



The Complete Rugby League Development Game

Built on Rugby League Principles

Tag7 keeps what makes Rugby League great:

- Zero to Six structure.
- Play the ball system.
- Kicking options and tactical kicking.
- Positional roles similar to league.
- Defensive organisation and spacing.
- Fast ruck, tempo and transition.

Tag7 removes collisions while strengthening Rugby League skills.

TAG7 HANDBOOK – 2026

© 2026 Tag7. All rights reserved. Unauthorised reproduction or adaptation prohibited.

A Rugby League Based Non Contact Game for Skill Development

Introduction

Rugby league deserves a non contact format that actually grows rugby league.

A game that builds real league skills.

A game that does not just borrow league language but strengthens the sport behind it.

That is why Tag7 exists.

Built on true rugby league structure — Tag Zero to Six, kicking options, positional roles, tempo, decision making and defensive organisation — Tag7 rewards the same actions that win real games.

No gimmicks. No shortcuts. Just footy done properly, without the contact.

Tag7 is a fast, non contact version of rugby league designed to develop player skills, structure and decision making in a continuous, free flowing environment.

The name Tag7 reflects the count structure. Every attacking set begins on Tag Zero, then progresses through Tag One to Tag Six before possession changes. This mirrors rugby league's tackle count while using Tag Zero to promote speed, momentum and early set attack.

Tag7 complements rugby league by giving players a safe, non contact format that strengthens their skills, structure and tactical understanding without the physical demands of contact play.

Pre and Post Season Development

Tag7 provides an ideal platform for pre season and post season development across all rugby league age groups. By removing the contact component, coaches can focus on sharpening technical and tactical skills without collision load while transitioning in or out of the contact season.

Teams can refine:

- Attacking structure and combinations
- Defensive organisation and spacing
- Decision making under fatigue
- Tempo, transition and game awareness
- Playing flat and fast
- Pushing into space and supporting the ball (ball push) with eyes up football and reading the defence

Tag7 allows players to play at genuine football speed without the collision load, making it a high quality tune up for individuals and squads before or after the rugby league season.

Field and Equipment

- Field Size: 62m long × 50m wide
- In Goal Area: 4m deep
- Surface: Grass
- Ball: Size 5 rugby league ball
- Markings: Cones used to mark halfway, try line, dead ball line, and 24/7 areas
- Tags: Tags provided for all games
- Tag7 shirt and shorts are provided to all registered players

Substitution Boxes: One per team on same sideline

Teams and Player Structure

- Competitions may adjust between 7 and 9 players depending on age and skill level
 - 7 a side formats suit older, faster, and more developed age groups (11-Seniors)
 - 9 a side formats are ideal for younger or developing age groups (6-10 year olds – mod ages)

Recommended On Field Roles:

Middles (2) – equivalent to halves, hookers, and ball playing middle forwards; responsible for playmaking, ruck control, and linking attack through the middle.

Centres (2) – equivalent to edge forwards or centres; connect middles with the outside backs and provide attacking width and defensive stability.

Wingers (2) – equivalent to rugby league wingers; finish attacking plays and maintain width in both attack and defence.

Fullback (1) – support and cover defender; plays as the primary sweeping option in attack, joining the line as a secondary playmaker.

Teams should register between 12 and 16 players to maintain pace and allow smooth substitutions.

We would highly recommend 14 per team.

Game Play and Timing

- Games are 25 minutes straight — no halftime
- Teams swap ends after each try
- The match begins with a drop or place kick from halfway
- No teammate may hold or balance the ball for the kicker at kickoff or restart
- The attacking team may play at the ball before it travels 7m from kickoff (24m from try line – see 24/7 rule)
- Play begins on Tag Zero after kickoff or any restart

Tournament Structure

Tag7 tournaments are structured to be flexible, scalable, and suitable for different regions, age groups, and participation levels. Formats adapt to the number of teams entered while maintaining fairness, flow, and high tempo rugby league based gameplay.

Core Principles:

- Matches are short, high tempo, and played on rotation
- Teams receive multiple games across the day
- Suitable for mixed or single gender divisions
- Designed to support both small events and large regional carnivals
- Minimum of three matches per team per event
- No team plays back to back
- Rest times remain balanced across the draw

Scheduling and finals structures adjust based on total team entries, ensuring a fair progression system for all participants while maintaining smooth tournament flow.

Substitutions

- Rolling substitutions are permitted through the team sub box
- All substitute players may wear tags for quick interchange
- Teams must ensure no more than the allowed number of players are on the field – sideline official will monitor as well as referee
- Breaches result in an instant penalty; serious or repeated breaches may result in up to 5 point deduction in that current game
- Outgoing players must leave the field fully before replacements enter
- Strategic sub sets are encouraged to maximise fresh legs against tired defenders
- 14 highly recommended

Scoring

Try: **1 point**

Bonus Try: **2 points**

– Awarded for tries scored on **Tags One or Two**, rewarding early set execution.

Bonus Try Plus: **3 points**

– Awarded for tries scored on **Tag Zero**, rewarding immediate early set execution.

Tagging Rules

- Each player wears two tags
- The removal of one tag equals a tag
- Tagged players must stop, return to the mark, and play the ball using foot contact
- A marker may stand at the mark; the defensive line must retire 7 metres
- If a tag falls off naturally, the player is deemed tagged
- Late Tag: If a tag is made on the ball carrier after they have passed or kicked, the attacking team may receive six to go with play on advantage at the referee's discretion; if advantage does not apply, a play the ball restart is awarded at the mark of the late tag
- Defenders must not hold, push, or grab clothing – draw strings on shorts must be done up
- Attackers may not jump to avoid tagging

Play the Ball and Six to Go Rule

- Set Count: tag zero → tag one → tag two → tag three → tag four → tag five (fifth and last call) → tag six (handover)
- All minor infringements result in either a six to go restart with advantage if play continues safely, or a play the ball restart at the point of infringement
- Referees may call “Six to go!” then signal tag zero to indicate the restart count has reset
- On tag five, referees should clearly call “Fifth and last!”
- After tag six, possession hands over
- All penalties result in a play the ball on Tag Zero — no tap restarts

Kicking Rules

- Kicking is allowed on any tag and includes grubbers, chips, bombs, and cross field kicks

24-7 Rule:

A team retains possession if:

- Kicking from your 7 to the opposition on 24, or – Kicking from your 24 to the opposition on 7 provided the ball bounces out of play in the correct zone.

- Grubber Kicks: Attackers may dive on grubbers only in the act of scoring a try; other dives result in a turnover
- Contested Kicks: All kicks may be contested; no mid air contact — defenders may only tag once the catcher lands
- Dangerous play or obstruction results in a six to go or penalty
- Dead Ball on Full: Play the ball where the kick originated
- Kickoffs:
 - All restarts begin with a drop or place kick from halfway
 - The attacking team may play at the ball before it travels 7m (24m from try line – see 24/7 kicking rule)
 - If the ball bounces in play and crosses the sideline, the kicking team receives the ball where it went out
 - If the ball bounces in play and then goes dead in goal, the defending team restarts with a goal line dropout
 - No teammate may hold or balance the ball for the kicker

Discipline

- Sin bin: two attacking and two defensive sets
- Serious breaches may result in a send off
- Send offs result in suspension for the remainder of the tournament – no appeal process

Officials

- One on field referee recommended
- One sideline scoring and sub box management referee
- The referee (s) has full discretion to manage conduct and player safety

Spirit of the Game

Tag7 promotes:

- Speed and flow of play
- Skill development in a safe environment
- Respect for officials and opponents • Fun, teamwork, and fair play

Ownership Statement

© 2026 Tag7. All rights reserved. Unauthorised reproduction or adaptation prohibited.

All rights reserved. Unauthorised reproduction or adaptation prohibited.