



# KIWI TAG NEW ZELAND FESTIVAL DOCUMENT

**PRIMARY SCHOOLS**



Kiwi Tag New Zealand Incorporated (KTNZI)

is responsible for the development of all Laws of the game.

The Laws refer to both Kiwi Tag NZ Club Modules and Kiwi League Tag Competitions.

All players, match officials, coaches and administrators must adhere to all versions of Kiwi Tag played in New Zealand.

These laws apply to all grades competing in Kiwi Tag NZ club modules around New Zealand.

**The Laws of Rugby League shall apply in Kiwi Tag & Kiwi League Tag subject to modifications, where applicable.**

Kiwi Tag is a fast-paced territorial game, there may be some minimal, accidental contact. Any deliberate contact will be called by the on field official and penalised accordingly.

Please Note: Rules have been slightly modified from the standard Kiwi Tag New Zealand Incorporated rules for Intermediate School Kiwi Tag Festivals.

Rules provided have been compiled by Kiwi Tag New Zealand Incorporated with the assistance of the Auckland Rugby League Coaching & Development Department.

This is a transitional game based around Rugby League.

Kiwi Tag adheres to the most common laws and rules of Rugby League i.e. Knock-ons, forward passes, off-sides unless stated otherwise in the modified rules.

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# RULES AT A GLANCE



## **PRIMARY SCHOOLS – FESTIVAL RULES - CURRENT**

Games will be played under Kiwi Tag New Zealand Incorporated rules.

**Playing Gear:** Belts with two tags are to be worn on the day. School Kiwi Tag is played in closed toe footwear. Boots or shows allowed. **No bare feet.**

**Field:** The field is 70m long by 50m wide. All fields will be equipped with in-goal areas and dead ball lines.

**Game Time:** Games are 16-minutes long, made up of 2 playing halves of 8-minutes each way.

NO half-time break, teams are to do a straight swap of ends at the half time siren.

**On Field:** Teams can register up to 14 players per team. This is made up of; 8 players on the field at any one time and 6 reserve players. Teams are allowed unlimited interchanges.

**Tags:** Teams have up to 6 tags per set before a hand-over to the opposition team.

**Tries:** All tries scored are worth 1 point each.

**Kicking:** Kicking is allowed in this grade and can be performed on any tag count. All kicks performed must travel further in distance than it does in height. **No Bombs allowed.**

**Passing:** Teams do not have to make a minimum number of passes to retain possession.

**Defending:** Teams must retire 7m from the play-the-ball with ONE marker (optional). The defence cannot advance until the first receiver touches the ball, or the dummy-half runs, kicks or mishandles the ball. This includes chasing out from marker.

**Starts & Restarts:** Each half will commence with a kick-off from the centre of the halfway line. The ball must be kicked off the ground.

When a try is scored, the non-scoring team will then restart play with a tap kick at the centre of the halfway line. The scoring team must retire 7-metres from halfway to defend from the tap. Play can restart when the referee is in position and ready to go.

**Diving:** Diving for tries is allowed. The ball must be grounded before the ball carrier's elbows or knees touch the ground. Any contact made on a defender by the ball carrier will be deemed a penalty.

**Spinning:** Players in possession of the ball can spin, however, any contact on a stationary defender will be deemed a penalty.

**Sin Bin:** The sin bin does not apply in Intermediate School Kiwi Tag tournaments. Should a player be found guilty of misconduct like behaviour that warrants a sin bin, the referee will give the said player a warning. If caught with a second offence, the referee will direct player to the coach for replacement as a cool off period.

**Coaches:** Coaches are not permitted on the field at any time during the game. Any questions should be directed to tournament HQ.

**Please note:** If the game is drawn at the end of full time, no extra time will be added. The game will finish with a drawn result.





**FIELD SIZE**  
**70m x 50m**

FIELDS EQUIPPED WITH DEAD BALL LINES

**GAME TIME**  
**16 MINUTES**

STRAIGHT SWAP OF ENDS AT 8 MINUTES

**PLAYERS ON FIELD**  
**8 PLAYERS**

MINIMUM OF 2 FEMALE PLAYERS ON THE FIELD

**TAGS PER SET**  
**6 TAGS**

TEAMS HAVE 6 TAGS TO PROMOTE THE BALL UP THE FIELD

**TRY SCORING**  
**1 POINT**

IF A TRY IS SCORED BY A MALE OR A FEMALE

**KICKING**  
**IS ALLOWED**

THE BALL MUST TRAVEL FURTHER IN DISTANCE THAN IT DOES IN HEIGHT  
NO BOMBS!

**DIVING**  
**IS ALLOWED**

THE BALL MUST BE GROUNDED BEFORE ELBOWS OR KNEES CONTACT THE GROUND

**PASSING**  
**NO MINIMUM REQUIRED**

DUMMY HALF CAN RUN, SCORE AND GET TAGGED.  
DEFENDERS CAN MOVE WHEN DUMMY HALF RUNS, OR 1<sup>ST</sup> RECEIVER TOUCHES THE BALL

**DEFENDING**  
**7 METRES**

DEFENDERS MUST BE 7m BACK FROM THE PLAY THE BALL

**SPINNING**  
**IS ALLOWED**

ANY CONTACT ON A STATIONARY DEFENDER WILL BE DEEMED A PENALTY

**MARKERS**  
**1 MARKER ONLY**

MAXIMUM OF 1 MARKER ONLY IN THIS GRADE

**BALL CARRIER**  
**PENALISED FOR**

FENDING OR ALTERING THE HEIGHT OF THE TAGS.  
THIS INCLUDES JUMPING & DIPPING

**STARTS & RESTARTS**

EACH HALF IS STARTED WITH A KICKOFF THE GROUND FROM THE CENTRE OF HALFWAY.  
AFTER POINTS HAVE BEEN SCORED, THE NON-SCORING TEAM WILL RESTART PLAY WITH A TAP KICK FROM THE CENTRE OF HALFWAY

**IMPORTANT**

SIDELINE ABUSE TOWARDS PLAYERS AND OFFICIALS WILL NOT BE TOLERATED. YOU RISK YOUR TEAM BEING REMOVED FROM THE REST OF THE FESTIVAL AND OTHER FUTURE EVENTS.  
**ALL OTHER COMMON LAWS & RULES OF RUGBY LEAGUE APPLY.**  
FORWARD PASSES | KNOCK ONS  
DANGEROUS CONTACT | DEAD BALL RULING

