

Edmonton School Athletics Flag Rugby Laws

The law numbers listed below align with the [World Rugby Tag Laws \(2020\)](#) with a few modifications. The laws listed below are summarised [here](#).

Law 1 - The Ground

- the playing area can be a full sized field or a modified field (½ field played across)
- field markings for the goal-line, half way line, and 10m lines should be clear

Law 3 - Number Of Players

- each team may have up to seven players on the field
- substitutions can occur at any time during a match
- during a substitution, a player leaving the field can leave from any place. A substitute player must enter the field at the half-way line after the player has left the field.

Law 4 - Players Clothing

- shirts should be tucked in
- flag belts should be **secure** and worn at the waist on the outside of the clothing
- flags should be positioned on either side of the hips

Law 5 - Time

- exhibition play - 20 min game (10 min halves with 3 min break)
- tournament play 14 min game (7 min halves with 3 min break)

Law 6 - Match Official

- exhibition play - coaches will referee
- tournament play - club players to referee if available

Law 7 - Mode Of Play

- when in possession of the ball, an attacking player can attempt to move the ball downfield by running, kicking, or passing the ball to team-mates. An attacking player may only progress the ball with both flags attached (unless advantage is being played for a late/early tackle).
- attacking players should not prevent defenders from making a tackle by blocking or fending (encourage attackers with the ball to run with two hands on the ball when close to defenders)
 - **sanction - penalty kick**

Law 8 - Advantage

- referees will allow a non-offending team to play advantage (if it exists) after an infringement by the other team (knock on, throw forward, etc...)
- if no advantage exists, the ball is returned to the point of the original offence and the non-offending team will restart with a **roll ball or penalty kick**.

Law 9 - Method Of Scoring

- try - when an attacking player is first to ground the ball in the opponents' in-goal, a try is scored (1 point).
- penalty try - if a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded (1 point)
- there are no conversions after a try

Law 10 - Foul Play

- there is strictly no contact allowed between players - both attackers and defenders must avoid contact with each other. The onus is on the attacking player to avoid contact.
 - **sanction - penalty kick**
- a ball carrier must not prevent a defending player from executing a tackle by running behind their own player
 - **sanction - penalty kick**

Law 11 - Offside In General Play

- in general play, a player is offside if the player is in front of a team-mate who is carrying the ball. Offside players are penalised if they take part in the game before they have been put onside
 - **sanction - penalty kick**

Law 12 - Knock On And Throw Forward

- if a knock-on or forward throw occurs advantage may be played. If advantage does not exist a **roll ball** will be awarded to the non-offending team.
- intentional knock or throw forward - a player must not intentionally knock the ball forward with hand or arm
 - **sanction - penalty kick** (a penalty try must be awarded if the offence prevents a try that would probably otherwise have been scored).

Law 13 - Starts, Restarts, Kicks

Kick Off

- a drop kick is used to start each half of the game and restart after a score (kick-off). The drop kick is at the centre field on the half-way line
- kick-offs must **reach the 10m line** and land in the field of play (**sanction - free kick at centre field**). If the kick-off lands in play and bounces over the touchline, a **roll ball** will be awarded to the receiving team 5m in-field where the ball crossed the touchline.
- if the kick-off lands in-field, rolls into in-goal, **and is touched down by the receiving team**, a **free kick** will be awarded to the receiving team at the centre of the field.
- players from the kicking team can contest for the ball

Kicking In General Play

- a player in possession of the ball may kick at any time during play. This can be a grubber kick, chip kick, or drop kick.
- kicking a ball that is on the ground is not permitted
 - **sanction: penalty kick**
- a player may call a mark if they catch a kick on the full in their own half of the field. Play is restarted with a **roll ball**
- players must not dive on a ball if a kick has been made. A player may slide to gain possession of a ball that is on the ground if the ball is in-field. A player that slides must immediately get on their feet. Sliding must not initiate contact with another player.
 - **sanction: penalty kick**

Law 14 - Ball On The Ground No Tackle

- when a team causes the ball to go to ground legally, they can regain possession and play on
- if the ball carrier accidentally falls or slips to the ground while in possession of the ball and a defender is within tackling distance, **a tackle will be deemed to have been made**.

Law 15 - Tackle

- a tackle occurs when the ball carrier has a flag or flags removed by an opponent.
- a tackler may only tackle with two flags in place
- following a tackle, the tackled player conducts a **roll ball** at the place of the tackle. The tackled player must roll the ball **no more than 1 metre** using the hand only and along the ground (it cannot be flicked or passed). If the mark is within 5 metres of the goal-line, the mark is on the 5 metre line.
 - **sanction - penalty kick**
- if a tackle happens as a pass is being made, or a pass is made within 1 step /1 second of the tackle, play continues
- if a ball carrier is tackled in-goal before scoring a try then the player will conduct a roll ball 5 metres out from the goal-line
- the tackle count restarts when there has been a change of possession, a penalty has occurred, and after a score.

After A Tackle

- when a tackle is made the tackler must immediately raise the flag and call out “flag!” and either drop the flag at the point of the tackle or return the flag to the tackled player. The tackler may then assume a marker position or return to the defensive line.
 - **sanction - penalty kick**
- if there is a marker, the marker should be 1m back and **directly in front of the roll ball**, all other defending players must be at least seven metres from the roll ball line.
 - **sanction - penalty kick**
- when the tackled player is rolling the ball, the defensive line must be at least seven metres back from the roll ball line
 - **sanction - penalty kick at the place where the offside player should have been standing**
- a tackler must not attempt to pull the ball from the ball carriers hands
 - **sanction - penalty kick**
- the marker and the defensive line can only move forward when the ball is touched or played by the scrum half
 - **sanction - penalty kick**
- if the attacking team fails to score before the **sixth tackle**, they will lose possession of the ball and a **roll ball is awarded to the opposing team**

The Tackled Player

- must return to the point where the flag was removed, conduct a roll ball, then replace their flag
 - **sanction - penalty kick**
- a tackled player may, if there is no marker, replace their flag/flags, **kick-and-go**, and play on
- an attacking team member may take up a position directly behind the tackled player at the roll ball and assume the scrum half position
- the scrum half can run or pass following a roll ball and **should play the ball without delay**
- a scrum half that runs cannot score without making a pass. If the scrum half grounds the ball without making a pass, play will restart with a **roll-ball to the attacking team, 5 metres from the goal-line.**
- **if a scrum half runs, gains ground by crossing the roll ball line, and is flagged before they make a pass, play restarts with a roll ball for the opposing team**
- **if a scrum half is flagged before they cross the roll ball line, play restarts with a roll ball for the attacking team**

The Ball Carrier Should Not

- jump to avoid being tackled, spin/swivel through 180 degrees
- step into a defending player initiating contact
- interfere with the marker at a roll ball
 - **sanction - penalty kick**

Law 16 - Rucks

- there are no rucks - a roll ball is used instead

Law 17 - Mauls

- there are no mauls

Law 18 - Mark

- a player may call a mark if they catch a kick on the full in their own half of the field. Play is restarted with a **roll ball**

Law 19 - Touch And Line Out

- the ball is in touch when the ball carrier, or the ball, touches the touchline or the ground beyond. The place where the ball carrier, or ball, touched or crossed the touchline is where the ball went into touch.
- the team that did not carry or put the ball into touch restarts play with a **roll ball 5 metres in-field at the line of touch**

Ball Kicked Into Touch

- if the ball is kicked directly into touch, except from a penalty kick, the line of touch is **where the ball was kicked from**
- if the ball is kicked and lands in play before rolling into touch, the line of touch is **where the ball crossed the touchline**

Law 20 - Scrum

- there are no scrums

Law 21 - Penalty And Free Kicks

- penalty kicks are taken from the place of infringement. Penalty kicks must leave the hands.
- if the ball is kicked into touch from a penalty kick, the line of touch is where the ball crossed the touchline. The kicking team restarts with a **roll ball**.
- if the infringement is in-goal or within 5 metres of the goal-line, the mark is 5 metres out from the goal-line
- the opposing team must retreat 10 metres from the mark for the penalty or retreat until they have reached their own goal-line
 - **sanction - penalty kick where the offside player should have been standing.**

Law 22 - In Goal

- a player grounds the ball by holding the ball and touching the ground with it in-goal
- a ball carrier may dive into space to score a try if they are already in the in-goal. Ball carriers should not dive over the goal-line to score.
 - **sanction - penalty kick 5 metres out from the goal-line**
- a try shall not be awarded where from a kick or pass, a player dives or slides on a ball that is on the ground in an attempt to score
 - **sanction - penalty kick 5 metres out from the goal-line**
- if a player **carries** the ball in-goal and is tackled in-goal the tackled player's team will start with a **roll ball 5 metres from the goal-line**
- if an attacking player **kicks** the ball and it crosses the receiving team's goal-line, and the receiving team is tackled or grounds the ball in-goal, the receiving team will receive a **roll ball 10 metres out from the goal-line** at centre of the field of play.

Definitions

marker	The tackler may assume this position after a tackle or retreat to the defensive line. Any defensive player may assume this position after a change of possession (6th flag), infringement, or if the ball goes into touch. A marker should be positioned directly in front of the ball and 1 metre away.
kick-and-go	If the defending team chooses not to have a marker at a roll ball, play can be restarted with a kick-and-go instead of a roll ball. The kick must move the ball a visible distance out of the hand, or along the ground.
roll ball	Play is restarted using a roll ball following a tackle, infringement, change of possession (6th flag), or when the ball goes out of play. A player in possession of the ball holds the ball, faces the opponents' goal line, and places the ball on the ground between the legs and rolls it backwards. The player must roll the ball with their hands only. The roll should be no more than 1 metre.
roll ball line	A line across the field at the mark of a roll ball.
10 metre line	A across the field that is 10m from the half-way line.

Key concepts of the game:

- Stay on your feet.
- Keep kicks in the field of play.
- Avoid contact.
- Stay on-side until the ball is played.
- Players need both flags to take part in the game (unless an early/late flag has been called)