of spectators. Includes associated ground areas such as toilets, canteen, club house, car park and surrounding grass areas.

Playing Field: is the area bounded by, but not including, the touch lines but including the goal lines and beyond (in-goal).

Field of Play: is the area bounded by, but not including, the touch lines and the goal lines.

Touch In-goal: there is no physical “touch in-goal” in **Tag League**. The touch in-goal lines are nominally one (1) metre wider than each touch line. Refer shaded area marked in Red.

Dead ball line: there is no “dead ball line” in **Tag League**. The in-goal area is nominally three (3) meters deep. If an adjoining boundary field (goal line/touch line) is marked beyond the goal line, such a boundary will serve as the “dead ball line” as would the presence of any permanent physical obstacle or terrain (light post, cricket pitch, slope, etc.) Refer shaded area in Red.

Legend

- A: Kick-off
Penalty mark for all kick-off infringements
Mark for tap kick in lieu of return drop kick
- B: Mark for tap kick from dead ball by attacking team
- C: Mark for drop kick
- Red Shading: Nominal “in goal” zone.

Section 5

The Player and Players' Equipment

- 4.1 (a) The game shall be played by two teams each consisting of not more than 8 players on the field at any one time. A team may have a further 8 replacements with unlimited interchanges during the game.
(b) A minimum of 5 players is required for a team to participate in a game of **Tag League**. A mixed game may have not more than 4 male players on the field at any one time and must have at least 1 female.
- 4.2 (a) For ease of identification, players' clothing must be numbered on the back (0-99). Numbering must be of a permanent nature, in contrast colour to the shirt and consistent in size and style throughout the team.
(b) Players' shirts must be long enough to be tucked into the shorts and not cause interference with their tags (cause impediment to defenders).
(c) Players normal gear shall consist of numbered shirt of distinctive colour and/or pattern, a pair of socks, complying shorts and studded boots.
(d) Only moulded boots (stud/blade type) are permitted. Any type of screw-in studded shoe or metal studded shoe is prohibited.
- 4.3 (a) A player shall not wear anything that might prove dangerous to other players or to themselves.
(b) The referee shall order a player to remove any part of his/her equipment which might be considered dangerous and shall not allow the player to take any further part in the game until the order is obeyed.
(c) Hard peak caps are permitted provided the peak is turned towards the back during play.
(d) Eye Ware (prescription/fashion) is permitted provided an effective restraint against dislodging is worn.
(e) Gloves of any kind are not permitted other than for medical reasons, medical proof then being required.
(f) All jewellery needs to be removed including piercings, studs, rings, wrist bands, bracelets, neck laces, watches. Items that cannot be removed need to be securely taped over.
(g) Finger Nails need to be clipped to a length no longer than the extent of the finger, decorative nails can be taped.
(h) Sweat bands are allowed to be worn.

Section 6

Mode of Play

- 6.1 The objective of the game is to ground the ball (with control) on or over the opponents' goal line to score (try). In doing so, the attacking team (team in possession of the ball) may run, kick or pass the ball in their attempt to score. The defending team can prevent this by removing the "tag" from the ball carrier (attacking player).
- 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.
- 6.3 In order to score, the attacking team has six (6) consecutive plays in which to successfully ground the ball on or across the defending teams' goal line. Each play is referred to as a "tag".
- (a) Once the sixth (6th) tag has been made, a changeover will take place and the defending team will become the attacking team and have the opportunity to score.
 - (b) Once a try has been scored, the scoring team must promptly take the ball and restart play with a kick-off at the centre of the half way line. A Power Play option may apply.
- 6.4
- (a) Play is initiated by a kick-off at the centre of the half way line.
 - (b) This kick is to be taken unassisted.
 - (c) In a mixed game the kick-off will be by a female player (on a rotation basis).
 - (d) From the kick-off, the ball can travel any height (off the boot) but must travel beyond the 10m line closest to the half way line and all players from the kicking team must be behind the ball (on side) when the ball is kicked.
 - (e) Neither team may gather or attempt to gather, or play at the ball from a kick-off that has not travelled the 10m. This will also apply to a goal-line drop kick re-start.
- 6.5 Kicking is permitted. (Refer Section 10: Kicking Rules)
- (a) The team kicking the ball (any type of kick) is not permitted to dive onto the ball to play at it or to regather possession. This is not permitted under any circumstance. Safety Play.
 - (b) The only time that a player from the kicking team may dive to regather the ball is in a try scoring situation at the goal line. (Refer Section 7: Scoring 7.2b)
 - (c) The attacking team may kick in general play once they come into possession (before an initial tag is made) and from the fourth (4th) tag onwards provided the ball does not travel higher (off the boot) than the shoulder of the referee.
 - (d) An attacking player may kick above the shoulder (chip kick) before an initial tag is made and from the fourth (4th) tag and provided that only the kicker attempts to play at or regather the ball.
- 6.6
- (a) Upon receiving the ball from the kick-off, the attacking team may then run, pass or kick the ball down field in their attempt to score.

Section 7

Scoring

- 7.1 A try is scored when:
- (a) An attacking player grounds the ball (with control) on or across the opponents' goal line whilst wearing both tags.
 - (b) An attacking player grounds the ball (with control) on or across the opponents' goal line and is tagged simultaneously.
 - (c) An attacking player dives from the field of play and grounds the ball (with control) on or across the opponents' goal line whilst wearing both tags. (Refer Section 7: Scoring 7.3)
 - (d) A player may score with one/no tags. (Refer Section 7: Scoring 9.7)
- 7.2
- (a) When regathering a kick from general play, the ball must be controlled before it crosses the goal line and before it touches the ground.
 - (b) A player may dive to regather the ball from a kick even if the ball has crossed the goal line provided it is controlled before it touches the ground and as it touches the ground.
 - (c) If a defender touches the ball (that has crossed the goal line) before it is touched by the attacker, it will be deemed "dead ball by the kicking team".
 - (d) Simultaneous regather/put down will be deemed "no control/dead in goal" and result in a tap restart centre field (10m from the goal line) to the team that was defending.
- 7.3 Diving to score a try is permitted provided:
- (a) The hands/knees/arms/body does not touch the ground before the goal line (whilst there is a defender within tagging distance).
 - (b) The attacking player does not initiate contact.
 - (c) The attacking player does not dive over any another player.
 - (d) The initial trajectory of the dive is towards the ground (down). If the dive is initiated in an upward direction (Harbour Bridge/Swan dive) a penalty will be awarded against the player diving if a defender is within tagging distance.
 - (e) The dive is not considered dangerous/reckless/intimidating by the referee.
- 7.2 Points for scoring are:
- (a) One (1) point for a try from general play in Men's and Women's games.
 - (b) Two (2) points for a female try from general play in a mixed game.
- 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 in general play before the next tag (2 point try).
 - (c) A try scored from a Penalty Power Play (Refer Section 7: Scoring 7.6 (b))
 - (d) A try scored from a Try Power Play (Refer Section 7: Scoring 7.7)
 - (f) Bonus points are additional for a female try in mixed games.
 - (g) Only one (1) bonus point is allowed per try scored.

- 7.4 (a) The team scoring the most points shall be declared the winner.
(b) If the scores are equal at the end of the game, or if both teams fail to score, the result will be a draw.
(c) In a semi-final or Grand Final game, a draw at the end of normal time will result in Golden Point extra time. Refer Golden Point.

Golden Point

- 7.5 A draw (after normal time) in semi-final and Grand Final games will result in Golden Point extra time which will consist of a three (3) minute first half and unlimited time second half.
- (a) The first to score will be declared the winner.
(b) Each team will be allowed a minimum of one set of six (6) consecutive tags in which to score or reply to the opposition should a try be scored without them having had possession.
(c) A penalty committed or loss of possession will be deemed to complete a set of six (6).
(d) At the conclusion of normal time, the team last in possession will call the toss.
(e) Extra time will commence with a maximum of seven (7) players per team. In mixed games, each team will be initially reduced by a male player.
(f) Players will hand tags to the referee as they leave the field of play.
(g) Interchanges are permitted in Golden Point at the commencement of each half of extra time or should a player be forced to leave the field for medical reasons.
(h) If required, the second half of extra time will commence with a maximum of six (6) players per team. In mixed games, each team will be further reduced by a female player.
(i) If required, two (2) minutes into the second half, each team will be further reduced to five (5) players per team. In mixed games each team will be reduced by a male player.
(j) If required, the second half will be played until a try is scored.

Power Play

A Power Play is the commencement of a restart in play that, if resulting in a try, may carry a bonus point.

7.6 **Penalty Power Play**

A team that is awarded a penalty can opt for the next set of consecutive (6) tags to either:

- (a) Kick in general play on any tag; or
(b) Be awarded a bonus point if a try is scored.
(c) The referee must be advised of the teams intention (option) before taking the tap kick or fore go the opportunity.

7.7 **Try Power Play**

An optional play awarded to the scoring team if their try did not initially carry a bonus point.

- (a) Upon scoring, the scoring team will be offered a single additional play (1 x tag) at the ten (10) meter line, directly in line with where the ball was grounded.
(b) The scoring team needs to indicate to the referee their intention to take the Try Power Play immediately when approached by the referee or will fore go the opportunity.
(c) The referee may start the Try Power Play once the scoring team is ready.
(d) The play commences with a tap by the try scorer. Kicking is allowed in this play.
(e) Should the ball be played or knocked forward by either team, the Try Power Play is over.
(f) Either team may score. Any try from this play is worth only one (1) point to either team.
(g) At the conclusion of this play, play will revert back to a kick-off by the last try scoring team (regardless of whether a try was scored).

Section 8

Attacking Laws

- 8.1 **Tag League** is considered to be a predominantly attacking game. As such, it is the responsibility of the attacking player (ball carrier) to make every effort to attack (promote the ball and their field position) whilst carrying the ball.
- 8.2
- (a) The attacking player will attempt to position the ball further downfield by either running, passing or kicking the ball to his/her team mates. (Refer Section 3: Surrender)
 - (b) A player can only become an attacking player (carry the ball) whilst wearing both tags.
 - (c) An attacking player with their shirt out will be deemed “tagged” as soon as they come within tagging distance of a defender or a defender comes within tagging distance of them.
 - (d) An advantage play may allow the attacker to continue involvement in the play (and score) whilst only wearing one/no tags or with their shirt out. (Refer Section 9: Defence Rules 9.7)
 - (e) If, whilst attempting to evade a tag the attacker comes into contact with the referee, (and a defender is within tagging distance) a tag will be called.
 - (f) If a player is missing a tag when they receive the ball, a tag will result.
- 8.3 The attacking team is allowed six (6) consecutive tags in which to score. Upon the sixth (last) tag, the tagged player will place the ball on the ground and a changeover will result; and the defending team will assume the attack. A changeover will commence with a play-the-ball (PTB).
- 8.4 Once the tag is effected, the defender will hold the tag, or put it/them down on the ground not more than 1m from where the tag was initiated.
- (a) The attacking player who was tagged will come to the point where the defender (who made the tag) is holding the mark and play-the-ball (PTB).
 - (b) If a marker is not positioned, the attacker will PTB at the nearest of his/her tag(s) on the ground, or where instructed by the referee.
 - (c) If a marker is present, the attacker must PTB directly in front of the marker and no further away than an arms-length (tagging distance) from the marker.
- 8.5 If the attacker is tagged whilst in the process of passing the ball, the referee will call “play on”.
- (a) Any benefit of the doubt will result in advantage (play on) to the attacking team.
 - (b) If the pass is made after the tag has been effected, the tagged player must return to the mark and PTB and the tag count will continue (or changeover if the last tag).
 - (c) If the tagged player loses control of the ball after the tag has been made, they will keep possession and PTB. However, they must have control when initiating the PTB.

Hand on the Ground

- 8.6 If the attacking player falls/dives and makes contact with the ground (with the ball or any part of the body – other than their feet) and a defender is within tagging distance, a tag will be called.
- (a) This applies when scoring. If the attacking player falls/dives and makes contact with the ground (with the ball or any part of the body – other than their feet) before the goal line and a defender is within tagging distance, a tag will be called. A PTB will result and the tag count will resume. Should this occur on the last (6th) tag, the result will be a changeover (PTB).
- (b) If a defender is not within tagging distance, the referee shall call “play on” and the attacker may get up and continue in the play.

Crossing the Opposing Goal Line

- 8.7 If the attacking player is tagged after they have crossed the opposing goal line (in-goal) but before they have grounded the ball, a PTB will result five (5) meters out from the goal line, in line with where the tag was made.
- (a) Once the attacking player has crossed the opposing goal line, they cannot pass the ball back to any another player, whether that player is in-goal or in the field of play.
- (b) An attacking player may pass the ball into/within their own in-goal area. Should they be tagged in their own in-goal, play will restart with a drop kick from the centre of the goal line (by the team that was tagged in-goal).

The Play-the-Ball

- 8.8 In playing the ball, the attacker must:
- (a) Have control of the ball before placing a foot to it.
- (b) PTB on the mark, directly in front of the marker (if present).
- (c) Commence/complete the action of the PTB whilst facing square (goal line to goal line).
- (d) Place the ball on the ground and move it backwards with the foot to the dummy half who must be positioned directly behind.
- (e) Ensure that the ball does not roll back more than 2m before the dummy half gathers the ball.
- (f) Correctly PTB forward if opting to do so when a marker is not positioned. (Refer Section 3: PTB Forward).
- (g) Not advance or move the mark in any direction regardless of where the tag was initiated.
- 8.9 The dummy half(s) are to be positioned directly behind the player playing the ball. Refer (d) Mousetrap.
- (a) Multiple (x2) dummy half(s) are permitted, provided they are positioned directly behind each other.
- (b) Where a sole (single) dummy half is positioned, they must initiate the next play by controlling the ball and running, passing or kicking the ball.
- (c) A sole (single) dummy half may initiate play with only one tag provided they pass/kick without taking more than one step with the ball. If the second dummy half touches the ball with only one tag, a changeover will result.

(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. (Refer Section 3: Mousetrap)

- 8.10 Having a marker at the PTB, is optional. In the event that a marker is not positioned (by the time that the attacker has commenced the PTB), the attacker may:
- (a) Play the ball forward and continue to attack. (Refer Section 3: PTB Forward)
 - (b) Play the ball forward and (whilst only wearing one tag) pass/kick the ball provided he/she takes no more than one step.
 - (c) If a player is missing a tag when they receive the ball, a tag will result. Should this occur on the last (6th) tag, a changeover will result.

Changeovers

- 8.11 A changeover will occur when:
- (a) An attacker is tagged across the opposing goal line before they have grounded the ball and it is the last (6th) tag. Changeover (PTB) will be awarded five (5) meters out from the goal line, in line with where the tag was made.
 - (b) An attacker player intentionally/accidentally crosses the touch line before they have been tagged. Changeover (PTB) will be awarded ten (10) meters in from the touch line, in line with where the player crossed the touch line.
 - (c) The ball crosses the touchline from a kick after the ball has landed in the field of play. Changeover (PTB) will be awarded ten (10) meters in from the touch line, in line with where the ball crossed the touch line.
 - (d) The ball crosses the touchline from a kick (in general play) on the full. Changeover (PTB) will be awarded at the place where the kick was initiated.
 - (e) A punt kick rises above shoulder height (of the referee) off the boot. Changeover (PTB) will be awarded at the place where the kick was initiated.
 - (f) A chip kick is initially regathered or played at by an attacking player other than the kicker. Changeover (PTB) will be awarded at the place where the kick was initiated.
 - (g) An attacker (dummy half) intentionally/accidentally places their foot on the touch line whilst playing the ball or gathering it. Changeover (PTB) will be awarded ten (10) meters in from the touch line, in line with where the players’ foot touched the line.
 - (h) The dummy half is not in position within three (3) seconds of the ball player being ready to initiate the PTB. Only the referee will enforce this time period. Changeover (PTB) will be awarded at the PTB. (Refer Section 3: Three Seconds Rule)
 - (i) The referee deems that a PTB is being delayed as a time wasting ploy. The referee will enforce the 3 seconds rule. Changeover (PTB) will be awarded at the PTB.
 - (j) A team propels the ball forward (knock-on) and the non-infringing team does not obtain an advantage. Changeover (PTB) will be awarded at the place where the knock-on occurred.
 - (k) A pass is made in a forward direction to a team mate that is on-side at the time the ball left the hand(s). Changeover (PTB) will be awarded at the place where the pass was initiated.
 - (l) When a player loses control of the ball at the PTB. Changeover (PTB) will be awarded at the place where the ball was lost.

(m) As a result of the ball being kicked or passed, it comes into contact with the referee and is irregularly affected. Changeover (PTB) will be awarded at the place where the contact was initiated.

Attacking Team Infringements

8.12 A penalty will be awarded against the attacking team/player when:

(a) An attacker impedes the defender from affecting a tag by obstructing their own tag (ball in the way, hand/arm in front of the tag, dipping of the shoulder). Considered fending.

(b) An attacker impedes a defender from affecting a tag by leaning into them, bending forward or ducking.

(c) An attacker initiates contact in their attempt to evade a defender by stepping or changing direction. Provided that the defender has gained position first, the onus is always on the attacker to avoid contact.

(d) An attacker spins into a defender causing contact. Spinning is permitted provided it is into a gap that exists in relative time/distance to the position of the defender.

(e) An attacker jumps in an attempt to evade a defender. (Refer Section 3: Jump)

(f) The attacker does not make a genuine attempt to attack and submits to the defence (surrender). Unless there is a clear safety reason, the attacker must make every effort to attack when carrying the ball. (Refer Section 3: Surrender & Point of No Return)

(g) The attacker accidentally or deliberately runs behind a team mate which prohibits a defender from reaching the tags of the attacker. (Refer Section 3: Obstruction)

(h) The attacker deliberately plays-the-ball with both tags on or when the attacker deliberately removes their own tag(s).

(i) The attacker passes the ball to a team mate who is in front of them (in relation to the goal lines). Off-side pass.

(j) An attacker plays at the ball whilst in front of the team mate who last touched the ball (from a knock-on, kick, or ricochet). Intentional off-side.

Knock On and Knock Back

8.13 (a) If the ball carrier propels the ball backwards (towards their own goal line) this will be deemed to be a "knock back". The player propelling the ball or any on-side member of the attacking team may regather the ball and continue play. The tag count will continue without alteration.

(b) If a player propels the ball in a forward direction (towards the opponents' goal line) and the ball comes into contact with the ground, an opponent or the referee, this will be deemed to be a "knock on". A changeover will be awarded to the non-offending team. Should a player from the non-offending team regather the ball, an advantage "play on" may be called by the referee and the next tag will be zero (0). If the team that has just regathered the ball is tagged without advancing the ball (where no advantage has been gained) the changeover will be played where the ball was originally lost forward and this becomes zero (0) tag.

(c) From a knock-on, the defending team may kick the ball (off the ground) to gain an advantage. Should they (the non-offending team at the time of the knock-on) regather the ball from the kick, the next tag will be counted as zero (0) regardless of whether they have improved their field position. Kick and regather constitutes an advantage.

(d) From a knock-on, the defending team may kick the ball (off the ground) to gain an advantage. However, if they fail to regather the ball from the kick no advantage has been gained and a changeover (PTB) will result at the point of the initial knock-on.

(e) The attacker may only pass the ball in a backward direction to a team mate who is on-side but cannot promote the ball to themselves.

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.

(b) If a defending player moves his/her body (including an arm or leg) into the path of a ball that has been kicked in an attempt to gain possession or touch the ball, it will be deemed as "playing at the ball".

(c) If a defending player moves his/her body (including an arm or leg) into the path of a ball that has been kicked in an attempt to protect themselves from harm, this will be deemed as "not played at".

(d) If a defender deliberately knocks the ball out of the hands of an attacker (regardless of whether the ball travels backwards or forward) a penalty will result against the defender.

(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.

Forward Pass and Off-side Pass

8.15 (a) For a pass to be legitimate, the ball must leave the hands in a backward direction (in relation to the goal lines) and the player receiving the ball must have been positioned behind the player passing the ball (at the time the ball leaves the hands).

(b) If the player receiving a pass is in front of the player passing the ball (at the time the ball leaves the hands) the pass will be deemed to be an "off-side" pass.

(c) Any benefit of the doubt will result in advantage (play on) to the attacking team.

Section 9

Defence Laws

- 9.1 A player may defend with one/no tags.
- 9.2 The objective of the defence is to halt the progress of the attacker by removing one/both of their tags. In doing so, the defender must not:
- (a) Accidentally or deliberately move into the path of the attacker and initiate contact.
 - (b) Throw the tags away (more than 1m) once the tag(s) have been removed.
 - (c) Call out “tagged” unless a tag has actually been effected. (Refer Section 3: Phantom Call)
 - (d) Call “inside” either to deceive the attacker (to pass the ball) or to advise other defenders of their intent. A defender must clearly distinguish themselves as a defender (ie: “inside is mine” or “I’ve got the inside” etc.) Refer Section 3: Misleading & Deceptive Behaviour
 - (e) In any way interfere with the player playing the ball.
 - (f) Remove the tags from attacking players who do not have the ball in hand.
- 9.3 At the kick-off, the defending team may position themselves in any formation but must:
- (a) Not be positioned within the ten (10) meter and half way line.
 - (b) Not touch the ball until the ball has travelled beyond the ten (10) meter line. If the ball fails to travel beyond this line from the kick-off or is touched by the kicking team before it travels the required distance, a penalty will be awarded to the non-kicking team at the centre of half way line.
- 9.4 At a goal line drop kick, the defending team must:
- (a) Not be positioned within the ten (10) meter and the goal line.
 - (b) Not touch the ball until the ball has travelled beyond the ten (10) meter line. If the ball fails to travel beyond this line from the drop kick or is touched by the kicking team before it travels the required distance, a penalty will be awarded to the non-kicking team at the centre of the ten (10) meter line (closest to the goal line).
- 9.5 At the PTB;
- (a) The defensive line must retire seven (7) meters back from the PTB.
 - (b) The marker cannot move until the dummy half has touched the ball or at any time strike for the ball with the foot.
 - (c) The team defending cannot move forward off the defensive line until the dummy half has touched the ball.
 - (d) The marker must be in position before the PTB motion commences (player reaching down to place the ball on the ground).
 - (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.
 - (f) A defender who is off-side (within the 7m) must not be involved in the play. To return “on-side” the player must retreat to the 7m in a straight line back towards the goal line

(parallel to the touch lines). Retreating in a diagonal direction is deemed to be involved in the play.

(g) The marker is never allowed to run around into the dummy half area to gather/play at the ball, whether the dummy half is present or not. Safety Play. This will result in a penalty (advantage play does not apply). If the dummy half is not ready or in position within three (3) seconds (by the referees count), a changeover will automatically result at the PTB.

9.6 At a penalty, the defending team must:

(a) Retire ten (10) meters back from the penalty mark. A marker is not allowed at a penalty restart.

(b) Not move forward off the defensive line until the penalty has been taken (ball made contact with the foot).

9.7 At a tap restart (from dead ball), the defending team must:

(a) Retire ten (10) meters back from the mark. A marker is not allowed at a tap restart.

(b) Not move forward off the defensive line until the tap has been taken (ball made contact with the foot).

Defending Team Infringements

9.8 A penalty will be awarded against the defending team/player if:

(a) The marker moves (in any direction) before the dummy half touches the ball.

(b) A player in the defensive line is less than seven (7) meters at the PTB or less than ten (10) meters from a tap restart.

(c) A defender moves into the path of the attacking player and contact is made. The defender will be deemed to have initiated contact if they have not gained position first.

(d) A defender holds on to any part of the uniform of the attacking player. Discretion may be used by the referee if the attacking team has not been disadvantaged.

(e) A defender calls "tagged" without having effected the tag. Phantom tag.

(g) A defender makes a tag and throws the tags more than one (1) meter away from where the tag occurred.

(h) Calls for "inside". (Refer Section 3: Deceptive & Misleading Behaviour)

Late Tag & Pre Tag

9.9 If a defender removes the tags from an attacking player not in possession of the ball, the following outcomes will ensue:

(a) If the attacker is in the process passing the ball, the tag will be considered "simultaneous" and play will be allowed to continue. The attacker must replace their tags before being able to carry the ball again.

(b) If the tag is made after the attacker has passed the ball, the referee will call "Late Tag, Play on" and play an advantage to allow the attacking team to further their position downfield and possibly score. The tagged player may be allowed to continue in the play with one/no tags on as a ball carrier or support player. If the referee deems that no advantage has been obtained, a penalty will be awarded where the infringement occurred.

(c) If the tag is made before the attacking player has gained possession of the ball, the referee will call "Pre Tag, Play on" and play an advantage to allow the attacking team to

further their position downfield and possibly score. The tagged player may be allowed to continue in the play with one/no tags on as a ball carrier or support player. If the referee deems that no advantage has been obtained, a penalty will be awarded where the infringement occurred.

(d) If the tag is made after the attacker has kicked the ball, the referee will call "Late Tag, Play On" and play an advantage to allow the attacking team to further their position downfield and possibly score. The tagged player may be allowed to continue in the play with one/no tags on as a ball carrier or support player. If the referee deems that no advantage has been obtained, a penalty will be awarded where the ball is gathered by a defender, stops or leaves the field of play.

(e) If the tag is made on an attacker in support of a kick, the referee will call "Pre Tag, Play on" and play an advantage to allow the attacking team to further their position downfield and possibly score. The tagged player may be allowed to continue in the play with one/no tags on as a ball carrier or support player. If the referee deems that no advantage has been obtained, a penalty will be awarded where the ball is gathered by a defender, stops or leaves the field of play.

(f) In any Late Tag or Pre Tag, the referee may also consider the use of the sin bin.

(g) During the advantage play in any Late Tag or Pre Tag, the tagged player may score with one/no tags.

One Tag / No Tags

9.10 (a) If a player has been allowed to continue in the play with only one tag, the defensive team must remove the remaining tag (only when the attacker is in possession of the ball) in order to effect the tag. A penalty may still be awarded against the offending team if, in the opinion of the referee, an advantage has not been gained.

(b) If a player has been allowed to continue in the play with no tags, a tag will be deemed effective when a defender comes within tagging distance of this attacker (only when the attacker is in possession of the ball). A penalty may still be awarded against the offending team if, in the opinion of the referee, an advantage has not been gained.

Section 10

Kicking Laws

- 10.1 In Tag League, only the following kicks are allowed:
- (a) **Place kick:** to start and restart play (can be any height off the boot).
 - (b) **Punt kick:** in general play a kick which is below the height of the referees' shoulder (off the boot).
 - (c) **Chip kick:** in general play can only to be regathered or played at by the kicker (can be above the referees' shoulder).
 - (d) **Drop kick:** to restart from the goal line (can be any height of the boot).
 - (e) **Tap kick:** only to restart from a penalty or after the ball has been made "dead" by the attacking team from general play.

At the Kick-off

- 10.2 The kick-off is a place kick taken from the centre of the half way line. Each period (half) of play will commence with a kick-off.
- (a) Each restart of play (after a try is scored) will also commence with a place kick at the centre of the half way line by the scoring team. In mixed games, only female players will be allowed to kick-off and on a rotation basis.
 - (b) All penalties from infringements at the kick-off will be awarded at the centre of the half way line.
 - (c) The kick-off must be taken unassisted.
 - (d) The kick-off can be any height off the boot but must land in the field of play before it crosses the touch line or the goal line.
 - (e) If the ball bounces over the touchline, a changeover (PTB) will be awarded to the non-kicking team ten (10) meters in from touch, adjacent to where the ball went into touch.
 - (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.
 - (g) The ball must travel across the ten (10) meter line which is closest to the half way.
 - (h) The ball must not be touched by either team until it has crossed the ten (10) meter line closest to the half way.
 - (i) At the kick-off, the team receiving the ball may spread out in any formation but cannot be positioned within ten (10) of the half way line.
 - (j) At the kick-off, the players from the kicking team must not cross the half way line until the ball has been kicked.

Kicking in General Play

- 10.3 A kick is considered the deliberate action of striking the ball with the leg (from below the knee to the toe) in an effort to gain field position.
- 10.4 In general play a team may punt or chip kick the ball:
- (a) Upon immediately taking possession of the ball (before an initial tag has been made).
 - (b) After the fourth (4th) tag.

- (c) On any tag during a set of six (6) consecutive tags resulting from a penalty. (Refer Section 7: Scoring 7.7 (a)).
- 10.5 A punt kick must not travel higher than the referees' shoulder (off the boot). However, once it touches the ground or opposing player, it may bounce higher than the referees' shoulder.
- (a) Only the players who are behind the kicker (on-side) may chase the ball and effect a tag.
 - (b) A player who is off-side at the time of the kick must allow the attacking player (who has regathered the kick) the opportunity to attack unimpeded for a distance of ten (10) meters in any direction before they attempt to effect a tag.
 - (c) A player who is off-side at the time of the kick is placed "on-side" when the player who has kicked the ball has run passed them. However, if the off-side player is already within ten (10) meters from the receiver, that player cannot be placed on-side.
- 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.
- 10.7 A drop kick can be any height off the boot but is only permitted in order to restart play from the goal line.
- (a) A goal line drop kick must travel beyond the ten (10) meter line closest to the goal line.
 - (b) A goal line drop kick must land in the field of play before crossing the touch line or the opposing goal line.
 - (c) When taking a goal line drop kick all players from the kicking team must remain behind the goal line until the ball is kicked.
 - (d) When a goal line drop kick is being taken, the defensive team may position themselves in any formation but cannot be positioned closer than ten (10) meters to the goal line where the ball will be kicked and cannot move forward (within the ten meters) until the ball has been kicked.
 - (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.
 - (f) If the goal line drop kick lands in the field of play and then bounces/crosses the touch line (finds touch) beyond the 10m closest to the half-way line, the kicking team will retain possession through a PTB, 10m in-field from where the ball entered touch.
- 10.8 A tap kick can only be taken to restart play from i) a penalty, ii) to restart play (change of possession) at the centre of the ten (10) meter line closest to the goal line after the ball has been made dead by the team that was attacking, iii) at the centre of the half way line in lieu of receiving the ball from a line drop kick.
- (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.
 - (b) A tap kick can be taken facing any direction.

(c) A player may opt to use the PTB action in lieu of a tap kick but must comply with all the requirements of a PTB.

(d) A player with only one tag may take a tap kick provided they do not take more than one (1) step before they pass or kick the ball.

(e) When taking a tap kick, all players from the attacking team must be behind the ball (on-side) before the ball is touched with the foot.

(f) When a tap kick is being taken, the defensive team may position themselves in any formation but cannot be positioned closer than ten (10) meters to the mark and may not move forward (within the ten meters) until the ball has been touched with the foot.

Half/10: Territorial Gain & Possession

- 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.

Section 11

Ball Control

- 11.0 To have control is to have taken possession of the ball with the hand(s) and having gained total dominance over it.
- 11.1 Control of the ball is required:
- (a) At the PTB, prior to the foot making contact with the ball.
 - (b) When scoring a try. Before the ball touches the ground and when the ball is touching the ground.

Section 12

Penalties

- 12.0 A penalty can only be taken once the referee has given the mark AND instructed the play to proceed.
- (a) If the penalty is not taken on the mark, the referee will request that it be taken again: on the mark.
 - (b) If the penalty is taken before the referee has given the instruction to proceed, the referee will request that the penalty be taken again: upon instruction.
- 12.1 A penalty is taken by a tap kick and can be taken facing any direction.
- 12.2 A penalty may be awarded for infringement of the rules, misconduct or breaches of the Spirit of the Game and Code of Conduct.
- (a) The offending team must retire not less than ten (10) meters from the penalty mark and cannot move forward until the tap kick has been taken (foot has touched the ball).
 - (b) The referee may advance the mark closer to the offending teams' goal line if misconduct continues immediately following the issuing of a penalty. The mark may be advanced repeatedly at the referees' discretion if misconduct persists or the sin bin may be used (as an alternative to advancing the mark or in addition to it).
- 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.
- 12.4 A penalty may be awarded against the defensive team during a Try Power play. The following protocol should be followed;
- (a) The infringing player/s will be Sin Binned and directed to stand off the field (to the side of the field).
 - (b) The Try Power Play will be replayed without participation of the offending player/s and without substitute.
 - (c) Any additional defensive penalty will result in a bonus point being awarded to the attacking team.
- 12.5 In the event of a penalty committed by the attacking team during a Try Power Play, the Try Power Play shall be deemed concluded, with the attacking team directed to the centre of the field for recommencement of regular play.

Section 13

Misconduct

- 13.0 A player is guilty of misconduct and will be penalised if they:
- (a) Trip, kick or strike another player or make any attempt to do so.
 - (b) Deliberately interfere with an opponent who is not in possession of the ball.
 - (c) Re-enter the field of play without the referees' permission.
 - (d) Are effecting or attempting to effect a tag and make contact with any part of an opponents' body accidentally, intentionally, recklessly or carelessly.
 - (e) Deliberately, unknowingly and/or continuously breaks the Rules of the Game
 - (f) Behave in a manner that is contrary to the Spirit of the Game covenant or the Code of Conduct.
 - (g) Dispute the decision of the referee by word, action or gesture.
- 13.1 The referee is the sole judge of the play, at all times during the game.
- (a) All players and spectators are under the control of the referee from the time they enter the playing area to the time they leave.
 - (b) The referee, at his/her discretion, may caution, sin bin or dismiss a player.
 - (c) The referee has the power to terminate a game due to weather, lighting or player and spectator behaviour.
- 13.2 The power to temporarily suspend (sin-bin) and the length of the suspension is at the sole discretion of the referee. Maximum temporary suspension period is ten (10) minutes.
- (a) A sin-binned player can take no further part in the game and cannot be replaced for the duration of the suspension.
 - (b) When a player is sin-binned they must hand their tags to the referee and take up a position behind the oppositions' goal line for the duration of the suspension.
 - (c) The duration of the sin-bin will commence once the offending player has taken up a position behind the oppositions' goal line.
 - (d) Upon the expiry of the sin-bin period, the referee will return the tags to the captain who may opt for another player to take the field instead of the player who was sin-binned.
- 13.3 The sin-bin may be used in response to, but not limited to, the following breaches of the Rules of the Game:
- (a) Blatant disregard for the rules.
 - (b) Persistent rule infringements.
 - (c) Back chat, dissent, sledging or abusive language.
 - (d) Pushing, shoving or fighting.
 - (e) Being the third (3rd) man into an altercation.
 - (f) Professional foul.
- 13.4 The power to dismiss (send off) a player for the remainder of the game is at the sole discretion of the referee.

- (a) A player who is “sent off” must hand their tags to the referee and shall take no further part in the game. They must leave the playing area immediately in order to avoid the likelihood of provoking further incident/s.
 - (b) A player who is sent off will receive an automatic 1 game suspension and the incident placed on review.
 - (c) A player who is “sent off” will receive a suspension commensurate with the offence as documented by the referee and submitted to the convenor of the competition.
 - (d) The convenor will investigate the incident making enquiries with the Competition Supervisor, Referee, Captain of one or both teams as well as any witnesses that may be relevant. Following investigation, a determination will be made as to the grade of the offence and a penalty awarded (Refer 13.6), less the 1 week automatic suspension.
 - (e) Players on suspension are not permitted to attend the grounds on game nights during their suspension.
 - (f) The player has the right of appeal.
- 13.5 A dismissal (send off) may be used in response to, but not limited to, the following breaches of the Rules of the Game:
- (a) Referee abuse.
 - (b) Punching, fighting, physical retaliation.
 - (c) Spitting, biting, head butting.
 - (d) Deliberate unsafe play including but not limited to intentionally attempting an “ankle tap” or “trip” whether effected or not.
- 13.6 Penalties will be awarded in line with the following benchmarks and may vary in accordance with the grading of the incident;
- (a) Foul play: 1 week plus further review based on referee’s report. Additional week for each repeat offence.
 - (b) Referee Abuse : 2 weeks plus further review based on referee’s report. Additional week for each repeat offence.
 - (c) Throwing of a punch either instigated or in retaliation: 4 weeks plus further review based on the referee or officials report. Automatic disqualification for repeat offenders.
 - (d) Threat to a Referee or Official: 4 weeks plus further review based on the referee or officials report. Automatic disqualification for repeat offenders.
 - (e) Any team which incurs 3 send offs in a season will incur a penalty of 2 Competition points in addition to any penalties or suspension. Any additional send offs are grounds for disqualification from the competition.
- 13.7 The referee and competition supervisor has the power to request the removal of spectators from the playing area should they be;
- (a) a player on suspension
 - (b) abusive to the competition supervisor, referee, players or other spectators
 - (c) causing interruption to the game or causing offence to anyone
- Failure of the spectator to comply with this request may delay the restarting of the game or cause the early termination of the game.

- 13.8 If a game is called off due to an incident, the team who is judged to have caused the incident will be deemed to have forfeit, with all competition points awarded to their opposition. For the sake of this determination, spectators who are with a team are considered part of that team.

Section 14

Duties of the Referee

- 14.0 The referee will enforce his/her duty of care by:
- (a) Checking the playing field and ensuring that it is in a condition fit for safe play.
 - (b) Check that the players' equipment is compliant and ensure that any items that may cause harm are removed prior to play.
 - (c) Requesting that any player who is bleeding remove themselves from the field of play and only return when they have cleaned and stopped the bleeding.
- 14.1 The referee shall enforce the Laws of the Game and may impose penalties for any breach of the Laws.
- (a) The referee shall be the sole judge on all matters relating to the Laws of the Game, the Spirit of the Game covenant and the Code of Conduct.
- 14.2 The referee may, at his/her discretion, temporarily suspend or permanently terminate a game due to:
- (a) Adverse weather conditions.
 - (b) Undue interference from spectators.
 - (c) Misbehaviour by players.
 - (d) Any other cause which, in their opinion, interferes with their control of the game.
- 14.3 The referee will keep record of the score and call it out before the commencement of each restart (after a try has been scored) and at the commencement of the second half.
- 14.4 After making a decision, the referee has the power to immediately reverse that decision if in his/her opinion, clear evidence of a breach of the Laws has come to light.
- 14.5 When required, the referee will be the sole timekeeper.
- (a) The referee may, at their discretion, add a maximum of three (3) minutes to a games playing time where there have been stoppages in play resulting from injuries or breaches and where there is the possibility that extra play may affect the outcome of the game.



“A new way to play”