



OFFSIDE TAG
JUST HAVE FUN WITH IT

Offside Tag

Short Form Rules

Teams & Safety

Team Numbers

- There are two (2) teams of up to eight (8) fielded players at any given time
- A minimum of five (5) players per side is required to play
- A maximum of four (4) male players can be on the field during a 'mixed' game
- No set rule applies for team sizes; however, a good team size is 12

Game Play

The aim of Offside Tag (OST) is to score more points than the opposition by 'grounding' the football in the 'scoring zone'. The 'ball carrier' is the most dangerous, yet most vulnerable player, as when a defender removes their 'tag', the play ends. Players not in possession of the ball cannot be 'tagged' or obstructed.

The **set commences** with attacker/s on/behind the invisible 'red line'

- Throwing the ball above and catching below head height

Note: This indicates that all players (attacking and defending) can move forward off their line except for the player starting with the ball, who is required to pass once in any direction before moving past their line.

All **attackers start** behind the behind the red, orange or blue line to commence play with 5 'downs' available. This is determined by the last line attackers successfully passed. A 'changeover' occurs if

- Attackers do not score during their set or
- There is a major infringement

During play, **attackers can**

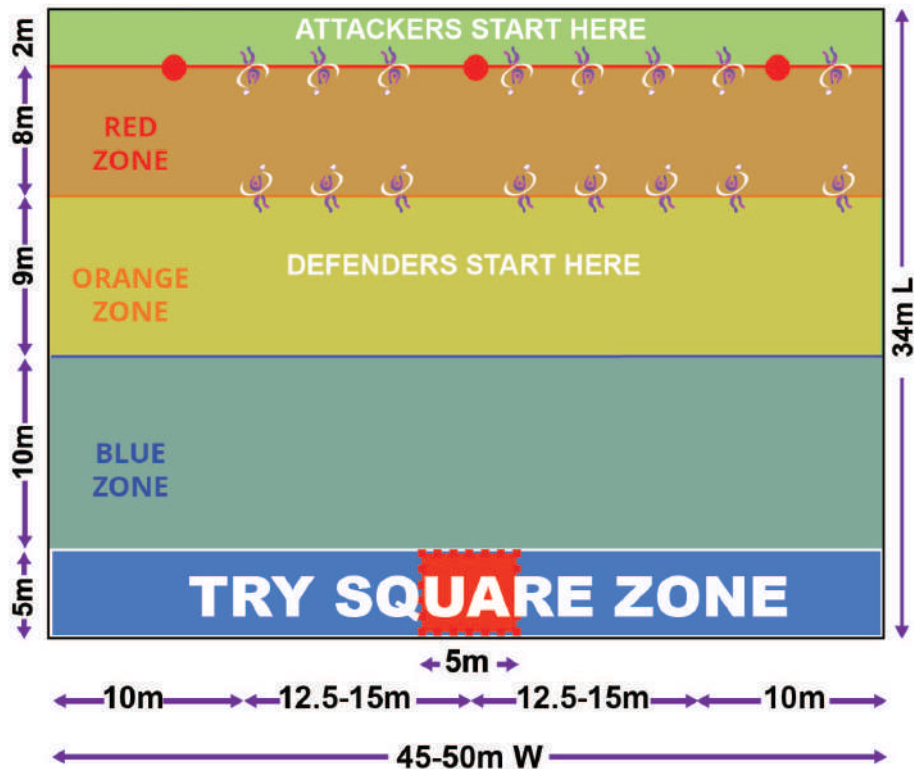
- Run in any direction
- Be positioned in front or behind the ball
- Pass in a 360-degree direction
- Have unlimited passes until ball carrier is tagged, ball dropped or an infringement has occurred

Attackers restart play once the ball carrier is tagged or loses control of the ball.

Play restarts on the

- Red line - located 27m from the try line if the ball carrier has not been tagged past the orange line

- Orange line – located 19m away from the try line if the ball carrier has been tagged past the orange line but not past the blue line
- blue Line – Located 10m away from the try line if the ball carrier has been tagged past the blue line and a try has not been scored



Restarting Key Points

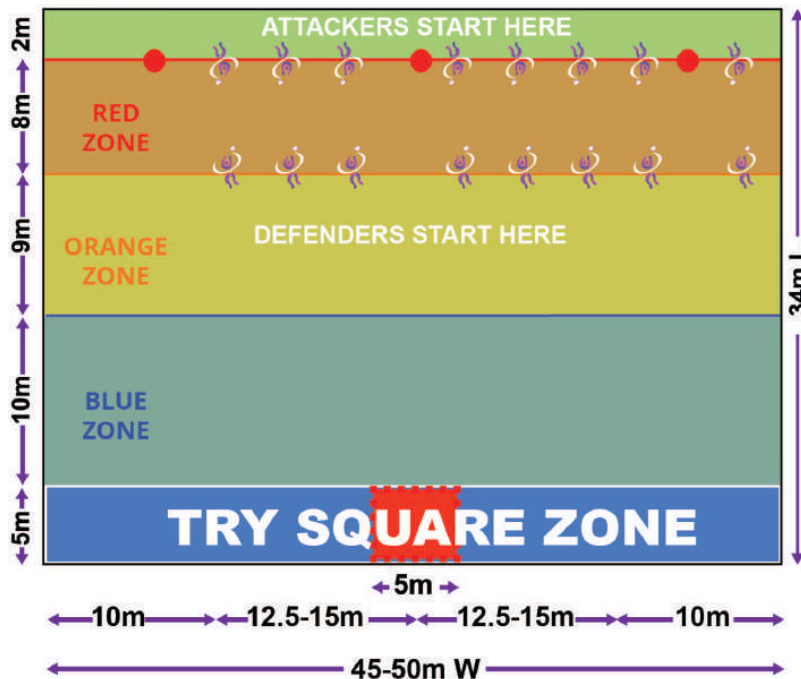
- Lost tags are to be reapplied before play restarts
- If attackers pass the orange or blue line during a down, and during the next play are tagged behind the orange or blue line, play recommences at the last starting line
- Attackers need to have control of the ball when tagged in order to advance into other zones, otherwise the play is restarted at the last restart line
- Attackers can start anywhere along the attacking line
- If a defender impedes an attackers pass by knocking down the ball, it is considered an attacking error, resulting in a down
- If the ball is intercepted, unless it is the last down, the attacking team will receive the ball back regardless if the defender team scores or not
- Defenders can pass the ball in any direction from point of interception

- The attacking team does not lose possession due to an error, unless it is the 5th down
- Teams have 10 seconds to get set for the next play and if
 - attackers are not set, they may lose a down
 - defenders are not set, they may give the attackers an extra down

Defenders always start on the invisible

- Orange line if attackers start from the red line
- Blue try line if attackers start from the orange line
- Try line if attackers start from the blue line

Note: See *12's and Under Game Variations*.



Tags are used to replace tackling and create a safer game. Contact will occur, but should be avoided where possible.

Points & Winners

To score points

- Attackers ground the ball in the
 - 'Try Zone' – 1 point
 - 'Square' – 2 points

Note: Girls receive 2 points regardless if they score in the try zone or square in mixed games.

- Defenders touch the red markers with the ball
 - 2 points

12's and Under Game Variations

- The game is played with a size 4 netball
- Defenders start with a one-line gap between the attackers except for when attackers are on the blue line i.e. Attackers start on the red line whilst the defenders start on the blue line
- Defenders cannot move until attackers pass the ball twice and attackers can't run past their starting line until the ball has been passed twice
- There is no Drop Off rule for U12's. In an elimination game, the first team to score wins, placing heightened importance of tag off