

# School Games Rugby League Tag Yr7 2026

## Entry Information & Rules



---

### Event Overview

**Date:** Wednesday 10<sup>th</sup> June 2025.

**Venue:** Gunnersbury Park Sports Hub, W3 8LQ.

**Approximate Timings:** 10am-2pm

**Contact:** [abby@londonyouthgames.org](mailto:abby@londonyouthgames.org)

---

### Entry Information

**Entry Deadline:** Friday 22<sup>nd</sup> May 2025, 10pm.

**Squad Size:** Minimum – 7 & Maximum – 12

**Competitions:** Boys and girls, separately.

---

### Eligibility Criteria:

**Competition Tier:** Higher

**Competition Intent:** Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

### Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11–12-year-olds	01/09/2013	31/08/2014	Year 7

---

### Full Rules & Regulations

**TRFL 1** The event will run in accordance with the [International Tag Federation Rule Book 2022](#).

**TRFL 1.1** Should any rules listed below contradict those outlined by Rugby Football League, these rules will supersede those.

# School Games Rugby League Tag Yr7 2026

## Entry Information & Rules



**TRFL 1.2** It will be at the discretion of LYG personnel and the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

**TRFL 1.3** The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

**TRFL 1.4** The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions.

### TRFL 2 Age Category

**TRFL 2.1** The following age groups and respective maximum and minimum date of births will apply to the School Games RFL Tag Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11–12-year-olds	01/09/2013	31/08/2014	Year 7

**TRFL 2.2** Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

**TRFL 2.3** It is the responsibility of competitors/teachers/School Games Organisers to ensure all competitors details are entered correctly at the time of submission.

**TRFL 2.3.1** In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

### TRFL 3 Eligibility

**TRFL 3.1 Competition Tier:** Higher

**TRFL 3.2 Competition Intent:** Highly competitive environment where winning is the measure of success and level of challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**TRFL 3.3 Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school, have a higher skill ability and understand tactics and strategies in competitive game play situations.

**TRFL 4 Squad Size** Schools are permitted to bring a minimum of 7 competitors and a maximum of 12 competitors.

**TRFL 4.1** Schools are permitted to bring all 12 competitors entered in the event on the day, however only 7 players will be on the pitch per team.

### TRFL 5 Kit & Equipment

**TRFL 5.1** Trainers or studded footwear is permitted.

# School Games Rugby League Tag Yr7 2026

## Entry Information & Rules



**TRFL 5.2** All players must wear a 'tag belt' that has two ribbons (tags) attached to Velcro. The belt must be worn around the waist with all loose clothing tucked in. The tags are positioned on either side of the hips.

**TRFL 5.3** Pitch size will be approx. 60 metres x 40 metres.

**TRFL 5.3.1** These measurements are maximum size and is dependent on facility space.

**TRFL 5.4** Size 4 balls will be used throughout the event.

### TRFL 6 Competition and Draw Format

**TRFL 6.1** Matches will be 7 minutes one way.

**TRFL 6.2** This is not a knockout tournament with all teams having the same amount of playing time. All teams will be reseeded and regrouped after each round so they play teams more evenly matched as the competition progresses.

**TRFL 6.3** The format will be round robin groups throughout the tournament and consist of 2 or 3 rounds of play, depending on entries.

**TRFL 6.2.1 3** Group size and group number will depend on entry numbers.

### TRFL 7 Competition Rules

**TRFL 7.1** The maximum amount of playing time for an individual is 50 minutes and no player is permitted to play beyond this time. Substitutes/replacements should be encouraged with all involved children playing at least half of a game.

**TRFL 7.2** The game will commence with a place kick from the halfway line. The ball must travel 10 meters before the kicking team can touch the ball, but the receiving team can play the ball before 10 meters. The kick should remain below shoulder height.

**TRFL 7.3** Ball carriers can run or dodge potential taggers but cannot fend off, guard or shield their tags.

**TRFL 7.3.1** A fend/guard/shield will result in a turnover of possession to the other team.

**TRFL 7.4** Players are permitted to spin away from a defender (one spin) but are NOT permitted to continuously spin or dive to avoid being tagged. This will result in a turnover of possession to the other team.

**TRFL 7.5** The ball carrier must return to the spot where the tag occurred.

**TRFL 7.5.1** Facing the direction they are playing the player places the ball on the ground and rolls the ball back with their foot in a controlled manner to a teammate.

**TRFL 7.5.2** The teammate who gathers the ball from this position (called the Dummy Half) may run, pass or kick the ball from the play-the-ball. You cannot score from a Dummy Half.

**TRFL 7.5.3** Any player can be the Dummy Half and the player at the Dummy Half could change at every play-the-ball.

# School Games Rugby League Tag Yr7 2026

## Entry Information & Rules



**TRFL 7.6** The defensive line should retreat 7 meters after every tag, and can only move forward when the ball is touched by the Dummy Half. If the Dummy Half fakes a pass, the referee should play on and the Dummy half is open to be tagged. The Dummy Half should not deliberately delay the pass and repetitively delaying the pass intentionally may be penalised for unsportsmanlike conduct.

**TRFL 7.6.1** One defender may act as a marker. The marker must stand directly and immediately in front of the play-the-ball (approximately 1 metre) and can only move forward when the ball is touched by the Dummy Half.

**TRFL 7.7** If a defender does not retreat 7 metres, they will be deemed to be offside. If a tag is made from an offside position, the attacker should play the ball as normal, and the tag count will reset to zero.

**TRFL 7.8** The team in possession has the ball for a total of six tags to attempt to score a try. If a player makes any error (forward pass, knock on, steps off the pitch, or if the opposition picks up a loose ball or catches an intercept pass), possession will be lost and the opposition will gain the ball.

**TRFL 7.9** If a try has not been scored after 6 tags, possession turns over to the defending team at the point of the last tag.

**TRFL 7.10** Any acts of unsporting behaviour will result in a handover to the non-offending team at the place where the incident occurred and play restarts with a play-the-ball.

### **TRFL 7.11** Tagging

**TRFL 7.11.1** Only the player in the possession of the ball can be tagged.

**TRFL 7.11.2** A tag is simply the removal by a defender of one or two of the ribbons from the ball carrier.

**TRFL 7.11.3** When a defender has removed the tag, they place the tag on the floor where the tag was made and retreat onside with the other defenders. Players must not throw the tag away but place the tag on the floor (if it is too windy to leave tags on the floor, the defender should wait for the attacker to return to the spot and hand over the tag).

**TRFL 7.11.4** The ball carrier returns to where the defender placed the tag and restarts the game by 'playing-the-ball' backwards and in the correct manner. The tagged player can play-the-ball before replacing the tag but can take no further part in the game without replacing their tag(s).

### **TRFL 7.12** Scoring a Try:

**TRFL 7.12.1** A try is scored in the normal way by placing or touching the ball down on or over an opponents' try line.

**TRFL 7.12.2** If tagged in the act of scoring the try will stand.

**TRFL 7.12.3** After a try has been scored the non-scoring team will restart with a place kick, centre field on the halfway line.

**TRFL 7.12.4** A try scored in the centre zone is worth 2 points, and a try scored outside the zone is worth 1 point.

**TRFL 7.13** Kicking is allowed during play on any tag as an attacking option, but the ball must remain under shoulder height.

# School Games Rugby League Tag Yr7 2026

## Entry Information & Rules



**TRFL 7.13.1** Only players behind the kicker when the ball is kicked will be onside.

**TRFL 7.13.2** Attacking players in front of the kicker are offside and cannot play until the kicker runs past the offside player and puts them on side.

**TRFL 8 Overall Scoring** Points will be awarded for each game to give a school's final round robin standing.

**TRFL 8.1** The following points will be awarded:

- 5 points for a win
- 3 points for a draw
- 1 point for a loss

**TRFL 8.1.1** Groups are decided on:

- Match points
- Try differences
- Tries for
- Tries against

**TRFL 9 Medals & Trophies** The teams that place in the top 3 of the highest-ranking group will receive respective 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> medals. A salver will be awarded to the team that finished top of the highest-ranking group.