



TAG7 RULES

1. Game Format

- 7 v 7 on field
- Squad size: minimum 12, maximum 14
- Rolling substitutions in attack only
- All squad players wear tags at all times
- Tag7 is a non contact format – no physical contact permitted
- Matches are 25 minutes continuous
- Field dimensions:
 - 62 metres (try line to try line)
 - 50 metres wide
 - 4 metre in goal areas
- Key field markings:
 - 7 metre line
 - 24 metre line
 - Halfway

2. Game Timing & Flow

- All matches operate on a central schedule
- Kick offs occur on the hour and half hour across all fields
- A siren signals the start and end of each match
- A separate siren signals the 12.5 minute mark
- Teams change ends at the first stoppage in play after the 12.5 minute siren
- Play continues until the next natural stoppage where applicable

3. Starting Play & Restarts

- Play starts from halfway
- Restart via drop kick or place kick
- No teammate may hold or balance the ball
- Each set begins on Tag Zero

Kick Off Requirements

- Ball must travel at least 7 metres forward (to the 24 metre line)
- Chasers must remain inside behind the kicker
- Contestable kick offs permitted
- Attacking team may play at the ball before it reaches the 24

Kick Off Outcomes

- Out on the full → handover at halfway
- Bounces in field then finds touch → kicking team retains possession at point of exit
- Dead in goal on the full → handover at halfway
- Bounces in field then goes dead in goal → goal line dropout

4. Tagging & Play the Ball

- Removal of one tag constitutes a tag
- Ball carrier must stop, return to the mark and play the ball immediately with the foot
- One marker only
- Defensive line must retreat 7 metres

5. The Set

- Tag count: Tag Zero to Tag Six
- On Tag Six → handover
- Referee will call "Fifth and last"

6. Infringements

- All infringements result in six to go
- Referee will either call "Six to go" and allow advantage, or stop play and restart with a six to go play the ball
- No tap restarts in Tag7
- Late tag → six to go at referee discretion
- No jumping or fending permitted

7. Kicking Rules (ALLDAY + 24-7)

- Kicking permitted on any tag
- All kicks are contestable
- No mid air contact
- Defending players may dive on a kicked ball
- Attacking players may only dive on a kicked ball in goal when attempting to score a try
- All other attacking dives on kicks → handover

24-7 Kicking Rule

- Kick from inside your 7 metre line to the opposition 24 metre line, or from your 24 to their 7
- Ball must bounce in the field of play then find touch within that range to retain possession

All Other Kicks

- Out on the full → opposition ball where kicked
- All other kicks out → opposition ball where it finds touch

8. Ball Dead in Goal

- Defending team kicks dead in goal → goal line dropout
- Attacking kick bounces in field then goes dead in goal → 7 metre play the ball, handover

9. Scoring

- Try (Tag 3-6) = 4 points
- Early set try (Tag 0-2) = 6 points

10. Restart After Try

- 6 point try → scoring team receives kickoff
- 4 point try → scoring team kicks off

11. Substitutions

- Rolling substitutions via sub box
- Substitutions only permitted when team has possession
- All squad players must be wearing tags at all times
- Incoming players must enter from their sub box and from behind the ball
- Outgoing player must fully exit before replacement enters
- Players must not enter or use the opposition sub box under any circumstance

Breaches

- Immediate handover
- Repeated or serious breaches → up to -5 points

12. Discipline

- Repeated or serious breaches may result in teams reduced in numbers for two attacking and two defensive sets
- Send offs: player removed for remainder of match, suspended for remainder of tournament, no appeals

13. Competition Points

- Win → 2 points
- Draw → 1 point
- Loss → 0 points

14. Match Results

Pool Matches

- All pool matches are played with no extra time

Finals Matches (Quarter Finals, Semi Finals)

- All finals matches are played with no extra time
- First try scored = +1 point

Examples

- Early set try (Tag 0-2) = 7 points
- Standard try (Tag 3-6) = 5 points

Grand Final

- If scores are level at full time: play continues, next try wins
- A siren will sound at full time, however play does not stop if scores are tied

- Sideline referee and referee will inform teams when scores are tied and provide time updates at 3, 2 and 1 minute remaining

15. Interpretation of Rules

- Where rules are not explicitly stated, Rugby League rules apply at the referees discretion

16. Tag7 Principles

- Play fast
- Attack early
- Eyes up football
- Maintain tempo