



TRY TAG RUGBY PLAYING RULES

TTR®
TRY TAG RUGBY



1.

INTRODUCTION

A Games of Try Tag Rugby shall be played on a field with dimensions 50m wide and 70m long.

2.

BALL

Size 5

3.

PLAYERS AND PLAYING EQUIPMENT

1. The maximum number of players per team on the field at any one time is determined by the league but is typically 7. Any number of replacements per team is allowed during the course of the game with unlimited interchange.
2. The game shall be played by 2 teams each consisting of at least 3 players per side for six a side games, 4 players per side for seven a side games, and 5 players per side for eight a side games. In the case of mixed competitions, the maximum number of male players on the field at any time is 3 for six a side games, and 4 for seven a side and eight a side games.
3. There will be no stoppage of play during the interchange of players. The player must leave the field of play before the replacement can influence the game on the field.
4. If a player is bleeding, the referee shall direct this player to leave the field and seek medical attention before re-joining the game.
5. Players shall not wear anything that might prove dangerous to other players. Players' normal clothing shall consist of a pair of authorised shorts, plastic studded boots (no metal studs) or runners and authorised tags.
6. The referee should inspect player's equipment prior to the commencement of the game and if necessary, the referee can prevent a player from participating in the game if he/she considers a player's equipment is dangerous. Prescription glasses are allowed.
7. If the ball bursts as a player is restarting play, that player will be allowed another kick after the ball has been replaced.
8. If a player grounds the ball for a try and the ball bursts during this action the try will be allowed.
9. If the ball bursts during general play, play is stopped, the ball is replaced, a "tag" is counted and play is restarted with a play-the-ball by the attacking team where the ball burst. If the ball bursts on the sixth "tag", play is restarted with a changeover awarded to the defending team after the ball is replaced at the point where the ball burst.



TRY TAG RUGBY

PLAYING RULES

TTR®
TRY TAG RUGBY



4.

MODE OF PLAY

1. The objective of the game is to ground the ball over the opponent's try line to score tries. The player in possession of the ball may run, kick or pass the ball attempting to get further downfield and cross the opponent's try line. It is the objective of the team without the ball to prevent this by removing a "tag" from the ball carrier.
2. The attacking team has 6 "plays" or "tags" to place the ball on or over the defending team's try line. After 6 "tags" a changeover occurs and the defending team then becomes the attacking team.
3. The captains of the two teams shall toss for the choice of ends. The captain winning the toss has the choice of which direction to run and the opposition team will use a place kick to kick-off from the centre of the field to start the game.
4. Once play has started an attacking player who is on-side can run with the ball, kick it in any direction and throw or knock it in any direction other than towards his opponent's try line.
5. A player who during play is holding the ball (ball carrier) may be tagged by an opposing player (defending player) or players in order to prevent him/her from running with the ball, kicking or passing the ball to his/her team mates.
6. A player not in possession of the ball, either a defender or attacker cannot be tagged or obstructed during the game.
7. Tag is a non-tackling/minimal-contact game. Accidental contact may occur but contact should be avoided with the onus being on the attacking team to avoid contact.

5.

LENGTH OF THE GAME

TTR games last 40 minutes

6.

SCORING TRIES

1. 1 point is awarded for a try. In mixed games, for a female try it's 2 points.
2. BONUS BOX: This is a box marked out 5m wide in the middle of the try line and 3m deep. A bonus box try is awarded when the ball is placed directly on / partly over the try line and bonus box lines. Every try scored in the bonus box will be worth an additional 1 point. For mixed teams, a female try will be a total of 3 points. A player can access the bonus box from the front only (ball travelling through the front). If accessed from the back or side the try will still be allowed but the bonus point will not be awarded.
3. The game shall be won by the team scoring the greater number of points. If the score is equal or if both teams fail to score, then the game shall be drawn.



TRY TAG RUGBY

PLAYING RULES

TTR[®]
TRY TAG RUGBY



SCORING TRIES

4. During the knockout stage of a tournament, if a game is drawn at full time, one of the following methods will be used to decide the result, depending on the tournament rules:

a) GOLDEN TRY RULE: Additional time shall be played to determine a winner.

The referee shall stop the game at normal time and a new toss will be taken. The first team to score a try will be deemed the winner. However, if a try is scored immediately from the kick-off in the first 'set of six' tags, the scoring team must kick-off back and allow the opposition 'right of reply' to attempt to score a try on their first 'set of six' tags.

b) DROP-OFF RULE: Additional time shall be played to determine a winner. The referee shall stop the game at normal time and a new toss will be taken. Both sides will immediately reduce the number of players on the pitch to 5 with a maximum of 3 males for seven and eight a side games. The first team to score a try will be deemed the winner. **RIGHT OF REPLY:** However if a try is scored immediately from the kick-off in the first 'set of six' tags. Then the scoring team must kick-off back and allow the opposition 'right of reply' to attempt to score a try on their first 'set of six' tags. In this situation, the team which does not manage to score a return try straight away, or does not score a try of equal points (i.e. in Mixed teams, a male try is less than a female try) that team loses the game. During this period of additional time no interchange will be allowed. (This can be changed by the competition supervisor).

c) FIRST TRY SCORER RULE: In both a) and b) the period of additional time may be limited by the competition supervisor. In such cases if the score is still level at the end of this period or the competition supervisor has declared that no additional time will be played, the team scoring the first try in normal time will be deemed the winner.

5. A try is awarded to the attacking team when they ground the ball on or over the try line.

6. If the referee believes that due to foul play by the defending team the non-offending team has been prevented from scoring an inevitable try, he/she may award a penalty try. A penalty try carries the same number of points as the try which the referee believes would have been scored, including extra points for female scorers or bonus box.

7. A try can be scored from a kick in general play if the ball is re-gathered or controlled before the ball touches the ground beyond the try line.

8. If the ball bounces on or beyond the try line, the ball is dead.

9. A player cannot pass or kick the ball after crossing the try line nor can he/she run back into the field of play whether or not it is to pass the ball back to another player. Decision – a tag will be counted 5m out from the try line where the incident occurred. Any deliberate pass or kick will be instantly counted as a tag as soon as the ball leaves the hands. If any of these scenarios happen on the sixth "tag", play is restarted with a changeover awarded to the defending team 5m out from the try line where the incident occurred.

10. A player can dive in the air from the field of play whilst running with the ball to score a try as long as no defender is within tagging distance.

11. A player can dive in the air from the field of play whilst chasing a kick to score a try as long as there is nobody from the defending team within 2m of the ball and the referee deems there was no risk of collision between opposing team players.



TRY TAG RUGBY PLAYING RULES

TTR®
TRY TAG RUGBY



7.

DEFENCE RULES

1. The progress of the ball carrier can only be halted if a defender removes one or both of the attacker's tags. If both tags are removed by one or more defenders then the point where the first tag was removed will be where the ball is played.
 2. When a tag is removed, the defender must hold it in the air at the point where the tag was made, drop it, and assume a marker position directly in front of and no further than 1m from the tagged player, or return to the defensive line. The ball carrier must return to the point where the tag was removed and play-the-ball.
 3. When the ball carrier's progress has been halted and they are in the action of playing the ball, the defensive line is set 7m back from the play-the-ball area and one defender may act as a marker. The 'marker' player is optional.
 4. The marker must stand directly in front and no further than 1m from the play-the- ball.
 5. The marker and the defensive line can only move forward when the ball is touched by the dummy half. If the dummy half baulks the referee should call "play on" at which point the defensive line can move forward however the marker must still remain stationary.
 6. If the attacking side fails to score before the sixth tag has been made, a changeover will be awarded to the defending team at the point where the sixth tag was effected. This team will then become the attacking team and they will now receive 6 tags to attempt to score a try.
 7. A player may defend with one or no tags, however if he/she receives the ball, which has been kicked, dropped or propelled forward, they must immediately play- the-ball at the place of receipt and this counts as a tag.
- A player pre or late tagged with only one tag still on can only be stopped by removal of the remaining tag. If no tags are on, the player will be deemed "tagged" when a defender comes within tagging distance.**

8.

ATTACKING RULES

1. When in possession of the ball, the ball carrier can attempt to position the ball further downfield by running, kicking, or passing the ball to his/her team mates. An attacker can only progress the ball with two tags on unless advantage is being played due to a late tag/pre tag.
2. The attacking team shall be allowed 6 successive tags and then a changeover will occur.
3. When an attacking player who has possession of the ball (ball carrier) has one or more tags removed by a defending player the ball carrier must return to the point where the first tag was removed and play-the-ball without delay.
4. Another attacking team player will take up a position directly behind the ball player and assume the dummy half position. The play-the-ball is initiated when the ball player places the ball under one of his/her feet and rolls it backwards with the foot to the dummy half, who then initiates the next play by passing, kicking, or running the ball. After playing the ball, the ball player should replace his/her tag on their shorts before participating in the attack again.



TRY TAG RUGBY

PLAYING RULES

TTR[®]
TRY TAG RUGBY



ATTACKING RULES

- 5.** If there is no marker the ball player may replace his/her tag, place the ball on the ground, release the hands from the ball and tap the ball with the foot and continue play. If he/she is missing a tag they may only pass or kick the ball taking no more than one step.
- 6.** If the attacking side is tagged a 6th time, the attacking player places the ball on the ground and a changeover will be awarded to the defending team.
- 7.** If the ball carrier falls to the ground and a defender is within tagging distance, a tag will be deemed to be effected. This applies to the ball carrier when crossing for a try. If any part of the body (other than the feet) of the ball carrier touches the ground in any part of the field (including over the try line), and before the ball is placed on or over the try line, then a try cannot be awarded if a defender is close enough to effect a tag. The ball carrier will be asked to play-the-ball (5m out from the try line if this occurs over the try line) and the tag count will continue. If this occurs on the last tag, a changeover will be awarded to the defending team (5m out if occurs over the try line).
- 8.** An attacking player may receive a pass behind their own try line or may run behind their own try line when in possession of the ball. If however an attacking player is tagged, knocks on, or passes forward behind their own try line, play will restart with a dropkick from the centre of the try line.
- 9.** If a ball carrier crosses the imaginary touchline behind their own try line, play will restart with a dropkick from the centre of the try line.
- 10.** If a ball carrier crosses the imaginary touchline behind the defending team's try line before grounding the ball for a try, play will restart with a tap kick 10m out centre field to the other team.
- 11.** The dummy half can pass or kick the ball with only one or no tags on as long as they take no more than one step. If he/she should take more than one step, they will be called back to the mark and the next tag will be counted.
- 12.** Simultaneous tag/ball off load situations will usually result in a, "Play-on, Simultaneous" call from the referee and since Tag is predominantly an attacking game, the benefit of the doubt will be given to the attacking team. If the ball offload is deemed to have been executed after the "tag", the tagged player must return to the mark and play-the-ball where the tag occurred without penalty.
- 13.** If the ball carrier offloads the ball as their tag(s) are removed and the referee calls "Play-on, Simultaneous", they must replace the tag(s) before being able to further the ball's progress. If this player fails to replace the tags and receives the ball, play is stopped and a tag is counted where they received the ball.
- 14.** If the ball carrier comes into contact with the referee whilst trying to evade a "tag", a tag will be counted.
- 15.** If an attacking player receives the ball with his/her shirt out and a defender is within tagging distance the referee will call a "Tag". Repeated shirt out infringements may result in a warning from the referee subsequently and a penalty.
- 16.** A player cannot touch his/her own tag whilst in possession of the ball. If they do the referee will call a "Tag".
- 17.** If an attacking player knocks on over the try line whilst scoring a try, play will restart with a tap kick 10m out centre field to the other team.



TRY TAG RUGBY PLAYING RULES

ATTACKING RULES

- 18.** When a knock on or forward pass occurs the referee should consider advantage play.
- 19.** If a player knocks on within 10m of the try line a change-over will occur in line with the knock on 10m out from the try line. If within 10m of the touch line, move in 10m.
- 20.** A ball bouncing off the body or head unintentionally is not a knock on. The referee will call play on. (A knock-on is when the ball is propelled forward with hand or arm towards opponent's try line). If however a player intentionally propels a ball forward with their head or body, this will be deemed as not in the spirit of the game and the referee may award a penalty.
- 21.** If the ball carrier is "tagged" over the try line prior to placing the ball down for a try, he/she shall be asked to play-the-ball 5m out from the try line and the "tag" count will continue.

ATTACKING TEAM CHANGEOVERS

- 22.** If the ball comes into contact with the referee after being kicked or passed & play is irregularly affected, a changeover will be awarded to the defending team at the point where the contact occurred.
- 23.** If any attacking player is "tagged" over the try line prior to placing the ball down for a try and it is the last tag, a changeover will be awarded to the defending team 5m metres out from the try line.
- 24.** When the ball carrier accidentally or deliberately crosses the touchline before their tag is removed, a changeover will be awarded to the defending team 10m in from where the ball carrier crossed the touchline.
- 25.** When the ball player accidentally steps over the touchline whilst playing the ball, a changeover will be awarded to the defending team 10m in from where the ball player stepped over the touchline.
- 26.** If the ball player whilst in the action of playing the ball loses control of the ball and drops the ball on the ground as opposed to playing the ball, a changeover will be awarded to the defending team at the point where the ball player lost control of the ball.
- 27. THE THREE SECOND RULE**
If the ball player delays the play the ball, there is no dummy half, or the dummy half has not picked up the ball, the referee can start a three second count. If he/she reaches the third count a changeover will be awarded (referee will determine when he/she starts the count). At no time can the marker move prior to or during the three seconds to pick up the ball. If three seconds expires, the referee will award a changeover.

9.

KICK-OFF RULES

- NO KICKING TEAM PLAYER CAN DIVE ON THE BALL FROM ANY KICK UNLESS THERE IS NOBODY FROM THE NON-KICKING TEAM WITHIN 2M OF THE BALL OR THE REFEREE DEEMS THERE IS A RISK OF COLLISION BETWEEN OPPOSING TEAM PLAYERS. SAFETY ISSUE.**
- 1.** The team winning the toss chooses direction to run and the other team will kick-off. This is reversed for the second half.
- 2.** The kick-off is a place kick from the centre of the halfway line. No kicking tee can be used. For pitches of reduced length each team may have a designated kick-off line.



TRY TAG RUGBY

PLAYING RULES

TTR[®]
TRY TAG RUGBY



KICK-OFF RULES

3. When a try is scored the scoring team shall take the ball back and kick-off to restart play. The restart can only be taken once the referee is ready and has whistled to restart the game.
4. The ball from the kick-off must travel 10m towards the non-kicking team's try line before any player of either team may touch it. (Whichever team plays the ball before it travels 10m will be penalised).
5. The ball from the kick-off must bounce within the field of play before it can go over the touch or try line.
6. The ball from kick-off must travel 10m towards the non-kicking team's try line before it can go into touch. The ball can arc or bounce back into touch once it has gone 10m.
7. The players of the team kicking off (kicking team) must not cross the kick-off line until the ball is kicked. If this occurs, an instant penalty will be awarded to the non-kicking team.
8. The team receiving the ball can be no closer than 10m from the kick-off line at the time of the kick-off.
9. If the ball from the kick-off bounces in the field of play and then bounces over the touchline, a changeover will be awarded to the receiving team, 10m in from the touchline to where the ball crossed the line.
10. If the ball from the kick-off or drop kick bounces in the field of play and then bounces beyond the opposition's try line whether touched or not, play will restart with a dropout from the centre of the receiver's try line by the receiving team.
11. If the ball is caught on the full over the try line the referee will call "play on".
12. The 50/10 metre kicking rule applies from a kick-off. A "50/10" is when a ball is kicked from a kick-off and the ball bounces in the field of play and crosses the touch line within 10m of the opponents' try line, the kicking team will receive a play the ball. The play the ball will be taken 10m in from the touch line and 10m out from the try line.

DROPOUT KICKING RULES

ALL KICK-OFF INFRINGEMENTS WILL RESULT IN A PENALTY BEING AWARDED AT THE CENTRE OF THE HALFWAY LINE. FOR PITCHES OF NON-STANDARD DIMENSIONS, CONSULT WITH THE COMPETITION SUPERVISOR AS TO WHERE THE PENALTY SHOULD BE AWARDED.

13. A dropout is a drop kick taken from the centre of the try line.
14. The ball from a dropout must bounce within the field of play before going over the touch or try line.
15. The ball from the dropout must cross the ten metre line from the try line before any player of any team may touch the ball.
16. The ball from the dropout must cross the ten metre line before it can go into touch. The ball can arc or bounce back into touch once it has gone 10m.
17. The players of the team dropping out must not cross the try line until the ball is kicked. If this occurs, an instant penalty will be awarded to the non-kicking team.
18. The team receiving the ball can be no closer than 10m from the try line at the time of the dropout.
19. If the ball from the dropout bounces in the field of play and then bounces over the touchline a changeover will be awarded to the receiving team 10m in from the touchline where the ball crossed the line.
20. If the ball from the dropout bounces in the field of play and then bounces over the receiver's try line whether touched or not, a dropout from the centre of the receiver's try line will be taken by the receiving team.
21. If the ball is caught on the full over the try line the referee will call "play on".



TRY TAG RUGBY

PLAYING RULES

TTR[®]
TRY TAG RUGBY



DROPOUT KICKING RULES

22. The 50/10 metre kicking rule applies from a dropout. A “50/10” is when a ball is kicked from a dropout and the ball bounces in the field of play and crosses the touch line within 10m of the opponents’ try line, the kicking team will receive a play the ball. The play the ball will be taken 10m in from the touch line and 10m out from the try line.

ALL DROPOUT INFRINGEMENTS WILL RESULT IN A PENALTY 10M OUT FROM THE TRY LINE CENTRE FIELD.

GENERAL PLAY KICKING RULES

23. The attacking team may kick the ball on any tag, however, the ball must not travel higher than the referee’s shoulders before bouncing.

24. A player may not kick a loose ball if an opposing team player is reaching for it with their hands.

25. If a player kicks the ball and is simultaneously tagged and the referee calls “play- on simultaneous”, if the kicker regathers the ball or kicks the resulting loose ball, a tag will be called.

26. Only attacking team players behind the kicker when the ball is kicked are onside. If the attacking players are onside they may chase the ball downfield to retrieve the ball or effect a tag.

27. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot effect a tag until either the ball receiver has run 10m in any direction or the kicker runs past the offside player and puts him/her onside. However an offside player cannot be placed onside by the kicker if he/she is already within 10m of the receiver.

28. If the attacking offside player deliberately plays at the ball or effects a tag a penalty should be awarded at that point. (Referee may allow advantage play).

29. If the ball is kicked and it bounces dead on or over the opposing team’s try line after an opposing team player deliberately played at the ball, a line dropout will restart play.

30. If the ball was touched but not played at deliberately then a changeover will be awarded to the non kicking

team 10m out from the try line where the ball crossed the line.

31. If an attacking team player or the kicker deliberately impedes the progress of a defending player who is attempting to take possession of the ball after a kick downfield, a penalty will be awarded to the defending team at the point where the defending team player was impeded.

32. A kicking team player can never dive, slip, or fall on the ball unless there is nobody from the non-kicking team within 2m of the ball or the referee deems there was a risk of collision between opposing team players. This applies to all kicks whether in general play or restarts of play. A non-kicking player playing at the ball does not nullify this diving rule.

33. If an attacker kicks in general play and the ball lands in the field of play and then crosses the try line and is grounded by an attacking player in a controlled manner before the ball lands on the ground a try will be awarded. If a try is not scored then Law 7.34 applies.

34. If the ball is kicked and bounces dead on or over the non-kicking team’s try line and no try is scored (see Law 7.33 above) the defending team will receive a tap kick 10m out in the centre of the field.

35. A player cannot kick the ball with only one or no tags on unless they have been pre or late tagged. The exception is a dummy half or a player taking a penalty tap kick who may kick the ball as long as he/she takes no more than one step.



TRY TAG RUGBY PLAYING RULES

TTR®
TRY TAG RUGBY



GENERAL PLAY KICKING RULES

36. 50/10 kicks can be made in general play. When a ball is grubber kicked in general play from within a team's half of the pitch and the ball bounces in the field of play and crosses the touch line within 10m of the

opponents' try line, the kicking team will receive a play the ball. The play the ball will be taken 10m in from the touch line and 10m out from the try line.

10.

KNOCK-ON AND KNOCK BACK

1. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent, or the referee, a knock-on will be ruled. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged it will be a zero tag, even if advantage is called over by the referee.

2. If an attacking team player propels the ball in a backward direction play will continue ("play-on").

3. If an attacking team player knocks-on and no advantage is gained by the defending team, the ball is returned to the point of the original knock-on and the defending team will receive a changeover.

4. If the attacking team causes the ball to come into contact with the ground by a knock on, the defending team may kick the ball to gain an advantage. If this team (defending team at the time of knock-on) then retrieves the ball after the kick, play-on will be called and the next "tag" will be counted as a zero tag regardless of field position.

5. If the attacking team knocks-on and the defending team immediately kicks through and fails to re-gather the ball, no advantage has been gained by the defending team and the ball will be returned back to the point of the original knock-on and the defending team will receive the changeover.

6. The ball carrier cannot deliberately throw or tap the ball forward past a defender to re-gather. Decision - penalty.

11.

PENALTIES

Penalties are taken by a tap kick in any direction after the referee has verbally and physically indicated the mark. (a tap kick can go higher than shoulder height).

NOTE: If a player chooses to use the play the ball action instead of taking the tap kick it is still deemed as a tap kick.

1. A penalty shall be awarded against any player who is guilty of misconduct provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, all penalties are given where the

infringement occurs.

2. If a penalty kick is not taken on the mark designated by the referee, the referee will stop play and ask the team to take the tap kick again.

3. Offending team must retire 10m from the penalty mark or to the try line if nearer.

4. Further misconduct by the offending team shall allow the referee to advance the mark once only, by 10m or as near to the try line as possible.



TRY TAG RUGBY PLAYING RULES

TTR[®]
TRY TAG RUGBY



PENALTIES

5. If a kicker is interfered with after kicking the ball or one of his teammates giving chase, the penalty will be awarded where the ball stops, crosses the touch line or try line (no closer than 10m to either line), where the opposition takes possession of the ball, or where the infringement took place, whichever is the greatest advantage.

6. If misconduct occurs on any player as they are chasing a kick and the ball rolls over or lands over the try line on the full, the penalty will be awarded to the non-offending team, either 10m from the try line in the field of play and opposite to where the ball crossed the try line or at the point where the player was impeded, whichever is the greatest advantage to the non-offending team.

12.

MISCONDUCT, SIN BIN (YELLOW CARD), AND SEND OFFS (RED CARDS)

1. A player is guilty of misconduct and will be penalised if he/she:

- a)** Trips, kicks, or strikes another player.
- b)** When effecting or attempting to effect a tag makes contact with any part of an opponent's body intentionally, recklessly or carelessly.
- c)** Deliberately breaks the rules of the game.
- d)** Uses offensive or obscene language.
- e)** Disputes the decision of the referee.
- f)** Re-enters the field-of-play without the permission of the referee.
- g)** Behaves in any way contrary to the true spirit of the game.
- h)** Deliberately obstructs/impedes an opponent who is not in possession of the ball.
- i)** Deliberately wastes time or delays the game.

2. All players are under the control of the referee from the time they enter the playing area to the time they leave. In the event of misconduct by a player, the referee shall, at his/her discretion, caution, sin-bin, or dismiss the player.

3. A caution may be administered to a team as a whole or to an individual player. If a caution is given to a team, each team player is considered to have received an individual caution. If a final caution is given to a player, the nature of the offence must be recorded by the referee and must be quoted if the player is subsequently dismissed.

4. The power to sin-bin (temporarily suspend a player) and the length of player suspension is at the discretion of the referee (max. 10 mins). A sin-binned player shall give his/her tags to the referee and shall take no further part in the game and cannot be replaced for the duration of the suspension and shall re-enter the playing field only when permitted to do so by the referee. A suspended player shall take up a position behind the opposition's try line for the duration of the suspension. The referee shall return the tags at the end of the suspension period.

5. In mixed games, if a male player is removed from the field, the composition of the team on field may not go above the the maximum number of males minus one through a female player subbing off for a male player. For instance, game is played in seven a side format with maximum 4 male players and one of these gets sent off. The team can now only have 3 male players on the field at any one time until the player is allowed back on.



TRY TAG RUGBY PLAYING RULES

TTR[®]
TRY TAG RUGBY



MISCONDUCT, SIN BIN (YELLOW CARD), AND SEND OFFS (RED CARDS)

6. The sin-bin will be used for the following incidents:

- a) Blatant disregard for the rules.
- b) Continued rule infringements.
- c) Back chatting, dissent, or sledging of referee or players
- d) Repeated contact infringements.
- e) Fighting.
- f) Professional foul.

7. The referee may dismiss a player for the remainder of the game if the referee deems the offence to be serious enough. If a player is dismissed from the field the team will lose 5 points from their game score.

8. A player shall take no further participation in the game nor shall he/she be permitted to take up a position within the playing area where his/her presence is likely to provoke further incidents.

9. The referee may dismiss a manager, coach or substitute player (player who is playing in the game but not currently on the pitch) from the field and deduct 5 points from the offending team's score should he/she find their behaviour to be:

- a) offensive;
- b) contrary to the true spirit of the game;
- c) disrespectful towards the referee or continually disputing the decisions of the referee.

10. If a manager or coach is dismissed from the field he/she automatically receives a mandatory minimum 1 game suspension. This may be extended by the competition supervisor after reviewing the circumstances of the expulsion, which may be increased by the competition supervisor. Coach / managers have the right to appeal.

11. If a referee is assaulted or unduly harassed by any person as a result of a game under his/her control the referee shall submit a report of the incident to the appropriate authority.

13.

DUTIES OF A REFEREE

The referee is responsible for the following:

- 1.** Ensuring the rules of the game are adhered to. The referee is the sole judge of fact.
- 2.** Ensuring the playing field is checked and in a condition for safe play.
- 3.** Ensuring players are wearing legal and safe equipment.
- 4.** Recording the score and all tries scored during the game. He/she shall be the sole timekeeper except where this duty has been delegated to another person.
- 5.** The referee at his/her discretion, can temporarily suspend or prematurely terminate a game because of adverse weather, undue interference from spectators,

misbehaviour of players, or any other cause as he/she sees fit that interferes with their control of the game.

6. The referee must carry a whistle and use it to start and stop play when:

- a) a try is scored;
- b) the ball is out of play;
- c) the rules of the game have been broken; or
- d) play is irregularly affected e.g. ball comes in contact with the referee or any other person not participating in the game.

7. The referee must also use a whistle to enforce the rules for any other reason