|  |  |  |  |
| --- | --- | --- | --- |
| **Information** | | | |
| **Competition** | Year 5/6 Tag Rugby Competition | **On-the-day Contact** |  |
| **Date** | Friday 10th September 2025 | **Time** | 10:00am – 14:00pm |
| **Venue** | The Hub, Outer Circle, Regents Park,  London, NW1 4RU | **Arrival** | Please arrive 15 minutes before the competition is due to start |
| **Competition**  **Format** | Schools will arrive and spend the first 90minutes (approximately) taking part in a coaching festival where they will get the opportunity to practice their skills with their teams and get a good warm up.  The competition itself will be a round-robin format with several pools of teams and a quarter/semi/final system as required. | | |
| **Team Information** | There should be 7 players on the pitch and squads should have a maximum of 12 players. There should be a minimum of three girls on the pitch at all times. Squads should have a minimum of 5 boys and 5 girls. Teams should be made up children from years 5 and/or 6. | | |
| **PE Kits** | All children should wear their PE kits to make them easily identifiable. Players are able to wear trainers, astro-turf trainers or football boots to this competition. Mouth guards are optional.  As this festival is outside, please bring warm clothing for the participants to wear whilst they are not playing. | | |
| **Equipment** | Schools are expected to bring a set of tag belts with them to the competition. The rest of the competition equipment will be provided by Regent Park Royals. You may want to bring balls with you to practice. | | |
| **First Aid** | **Schools should provide their own first aid and ice packs**. Whilst there will be qualified first aiders on site, this is not their primary function and first aid can be administered more swiftly if schools bring their own kits. | | |
| **Photography** | There will be a PALS team photographer present at this event. By entering the event you are allowing permission to photograph your students. If you have a student that is not able to be photographed, please make us aware on the day. | | |
| **Contact** | If you have any questions or queries please do not hesitate to contact Angela Emanuel - 07940 021 907  [aemanuel@westminster.gov.uk](mailto:aemanuel@westminster.gov.uk) | | |

A black background with pink and blue letters

Description automatically generated

**WESTMINSTER SCHOOLS COMPETITIONS**

**PRIMARY TAG RUGBY COMPETITION**

**BASICS OF RUGBY LEAGUE**

The game starts with a kick-off as one team kicks the ball into the opposition half and then attempts to gain possession. The team in possession then attempt to move the ball up the pitch by passing it to hand or kicking it.

There are rules concerning how the ball must be passed and for how long teams are able to keep possession before it passes to their opponents. The most basic rules are:

* The ball when passed by hand must be passed backwards.
* Player can pass the ball as many times as they like until one of them is tackled (brought down legally and held) in possession.
* Teams have possession of the ball for six tackles or plays. On the sixth play, teams usually elect to kick the ball long down the field to gain territory. If they do not kick, after the sixth tackle the ball is ‘handed over’ to the other team.
* When tackled, the ball carrier plays the ball backwards by foot along the ground to a teammate behind them.
* When a player has been tackled, his opponent must release him to enable him to play the ball.
* Players can be ruled offside if they are in front of a teammate who is in possession, and they are deemed to be interfering with play. Players are not allowed to touch the ball if they were further up the field than a teammate who has kicked the ball upfield i.e. only players who are behind the player kicking the ball are allowed to touch it.
* Penalties can be awarded in other circumstances such as high tackles, hitting an opponent, tripping, kicking the ball when a player is attempting to pick it up, using foul or abusive language. Offenders can be given a yellow or red card, a yellow resulting in a 10-minute spell in the sin-bin to cool off.