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Tag Rugby

**DATE 17th March 2022**

**10am-2pm**



**VALUES**

**During School Sport Partnership experiences pupils are challenged to demonstrate the School Games values.**

Target Audience

These events are for pupils who enjoy friendly competition but don’t want to solely focus on winning and losing, instead they include a focus on the School Games Values.

Year groups

Year 5 & 6

venue

Wymondham Rugby Club, Barnards Field, Bray Drive, Wymondham, Norfolk, NR18 0GQ.

Intent

To engage new audiences.

Reframing Competition

Pupils provided with the opportunity to practice skills in a fun skills-based carousel before taking part in small group round robins with multiple winning teams.

Leadership Opportunities

**Engage Primary leaders by:**

* Using leaders to act as ‘Spirit Captains’ to lead discussions with young people.
* Using leaders to lead your event (warm up/cool down).
* Using leaders to demonstrate tasks in pre-event practice.
* Using leaders to record match day results.
* Using leaders to take photographs for use on social media to celebrate school involvement in the School Games.

How to Enter

This is an open entry event open to all schools in South Norfolk SSP. Please enter via the SSP website [www.southnorfolkssp.co.uk](http://www.southnorfolkssp.co.uk) or contact L Goodswen [l.goodswen@fehs.set.education](mailto:l.goodswen@fehs.set.education)

**Determination –** Determination is about the journey you go on to achieve your goals.

**Passion-** Giving it 100%, putting your heart and soul into the game and never giving up.

**Respect-** For the referee, for the opposition, for your teammates and for yourself.  Treating others politely and with understanding.

**Honesty-** Honesty with others and with yourself.  Having the courage to do the right thing what you know is right.

**Self-Belief-** Have the self-belief and confidence in yourself to succeed and reach your personal best.

**Teamwork-** Treating everyone equally, supporting each other and working together to have fun and achieve at your very best level.





Event information

* Schools may bring 20 pupils from year 5&6. Please split into two teams with 5 girls and 5 boys per team (where possible).
* More pupils may be allowed if numbers are low.
* The morning will consist of a skill-based carousel of rugby activities.
* During the afternoon teams will take part in fun round robin matches.
* Each round robin group will consist of 4 teams per pitch.
* All matches will be refereed by leaders/ volunteers. The referee’s decision is final.
* All matches will be approximately 8 continuous minutes (no half time).
* It is suggested that team managers rotate players to give players equal playing time.
* Good sportsmanship will be expected from all players, staff, and spectators.
* **Unfortunately, we are unable to accommodate parent spectators at this event.**

Equipment

Schools must bring their own

* Tags and Tag Belts
* Rugby Ball
* Bibs
* Players should wear trainers, Astro trainers or boots with moulded studs- No studded boots or metal blades.
* Hair should be tied back, and jewellery removed.

Game Rules

**Team Size-** 7 a side game- MUST HAVE A MINIMUM OF 2 BOYS AND 2 GIRLS ON THE PITCH AT ALL TIMES

**Fixtures**- will be centrally timed but when the hooter sounds play will continue until the first dead ball.

**Free Passes**

* Games start with a free pass from the centre
* Restart after a try is also from the centre
* If the ball goes out start with a free pass from the point where the ball crossed the line.
* For an infringement start playing from where the offence occurred.
* Opponents must stand 7m back from the free pass.
* Free pass taker must pass the ball- cannot run with it.

**Scoring a Try**

* Cannot dive to score a try- must stay on feet.
* 5 points for a try.

**The Tag**

* Aim is to remove one tag from the ball carrier’s belt
* Only the ball carrier may be tagged.
* No hand offs allowed.
* Ball carrier must not deliberately run into the opponent- this is a non-contact game.
* Ball cannot be pulled from the ball carrier.
* After 6 tags ball is given to opposition to restart with a free pass.

**Tagged Player**

* When tagged the ball carrier should stop within 3 strides and has 3 seconds to pass the ball to a
* If tagged close to the try line the ball carrier can only use 1 step (not the normal 3 steps) to cross the try line.
* Tagged players must replace the tag before re-joining the game.

**Tagger**

* When the tag is made stop, hold the tag in the air and shout “Tag”
* Once the ball has been passed the tagger goes to the tagged player and hands back the tag before re-joining the game.

**Offside**

* When a tag is made, all players from the taggers team must retire to their own side of the ball.
* If they intercept a pass from their opponents’ side of the ball, they are offside and a free pass is awarded.

**Ball on Ground**

* Players must remain on their feet, not allowed to dive down to recover the ball on the ground.

**Passing the Ball**

* The ball can be passed only sideways or backwards through the air, not handed to another player.
* Ball carriers must always hold the ball in both hands.

Scoring

* Teams are awarded the following points depending on the outcome of the match (Win= 3 points, draw= 2 points, lose= 1 point).
* At the end of the group stage if there is a draw on points, try difference will be used to separate teams followed by total number of try’s scored and then the head-to-head result between the teams.

Certificates

The winning team of each round robin will receive a South Norfolk SSP School Games T-shirt and winner’s certificate. Schools will also be provided with sportsmanship award certificates for pupils who have demonstrated any of the **School Games Values.** Pupils selected for these awards will be asked to stand up at the end of the event to be celebrated.

All schools will be sent a participation certificate for each pupil that has taken part in the Tag Rugby event.