NAPIER SCHOOLS **2025 TAG FOOTBALL**

RULES

• Tag Football is a minimal contact game  
• Maximum of 8 players at any one time.  
• Defender must remove one or both tags to stop attacker’s progress. The player then holds up the tag and drops it to the ground, at the point of the tag, marking where the play the ball should occur (ie. don’t throw them away!)  
• There is one marker at the play the ball.  
• Defending players are onside seven metres from the play the ball.  
• 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 are allowed to promote ball before changeover.  
• An attacker (player in possession of the ball) 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, providing they do not take more than one step with the ball.  
• A knock back is play on. Knock on – advantage rule applies.  
• The attacker cannot deliberately bump into a defender. A defender cannot change direction and move into the attacker’s path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid the defender. ‘Run at Spaces not Faces’  
• The ball carrier is not allowed to protect or cover 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.  
• A two point try is awarded when the ball is grounded in the 5 metre two point zone in middle of each try-line.

The ball cannot be passed once the ball carrier crosses the try-line. Penalty. The ball carrier cannot run back into the field of play after crossing the try-line. Handover at the 10m line.  
• Simultaneous tag is play on. The referee judges this pass which is allowed and calls “play on”. Advantage to the attacking team.  
• An attacker may pass the ball when he/she is over his/her own defending try-line to a team mate who may run the ball out. If the ball is dropped, a line drop out will be ruled. A player in possession may run behind his/her own defending try-line and back out into the field of play.  
• Players can dive to score a try.  
• At a kick in general play, an attacking player can dive or take possession of the ball after the ball has crossed the plane of the try-line, and before it touches the ground, and then ground the ball for a try. If a defending player touches the ball, after it crosses the plane of the tryline, the ball is immediately dead and play will restart with a tap at the centre of the 10m line.

**Kicking**  
• A team may kick the ball before the initial tag is made on any play, e.g. a team who picks up the ball in general play from a kick off, knock- on, loose ball etc. may kick the ball before being tagged.  
• Kicks in general play cannot be above the shoulder height of the referee. Attacking team cannot dive on a ball kicked in general play, but may kick on.

• Kick offs:

1. If the ball lands in the field of play and then travels across the try-line, a player who was inside the field of play at the kick off, may catch the ball after it crosses the plane of the try-line and before it hits the ground, and run the ball back into the field of play.
2. If a kick off bounces into touch, the play restarts with the team who kicked playing the ball 5m in from the touch line.

• Line Drop Outs: If the ball lands in the field of play and then travels across the try-line, without going ‘dead’ whether touched or not by the receiving team, a line dropout occurs.

If the ball goes dead, then restart with a tap on the ‘quarter’ line.

**2025 NAPIER SCHOOLS TAG FOOTBALL DRAW**

Below is the draw for the seven rounds – Weeks 2 to Week 8 this term.

With three schools having two teams we have attempted to keep one at home and the other away (apart from Henry Hill School in Round 3).

|  |  |  |
| --- | --- | --- |
|  | **Home Team** | **Away Team** |
| ***Round 1 Wednesday 7 May*** | | |
|  | GMS Blue | GMS Green |
| Taradale Gold | Tamatea Titans |
| Marewa Maroons | Marewa Marigolds |
| Henry Hill School Mangopare | Henry Hill School Mako |
| Arthur Millar | Te Awa Warriors |
| Porritt Pango | Porritt Kōwhai |
| Bledisloe | Richmond |
|  |  |
| ***Round 2 Wednesday 14 May*** | | |
|  | Henry Hill School Mako | Porritt Pango |
| Richmond | Arthur Millar |
| Porritt Kōwhai | Marewa Marigolds |
| Taradale Gold | Henry Hill School Mangopare |
| Marewa Maroons | GMS Green |
| GMS Blue | Te Awa Warriors |
| Tamatea Titans | Bledisloe |
|  |  |
| ***Round 3 Wednesday 21 May*** | | |
|  | GMS Green | Porritt Kōwhai |
| Richmond | Te Awa Warriors |
| Porritt Pango | Taradale Gold |
| Henry Hill School Mako | Marewa Marigolds |
| Marewa Maroons | GMS Blue |
| Arthur Millar | Tamatea Titans |
| Henry Hill School Mangopare | Bledisloe |
|  |  |
| ***Round 4 Wednesday 28 May*** | | |
|  | Te Awa Warriors | Tamatea Titans |
| Marewa Marigolds | Taradale Gold |
| GMS Green | Henry Hill School Mako |
| Richmond | GMS Blue |
| Porritt Kōwhai | Marewa Maroons |
| Henry Hill School Mangopare | Arthur Millar |
| Bledisloe | Porritt Pango |
|  |  |
| ***Round 5 Wednesday 4 June*** | | |
|  | GMS Green | Taradale Gold |
| Tamatea Titans | Richmond |
| Porritt Kōwhai | GMS Blue |
| Henry Hill School Mangopare | Te Awa Warriors |
| Arthur Millar | Porritt Pango |
| Marewa Maroons | Henry Hill School Mako |
| Bledisloe | Marewa Marigolds |
|  |  |
| ***Round 6 Wednesday 11 June*** | | |
|  | Porritt Kōwhai | Henry Hill School Mako |
| Te Awa Warriors | Porritt Pango |
| Henry Hill School Mangopare | Richmond |
| Marewa Marigolds | Arthur Millar |
| Taradale Gold | Marewa Maroons |
| Tamatea Titans | GMS Green |
| GMS Blue | Bledisloe |
|  |  |
| ***Round 7 Wednesday 18 June*** | | |
|  | Porritt Pango | Richmond |
| Henry Hill School Mangopare | Tamatea Titans |
| Taradale Gold | Porritt Kōwhai |
| GMS Blue | Henry Hill School Mako |
| Arthur Millar | GMS Green |
| Marewa Marigolds | Te Awa Warriors |
| Bledisloe | Marewa Maroons |
|  |  |