



Boys Convenor: Jessica Errington (Ashbury PS) Jessica.errington1@det.nsw.edu.au
Girls Convenor: Samantha Saia (Wiley Park PS) Samantha.saia@det.nsw.edu.au

2023 NRL TAG

Notes:

- In the result of a washout round, the game will be missed and we will play the following round game.
- Please ensure that you fill out the scoring sheet each week by the following Monday at 3pm. Failure to do so may result in a forfeit for that round.
- *Schools will receive 3 points for a win, 2 points for a draw, 1 point for a loss and 0 points for a forfeit.*
- If you know in advance that your school is unable to play a round please email me so that I can let your opposing school know.
- Please be extra diligent around our code of conduct and report any breach (student or parent behaviour) to me either while at the field or via email.

Score results:

<https://docs.google.com/spreadsheets/d/11HPQwwq9Uwbfwk3vsBQ8T3vg7M9AB6C4Bui1MerZbeY/edit#gid=0>

Boys

1. Ashbury PS
2. Beverly Hills North PS
3. Campsie PS
4. Canterbury PS
5. Earlwood PS
6. McCallums Hill PS
7. Punchbowl PS
8. Wiley Park PS

See map for field locations

18/8/23	1 v 2 (1)	3 v 8 (2)	4 v 7 (3)	5 v 6 (4)
25/8/23	3 v 4 (2)	1 v 7 (3)	8 v 6 (4)	2 v 5 (1)
1/9/23	6 v 2 (2)	7 v 8 (1)	4 v 1 (3)	5 v 3 (4)
8/9/23	7 v 5 (1)	8 v 4 (4)	2 v 3 (3)	6 v 1 (2)
15/9/23	1 v 3 (4)	4 v 2 (3)	5 v 8 (1)	6 v 7 (2)
22/9/23	4 v 5 (1)	8 v 1 (2)	2 v 7 (3)	3 v 6 (4)
13/10/23	7 v 3 (4)	8 v 2 (3)	1 v 5 (2)	6 v 4 (1)
20/10/23	1 v 2 (1)	3 v 8 (2)	4 v 7 (3)	5 v 6 (4)
27/10/23	3 v 4 (2)	1 v 7 (3)	8 v 6 (4)	2 v 5 (1)
3/11/23	6 v 2 (2)	7 v 8 (1)	4 v 1 (3)	5 v 3 (4)
Semis 10/11/23				
Finals 17/11/23				

*Mercy rule applies in boys games, where no further score will be taken when there is 10 point gap.



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Girls

1. Ashbury PS
2. Beverly Hills North PS
3. Campsie PS
4. Canterbury PS
5. Clemton Park PS
6. Earlwood PS
7. McCallums Hill PS
8. Punchbowl PS
9. Wiley Park PS

See map for field locations

18/8/23	1 v 2 (5)	4 v 9 (6)	5 v 8 (7)	6 v 7 (8)	3 - bye
25/8/23	2 v 3 (9)	1 v 7 (8)	8 v 6 (7)	9 v 5 (6)	4 - bye
1/9/23	6 v 9 (5)	7 v 8 (9)	3 v 1 (8)	4 v 2 (7)	5 - bye
8/9/23	2 v 5 (6)	3 v 4 (5)	1 v 8 (7)	9 v 7 (9)	6 - bye
15/9/23	5 v 3 (9)	6 v 2 (8)	8 v 9 (5)	4 v 1 (6)	7 - bye
22/9/23	1 v 9 (5)	2 v 7 (6)	3 v 6 (7)	4 v 5 (8)	8 - bye
13/10/23	5 v 1 (8)	6 v 4 (9)	7 v 3 (6)	8 v 2 (7)	9 - bye
20/10/23	5 v 6 (9)	2 v 9 (8)	3 v 8 (7)	4 v 7 (5)	1 - bye
27/10/23	9 v 3 (9)	6 v 1 (8)	7 v 5 (6)	8 v 4 (5)	2 - bye
3/11/23	2 v 1 (5)	4 v 9 (9)	5 v 8 (6)	6 v 7 (7)	3 - bye
Semis					
Finals					

*Mercy rule applies in girls games, where no further score will be taken when there is 10 point gap.

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NRL Tag Rules

1. Maximum of 8 players on the field at any one time
2. Students may wear official Oz tag shorts if they have a pair, otherwise they must wear shorts without pockets and an Oz tag belt.
3. All t-shirts must be tucked in while playing
4. Defender must remove one tag to stop attacker's progress. 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 or return to the defensive line. The ball carrier must return to the point where the tag was removed, play-the-ball and then replace his/her tag.
5. There is a marker at the play the ball. (Except Juniors they will play no marker)
6. 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 awarded. A changeover will be awarded to the non-offending team. The referee may allow the nonoffending team to take possession and gain an advantage. If they are tagged, it will be a zero tag.
7. The game is non-tackle – the attacker cannot deliberately bump into a defender. A defender cannot change direction and move into attacker's path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid defender.
8. The ball carrier is not allowed to protect his tag or fend off defenders.
9. A try is awarded to the attacking team when they ground the ball on or over the try line.
10. Defence must be back 7 metres.
11. The game is played over two 20 minute periods with a 5 minute interval between halves for the juniors and 25 minute periods for the seniors.
12. Substitutions can be made throughout the game with an unlimited number. The coach will need to yell out 'subs' when swapping players over and ensure there are only 8 players on the fields at one time.

KICKING

1. The ball may not be kicked until after the fourth tag and before the initial tag.
2. Kicks in general play cannot be above the shoulder height of the referee. The attacking team cannot dive on a kicked ball in any situation.
3. Kick offs and line drop-outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. The try line becomes the dead ball line for all kicks.
4. Drop out – a player may take a 'place kick' (on the ground) in lieu of a 'drop kick'. Scoring 1 point is awarded for each try.

SEND OFF

A player can be sent from the field for aggressive play. The player is given one warning and if the misbehaviour continues they are to be sent from the field. If the misbehaviour is serious enough, a player can be sent from the field immediately, at the discretion of the referee, with no warning. A player is automatically sent off for swearing or speaking rudely to a referee. The convenor must be notified immediately of any send off. Please refer to Wiley Parks code of conduct for player behaviour.

OTHER IMPORTANT POINTS

Juniors

1. Play no marker.
2. Dummy half cannot score.
3. If dummy half is tagged it will be a changeover.
4. Defensive line can't move until the first receiver touches the ball or the dummy half runs.



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Seniors

1. They have a marker.
2. Dummy half can run and can be tagged with the ball.
3. Marker and defensive line can move when dummy half touches the ball.
4. Dummy half can score a try.
5. An attacker must stop and play the ball if he/she is in possession with only one tag on.
6. The only persons able to promote the ball with one tag on is the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).
7. When a tag is made as the ball is passed – “simultaneously” - it is play on. The advantage goes with the attacking team.
8. If the ball is kicked or passed into the referee, the referee will order a changeover where he/she was struck.
9. If a player’s knees hit the ground whilst diving for a try with a defender in tagging distance, a try is disallowed and a tag is played.
10. Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty or a sin bin.

MERCY RULE

All NRL Tag matches will stop scoring once there is a gap of 10 tries.

DRAWN MATCHES IN FINAL SERIES

If after the duration of the time in a semi-final or grand-final, the score results in a draw, an extra five (5) minutes each way will be played. In a semi-final, if a draw still results, the team higher in the competition table shall be the winner. In a grand-final, if a draw still results, both teams will be joint winners.

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