



## BEACH TAG RULES

THE FOLLOWING ARE RULE VARIATIONS WHEN PLAYING BEACHTAG.  
PLEASE REFER TO OZTAG RULEBOOK FOR ALL OTHER FACETS OF THE GAME

### THE BASICS

- Field dimensions are 50m Long x 30m Wide
- 9 minute halves
- 6 Players on the field at any time. Mixed divisions are played with 3 males & 3 females (maximum 12 players in a team)
- There is unlimited interchange
- A tap kick at half way commences the game and is used to restart play after a try. The non-scoring team will have possession for the restart
- The game is non-tackle, whoever initiates contact will be penalised. The onus is on the attacking player to avoid the defender.

### ATTACKING

- The attacking team has 6 tags before a change over
- Simultaneous tag is play on (the advantage goes to the attacking team)
- The ball carrier is not allowed to protect his/her tag or fend/palm off defenders.
- A knock back is play on, knock on **advantage rule applies** – (same as league)
- An attacker must stop and play the ball if she/he is in possession with only 1 tag on
- Dummy half can score and can be tagged
- The attacking team CANNOT dive on the ball once it has been kicked
- The ball must be rolled with the hand in between the player's legs for a play the ball
- A try is awarded to the attacking team when they ground the ball on or over the try line. Tries are worth 1 point, except for women in mixed games who will receive 2 points for a try.

## DEFENDING

- Defender must remove one tag to stop attackers progress. She/he then holds up the tag and drops it to the ground marking where the play the ball should occur
- There is a marker in the play the ball
- Defensive line is back 7m and must wait for dummy half to touch the ball before moving

## KICKING

- Kicking is allowed on any Tag
- Kicks in general play must be below referee's shoulder height
- Once the ball touches the ground over the try line, play is dead. Defending team is awarded a tap kick 5m out, centre of field to restart play.
- Kicking from the ground is play on as long as you don't initiate contact with a player attempting to pick up the ball
- If the ball is kicked into the referee, the referee will order a changeover where she/he was struck

## OTHER IMPORTANT RULES

- Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty, sin bin or dismissal

### Competition Points:

<b>BYE</b>	<b>3</b>
<b>WIN</b>	<b>3</b>
<b>DRAW</b>	<b>2</b>
<b>LOSS</b>	<b>1</b>
<b>FORFEIT</b>	<b>0</b>

