HAVE FUN – GET FIT – PLAY FAIR

Non Contact Rugby League

PLAY EAGLETAG

EAGLETAG LLC - Non Contact Rugby League
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What is EAGLETAG?

EAGLETAG is the American version of Flag Rugby. Flag Rugby is the latest craze in recreational sport that has competitions running all over Australia, New Zealand, England, and now in the USA!

It is a non-contact game. Normal dimensions of the field are 70 yards x 50 yards. Two fields will fit on one rugby or soccer field. Eight players in each team are on the field at any one time. Players wear shorts with a Velcro patch on each side. A strip of cloth is attached to the Velcro, known as a tag. The object of the game is to score tries. Defenders prevent this by tagging the ball carrier, removing the tag from the shorts.

In EAGLETAG the offensive team has six plays or tags to try and score a try or promote the ball down field as close to the line as possible. The game is exciting due to the tagging situation which can be difficult to remove. The invention of the tag also prevents phantom calls.

All skills are utilized in EAGLETAG including kicking. Passing becomes an offensive weapon, and if a player is put into a gap, there is a high probability they will make a clean break. When attacking the line, fancy moves such as around-the-corner passes work well, often making the defender stoop low to remove the tag.

The game is non-contact and the rules are designed to encourage this - you cannot as an offensive player run straight at a defender, you must run at the gaps. A defender cannot impede the progress of an offensive player, so if you try to get a tag and bump the offensive player you may well be penalized. The rule is whoever initiates contact will be penalized.

The rules allow for the ball to go to ground with the advantage rule applying - this results in a lot of broken field play. Teams kick off to commence play and restart play after a try has been scored. Line drop-outs are taken from the centre of the try line. Kicking in general play is
allowed but it must be below shoulder height of the referee.

Games are usually played over 40 minutes, two twenty minute halves or four ten minute quarters. Times may be varied to suit age groups and conditions

**EAGLETAG RULES**

At a glance

a) **The Basics**

- EAGLETAG is a non contact version of rugby league.
- Maximum of 8 players at any one time.
- Defender must remove one or both tags to stop the offensive player’s progress. He/She 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.
- Defense must be back seven yards.
- Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball.
- Six tags/plays to promote ball before changeover.
- An offensive player must stop and play the ball if he is in possession with only one tag on.
- The only persons able to promote the ball with one tag on are the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball.
- A knock back is play on, knock on advantage rule applies - same as league.
- The game is non-contact so the offensive player cannot deliberately bump into a defender. A defender cannot change direction and move into an offensive player’s path. Whoever initiates contact will be penalized. The onus is on the offensive player to avoid the defender.
- The ball carrier is not allowed to protect his tag or fend off defenders.
- A try is awarded to the attacking team when they ground the ball on or over the try line.
- Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to offensive team.)
- An offensive player may pass the ball over his/her try-line to a team mate who may run the ball out. If the ball is dropped, the ball is deemed dead. A player in possession may run behind his try-line and back out into the field of play.
• Players can dive to score a try, however, if this player touches the ground with the knees or arms before the try line or slides across the line and a defender is within tagging distance a try is disallowed and a tag is counted.
• A player can go down on their knees to score a try over the try line.

b) Kicking

• A team may kick the ball before the initial tag is made. (eg: a team picks up the ball in general play from a kickoff, knock-on, loose ball etc.. may kick the ball before being tagged) Once a tag has been made, the ball may not be kicked again till after the fourth tag.
• Kicks in General play cannot be above the shoulder height of the referee. Attacking team cannot dive on a kicked ball in any situation, but can kick on.
• Kick offs and line drop outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. Try line becomes the dead ball line for all kicks.
• If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.

c) Misconduct

• Unsportsmanlike conduct covers the behavior and attitude of players on the field and may result in penalty, sin bin or dismissal.

EAGLETAG is inexpensive, and easy to introduce to athletes of all ages.

For more information on how to develop an EAGLETAG program in your school, club, or area contact:-

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