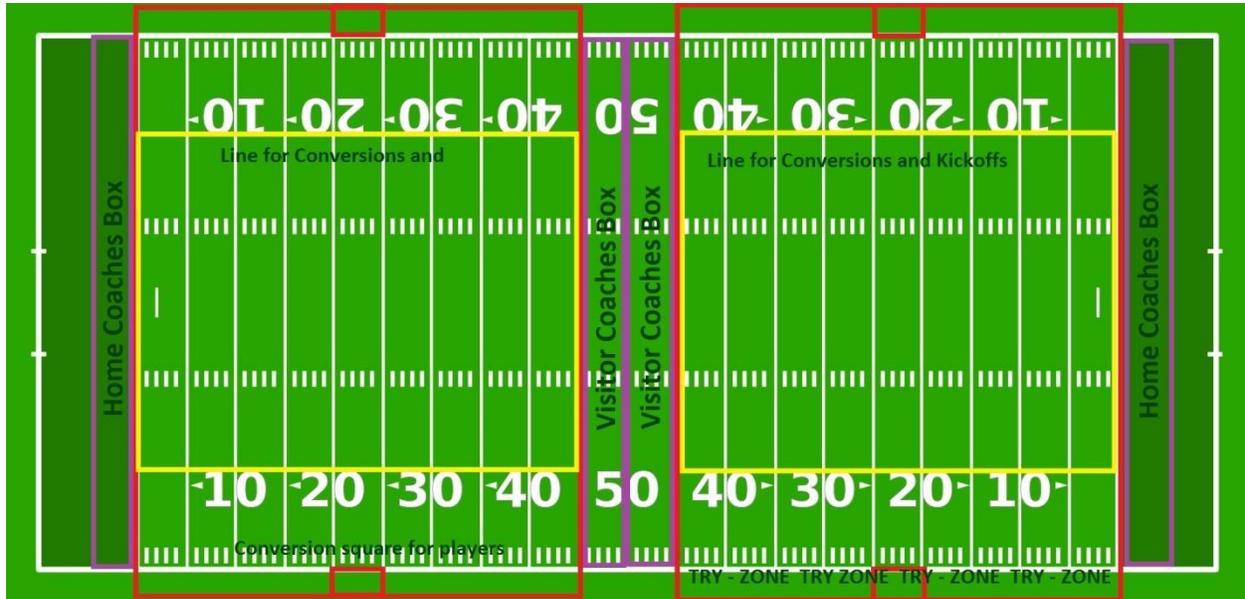


Dayton Olympic Youth Rugby Flag Rules

Playing Area



Home coaches are to be on the sidelines on the far sides of the fields. Visiting coaches are to be in the middle of the field. Coaches must remain on their-own sideline for the duration of the match.

The width of the field will be from the line in the middle of the football end zone to the 45 yard line (approximately 50 yards in width). The length of the field is from the football out of bounds line to the other out of bounds line (approximately 54 yards in length). The back of the try-zone is marked by a gold-line before the track.

All conversions and kick-offs are taken from the top of the numbers. During conversions, players must stand in the "conversion box" located between the 20 and 25 yard lines.

The try-zone is the area extending from the line on the football out-of-bounds line up until the dead ball line in the back of the try-zone.

Ball Size

We will use size 4 for all players in 5th and 6th grade tackle. We will use a size 3 ball for players in the 4th grade and younger.

Ages

Flag rugby is played for all players in the 4th grade and younger.

Starting the Match

The match begins with a kick-off from the "HASH." This is represented by the hashes of the football field on a team's own side of the field (appx. 10 meters before half-way). Players must drop kick the ball and it must go at least 10 meters. If the ball goes into touch on the fly or out of the side or back of the try zone, the receiving team starts with a free pass at midfield and starts with a tackle count of "ZERO." If the ball bounces inbounds and then goes out, the receiving team gets a free pass at the point the ball went out. The kicking team CANNOT recover the ball

on a kick-off. If a player knocks on the kick, play will start at the point of the knock-on for the receiving team with a 'tackle 1.'

General Game Play

Offense

The goal of the offense is to score. This is done by touching the ball to the ground in the opponent's try-zone. Players can run forward with the ball. Players can also throw the ball laterally or backward to their teammates. There is no kicking in general game play. The offense has seven possessions to score. The following infringements result in a turnover and a free pass for the other team:

- Failure to score after seven possessions (the referee will call-out the tackle count)
- Pass/Drop the ball forward
- ACTIVELY block another player from making a tackle
- Guarding one's flag from being ripped
- Tied flags: turnover with play beginning at midfield
- Shirts not tucked-in in such a way as to prevent flags from being pulled by defense

Defense

The goal of the defense is to prevent the offense from scoring. The defense attempts to rip the flag of the offensive player off of his/her waist. Each time this happens, it is considered one phase for the offense. Defenders must do this seven times in order to create a turnover. The defense can also commit infringements that will result in a new set of seven phases for the offense. These infringements include:

- Pushing a player out of bounds
- Making a tackle without your flag
- Impeding the ball carrier with no intent to rip the flag
- Throwing the ball carrier's flag with more than one motion (winding up and throwing the flag after it's been ripped)
- Player dangerously leaving his feet
- Offside (set by official at 5 yards from tackle)

Tackle

A tackle is made when the ball carrier's flag is ripped-off. The defense must rip the flag and and throw it straight to the ground in one motion. The tackle exists wherever the flag lands. A tackle only happens when the referee verbally signals "Tackle." Sometimes the referee will deem that the flag was pulled after/during the ball had been released. Play until the referee announces "TACKLE." The referee will count out the tackles each time this occurs "Tackle 1," "Tackle 2," etc. If the referee does not signal a tackle, then play continues.

After each 'tackle' play restarts with a pass from the flag. The previous ball carrier cannot restart play. It must be one of his/her teammates. The teammate will pass the ball with at least ONE FOOT ON THE FLAG OF HIS/HER TEAMMATE. If this does not happen, the referee will bring the ball back to the spot of the tackle and penalize the offense 1 'tackle.' (Exception: If they flag is within 5 yards of the opponents goal-line, players must restart behind the flag, on the 5 yard line, without a foot on the flag).

The defense must be 5 meters back from the tackle. The referee will mark the 5 meters for each tackle. The defense does not need to retreat farther than their own try-line. The defense may

advance after the pass has been made from the flag. Players who are not back 5 meters are offside.

Any offensive player who receives/recovers the ball on the ground is automatically 'tackled.' If an offensive player's flags accidentally fall-off either in the course of running or they did not realize it, it is considered a 'tackle'.

Scoring

The purpose of the game is to score more points than the other team. You can score points in two ways.

A try is scored when a player touches the ball down in the try zone. He/she must apply downward pressure to the ball. A try is awarded 5 points.

A conversion is scored when a player kicks the ball to his/her awaiting teammates in the try zone in the conversion box. If any of his/her teammates catch the ball with two feet in the box, the conversion is awarded. A conversion is worth 2 points. A conversion kick is a punt taken from any spot perpendicular to the try line from the spot where the try was scored. It must be taken from behind the 22. This is represented as the top of the numbers on the football field. The conversion is good if any of the kicker's teammates catch the ball in the try zone with two feet in. Kicks must be taken within 20 seconds of the scoring of the try.

Time

Play consists of two 7-minute halves. Half time is 2 minutes. Play does not stop at the end of either half until there is a dead ball. A tackle is not a dead ball. Dead balls include turnovers and scores. Passes that are intercepted would not end the game. 7 tackles for a turnover would end the game. If the offense knocks the ball on and it is picked-up live by the defense, the game does not immediately end (as advantage is being played). If a team knocks on their ball and picks it up with time expired, the game is over. Penalties do not end the game. Time will stop during injury time. There is no over-time except during the City Championships. Overtime in tournament play is sudden-death. The first possession is determined by a coin flip.

Substitutions

Substitutions may enter ONLY during injury time or after a try has been scored. Players may exit or enter as many times as they wish during these appointed times.

Discipline

Dayton Olympic Youth Rugby K - 4th is Flag and contact is discouraged. Defensive players have a right to the ground that they are holding. If an offensive player is running hard in their direction, they may choose to move and attack the flag from the side. It is understood that incidental contact will occur from time-to-time. However, if the referee deems that a player must leave the pitch for dangerous play, he/she may award a yellow-card (2 minutes off) or a red-card (remainder of the match off). That team must play down a player during this period. If a referee gives a yellow-card to a coach for behavior, the coach must pull 1 player off (of his/her/choosing) for a 2 minute period. If a coach receives a red-card, he/she must pull a player and play down for the remainder of the match. Only certified coaches are permitted on the sidelines during matches. Parents who are not coaches should be in the "FAN" area.

Dayton Olympic Youth Rugby Tackle Rules

The 5th/6th Grade League will follow the World Rugby Laws for 7's. However, there are a few differences in gameplay. Remember, we are playing these games sideways on a football field.

- **Kicking is NOT permitted in general play in 2017**

- The conversion is taken the same way it is in Flag with the scoring player's teammates in the conversion box.
- Drop kicks at the beginning of each half and after any scores are taken from the HASH Marks (10 meters short of half-way) Drop kicks must go from the HASH to the halfway line before they are playable. If they do not reach the halfway line, then the receiving team will have the choice of a re-kick or a free-pass at the half-way line.

Referee Discretion

The referee is the sole arbiter of the laws of the game.

His judgment includes, but is not limited to:

- Awarding 10 meters to the offense on significant penalties (unsportsmanlike conduct, habitual offside, etc.)
- Playing advantage when it is beneficial to the offense
- Issuing a yellow card to a player or coach (Player is out for 2 minutes. Player cannot be replaced during this period)
- Issuing a red card to a player/coach (Player is out for the rest of the game. Player cannot be replaced during that game.)

The location manager and commissioners of Dayton Olympic Youth Rugby will decide if further disciplinary action must be taken against players, coaches, or spectators. The commissioners of Dayton Olympic Youth Rugby have the power to remove players/coaches from the league if necessary.