

# OFFESIDE TRAG

---

**OST  
SINCE 23**



# Message from the FOUNDER

When I created Offside Tag, it wasn't just about building another sport.

It was about creating an opportunity. An opportunity for students to feel included. An opportunity for players from different codes to play together. An opportunity for teachers and venue managers to offer something fresh, simple and exciting.

I've seen firsthand how young people respond to Offside Tag. The freedom to pass in any direction. The creativity. The laughter. The confidence that builds when mistakes don't stop the game — they just keep it moving.

For teachers, it's a sport that's easy to learn, inclusive and adaptable across year levels. It engages both experienced athletes and those who don't usually put their hand up for sport.

For venue managers, it's more than running games. It's about building a community. Creating an environment where players feel welcome, parents feel comfortable, and schools feel supported.

Offside Tag was designed to be different — familiar enough to pick up quickly, but unique enough to keep people coming back.

If you're exploring this opportunity, I simply encourage you to stay curious. Ask questions. See how it could fit into your school or your community.

Because sometimes the best opportunities start with a simple conversation.

— Chris Borgese  
Founder, Offside Tag



OST  
SINCE 23

# OFFSIDE TAG



## What is Offside Tag

---

It's Tag with Forward Passing

## Founded

---

2023  
Gold Coast  
Australia

## Key Points of Difference

---

### Game Play

- 360° Unlimited passing, tag or touch, 1 & 2 point try's

### Field & Format

- 34m (L) x 45m (W) field, 4 set lines (10m apart), single try line

### Game Flow

- Tag Off, 10-second resets, change direction after try or 5 plays

### Culture

- Post-Try celebrations encouraged

## Slogan

---

Just Have Fun With It

## Demographic

---

Primary School  
High School  
Seniors

## Game Design Theory

---

- Create a hybrid sport
- Safe, Simple, Fun
- Combine RL, RU, AFL, Netball, Touch & Tag

## Contact

---



0405 186 936



chris@offsidetag.com.au



www.offsidetag.com.au

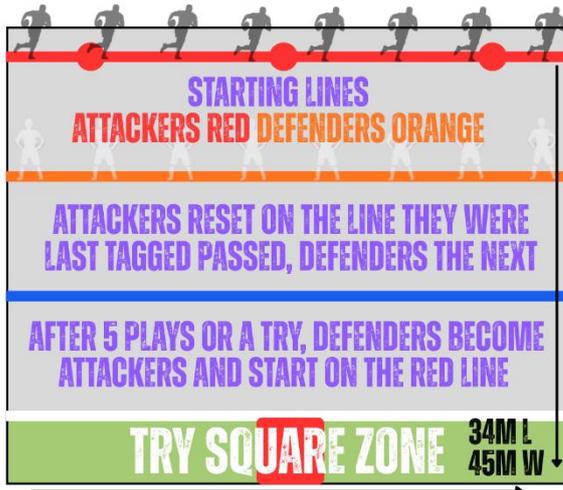
# HOW TO PLAY

## 1. VIKING CLAP + TAG OFF



TEAMS FORM A CIRCLE AND BEGIN THE VIKING CLAP. ONE PLAYER FROM EACH TEAM STEPS INTO THE MIDDLE. FIRST TO REMOVE THEIR OPPONENT'S TAG WINS FIRST POSSESSION.

## 3. STARTING FORMATION



## 5. TAG OR TOUCH



DEFENDERS AIM TO REMOVE AN ATTACKER'S TAG. IF A TAG IS REMOVED OFF THE BALL, ATTACKERS MAY CONTINUE WITH ONE TAG UNTIL THE BALL CARRIER IS TOUCHED.

## 2. BALL TOSS



PLAY STARTS WITH ATTACKERS THROWING THE BALL ABOVE THEIR HEAD. 13+: BOTH TEAMS CAN MOVE IMMEDIATELY, BUT THE BALL CARRIER MUST PASS ONCE BEFORE MOVING FORWARD. U12: ATTACKERS MUST PASS TWICE BEFORE EITHER TEAM CAN MOVE FORWARD.

## 4. PASS, RUN, STEP



SUPPORTING PLAYERS CAN MOVE IN ANY DIRECTION TO CREATE SPACE AND OPTIONS - LIKE NETBALL OR AFL - OR RUN STRUCTURED SHAPES LIKE - LEAGUE OR TOUCH.

## 6. POINT SCORING



ATTACKERS HAVE UP TO 5 PLAYS TO SCORE. DEFENDERS HAVE 1 PLAY (I.E VIA INTERCEPT). IF DEFENDERS SCORE, ATTACKERS RECEIVE A NEW SET. IF NOT, ATTACKERS RETURN TO THEIR LAST STARTING LINE -1 PLAY.

# GAME FEATURES

OFFSIDE TAG.

## 360 DEGREE PASSING



AFL. NETBALL. NFL. LEAGUE.  
PASS IN ANY DIRECTION.  
ANYWAY YOU LIKE.

OFFSIDE TAG.

## UNLIMITED PASSES

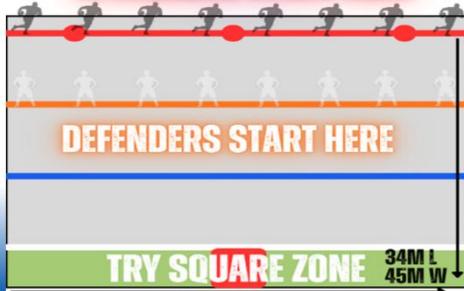


INCLUSIVE.  
CREATIVE.  
UNSTRUCTURED.

OFFSIDE TAG.

## WIDE. SHORT. FIELD

ATTACKERS START HERE



DESIGNED AS AN ATTACKING GAME.  
TEAMS CAN SCORE ON ANY PLAY.

OFFSIDE TAG.

## SIMPLE. FUN. TAG SPORT



NON-TACKLING.  
LESS RULES.  
MORE FUN.

OFFSIDE TAG.

## RL. AFL. NETBALL. COMBINED



THINK 'TAG WITH FORWARD PASSING'.

OFFSIDE TAG.

## MOD SIZE FOOTY

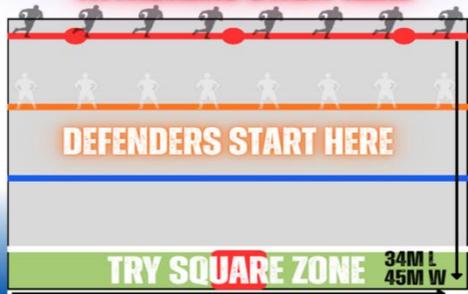


SMALLER BALL = EASIER TO PASS. CATCH. CARRY.

# GAME FEATURES

## OFFSIDE TAG. SET ATTACKING & DEFENDING LINES

ATTACKERS START HERE



THE GAME BASICALLY REFEREES ITSELF. PLAYERS KNOW WHERE TO STAND, AFTER EACH PLAY, WITHOUT BEING TOLD.

## OFFSIDE TAG. 2 & 1 POINT TRYS



SCORE BY PLANTING THE BALL: 2 POINTS IN THE SQUARE / ON THE RED MARKER, 1 POINT IN THE TRY ZONE.

## OFFSIDE TAG. 5 PLAYS TO SCORE



BE STRATEGIC AND SCORE 1 OR 2 POINT TRYS.

## OFFSIDE TAG. COUNTER-ATTACK



DEFENDERS CAN RECEIVE THE BALL VIA - INTERCEPTS, ONE-ON-ONE STEALS & FUMBLES.

## OFFSIDE TAG. ONLY 1 TRY LINE



TEAMS SWAP SIDES AFTER ATTACKERS SCORE OR SET OF 5 ENDS.

## OFFSIDE TAG. MORE INCLUSIVE



ANYONE CAN PLAY. TALL. SHORT. YOUNG. OLD. FAST. SLOW. IT'S THE ULTIMATE CROSS-CODE SPORT.

# GAME INFO

## AIM OF THE GAME

ATTACKERS:  
OUTSCORE  
OPPOSITION  
VIA TRIES  
DEFENDERS:  
STOP TRIES  
WITH 'TAGS'

### VALUES

JUST HAVE FUN WITH IT

## ATTACKERS

- RUN & PASS IN  
ANY DIRECTION  
- UNLIMITED PASSING

### VALUES

BRING THE ENERGY

## CHANGEOVER

AFTER 5 PLAYS OR  
IF A TEAM SCORES,  
A NEW SET STARTS  
ON THE RED LINE

### VALUES

MOTIVATE

## TAG OR TOUCH

IF TAGS FALL OFF  
WITHOUT BEING  
TAGGED IN  
POSSESSION OF  
THE BALL, PLAY  
CONTINUES UNTIL  
THE ATTACKER IS  
TOUCHED

### VALUES

INSPIRE

## INCOMPLETE'S

ATTACKERS  
RESET TO THEIR  
LAST START LINE IF  
THE PLAY ISN'T  
COMPLETED  
(E.G. DROP  
BALL/INTERCEPT).

### VALUES

JUST HAVE FUN WITH IT

## DIPPING & DIVING

- DIPPING IS ALLOWED  
- THE BALL PLAYER  
CAN DIVE, IF A  
DEFENDER IS NOT  
BLOCKING THE  
SCORING PASSAGE

### VALUES

COMPLIMENT

# GAME INFO

## BONUS FEATURES

- POST TRY CELEBRATIONS ENCOURAGED
- BALL STEALS ARE ALLOWED

### VALUES

ENCOURAGE

## PENALTIES

PENALTIES ADJUST THE PLAY COUNT BY  $\pm 1$

### VALUES

BRING THE ENERGY

## U12'S RULE MODS

- NO KNOCK-ONS (PLAY ON)
- 2 PASSES TO START PLAY
- FIELDED PLAYERS REDUCED
- REDUCED FIELD SIZE (U9S)

### VALUES

MOTIVATE

## 10 SECOND COUNTDOWN

PLAYERS HAVE 10 SECONDS TO RESET ON THEIR SET LINE AFTER EACH PLAY. FAILURE RESULTS IN  $\pm 1$  PLAY TO THE OPPOSITION.

### VALUES

INSPIRE

## GAME LENGTH

COMPETITION - 35MIN  
TOURNAMENT - 25MIN

### VALUES

ENCOURAGE

## TEAM NUMBERS

2 X TEAMS P/FIELD  
AGES & PLAYERS P/SIDE  
13+ YEARS - 8  
10 - 12 YEARS - 7  
5 - 9 YEARS - 6

### VALUES

COMPLIMENT

# TESTIMONIALS

**SONIA DONNELLY**  
NERANG SHS  
HPE SPECIALIST

*"IT'S THE BEST THING I'VE  
SEEN IN A SCHOOL!"*



**JASMYN LEE**  
ROBINA SHS  
HPE TEACHER

*"IT IS SUCH AN AMAZING  
SPORT!"*



**MATT STEVENS**  
UPPER COMMERA STATE COLLEGE  
HPE SPECIALIST

*"IT BRINGS TOGETHER ALL  
DIFFERENT SPORTING CODES  
AND REALLY IS THE ULTIMATE  
CROSS-CODE SPORT!"*



**DAVID BRIMROSE**  
MIAMI SHS  
HEAD OF SPORT

*"THE KIDS LOVED IT.  
TOTALLY DIFFERENT TO WHAT  
THEY'VE DONE BEFORE, BUT THEY  
GOT ENGAGED STRAIGHT AWAY.  
GET ON BOARD!"*



**KAI FIELDING**  
COOMBAHAB SHS  
HPE TEACHER

*"THE GIRLS ABSOLUTELY LOVED  
IT! WOULD RECOMMEND TO ALL  
SCHOOLS."*



**TANYA HOWARD**  
ROBINA SS  
HPE SPECIALIST

*"OFFSIDE TAG ALLOWS MORE  
CHILDREN TO BRING THEIR  
SKILLS FROM THEIR OWN SPORTS  
TO A NEW GAME. WHY TEACH  
ONE, WHEN YOU CAN TEACH  
THEM ALL!"*



# TESTIMONIALS

**DANIEL SCHWASS**  
KEEBRA PARK SHS  
HPE SPECIALIST / NRL OFFICIAL

*"THE KIDS CAN'T STOP TALKING ABOUT IT"*



**MATT GUYER**  
262 NRL GAMES  
MELBOURNE STORM

*"OFFSIDE TAG CAME OUT TO THE CLUB AND THE BOYS LOVED IT"*



**RYAN POLLACK**  
PBC SHS  
HPE SPECIALIST / AUS TOUCH PLAYER

*"THE PLAYERS LOVE IT. THEY WANT TO KEEP GOING. IT'S JUST A FANTASTIC GAME!"*



**MATT SRAMA**  
64 NRL GAMES  
GOLD COAST TITANS

*"THIS IS A GREAT ALL-ROUND GAME FOR ATHLETES FROM DIFFERENT SPORTS"*



**CLINTON TOOPI**  
119 NRL GAMES  
NEW ZEALAND WARRIORS

*"THIS IS A GREAT WAY TO BRING EVERYONE TOGETHER. THE BOYS WERE HAVING FUN AND WERE RIGHT INTO IT."*



**NICK EMMETT**  
19 NRL GAMES  
BRISBANE BRONCOS

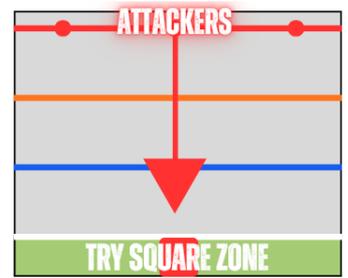
*"WE PLAYED OFFSIDE TAG AT THE BRONCOS AND WE LOVED IT. IT'S GREAT SKILL DEVELOPMENT AND FUN FITNESS."*



# SHORT FORM RULES

## Game Play (13+)

The aim of **Offside Tag (OST)** is to **score more points than the opposition** by **'grounding' the football** in the **'Try (Square) 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

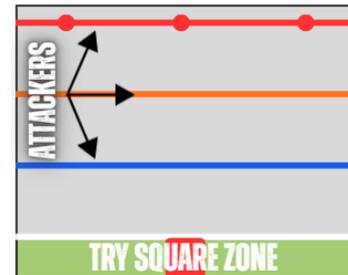
- **Attackers** on the invisible **'red line'** with player **throwing the ball above** and **catching below head height**
- **Defenders** on the invisible **'orange line'**



Once the ball is **thrown above head height, all players (attacking and defending), can move 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.

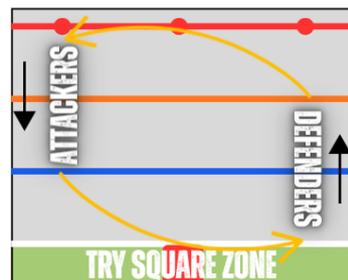
All **attackers start on the red, orange or blue line** to commence play, with **5 'downs' available**. This is determined by the **last line attackers successfully passed**. A **'changeover'** occurs if

- **Attackers do not score during their set of 5 plays/downs** or
- There is a **major infringement**



After a **set concludes, attackers become defenders and rotate running direction**.

The **defending team becomes attackers** and start their first play on **the red line**, with **defenders on the orange line**. Teams have **10 seconds to reset**.



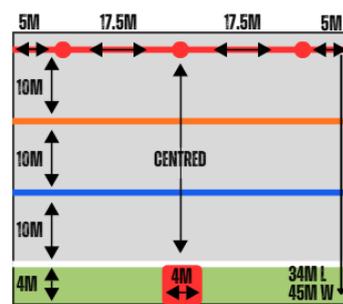
During play, **attackers can**

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

# SHORT FORM RULES

Attackers restart play once the ball carrier is tagged or the ball touches the ground. Play restarts on the

- **Red line** - located 30m from the try line if the ball carrier has not been tagged past the orange line
- **Orange line** – located 20m 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 from the try line if the ball carrier has been tagged past the blue line and a try has not been scored



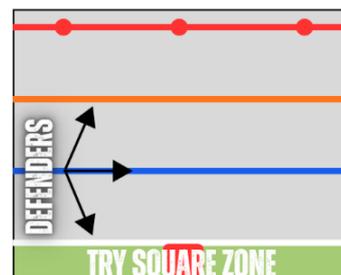
**Note:** If the ball touches the ground (unless scoring a try), attackers reset at their last starting line.

## Restarting Key Points

- **Lost tags** should be **reapplied** before play restarts
- If attackers pass the **orange or blue line** during a down, and during the next play are tagged behind it, play recommences at **the last starting line**
- Attackers must have **control of the ball when tagged** to advance into other zones; otherwise, **play resets at the last restart line**
- Attackers can start **anywhere along the attacking line**
- If a defender **knocks down a pass**, it is an **attacking error**, resulting in a **down**
- If the ball is **intercepted** and it is **not the last down**, the attacking team retains possession
  - If defenders **do not score**, attackers restart at their **last starting line**
  - If defenders **score**, attackers receive a **new set on the red line**
- Defenders can **pass in any direction** from point of interception
- The attacking team **does not lose possession due to an error**, unless it is the **5th down**
- If an attacker's **knee or above touches the ground** whilst holding the ball, the **play ends** (unless over the tryline in the act of scoring)
- After a down or try, teams have **10 seconds to get set** for their **next play**. If
  - **Attackers are not set**; they may **lose a down**
  - **Defenders are not set**; they may give the attackers an **extra down**
  - Referees monitor players' **effort and urgency** in returning to their **restart line**. A **penalty may be awarded** if they fail to return within **10 seconds**

## Defenders always start on the invisible

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



# SHORT FORM RULES

## Points & Winners

To score points

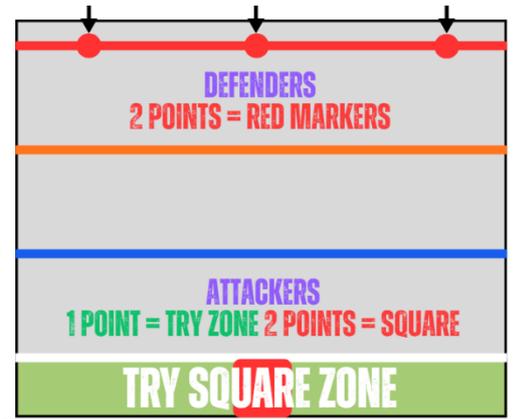
Attackers ground the ball in the

- 'Try Zone' – 1 point
- 'Square' – 2 points

Defenders touch one of the three red markers with the ball

- 'Red Marker' – 2 points

**Note:** In mixed games, girls are awarded 2 points per try, regardless of whether the ball is grounded in the try zone or square.



## U12's Game Variations

- If the ball touches the ground, it is play on until the ball carrier is tagged or runs out of bounds. The sideline acts as a tag, with the next play restarting from the last line passed.
- Attackers and defenders cannot leave their set line until the ball has been passed twice at the start of play.

## Team Numbers

- 10–12 Years: 7 players per team on the field
- 5–9 Years: 6 players per team on the field

**Note:** School and club training sessions may include additional players, e.g. 22 total players (11 per team).

## Field Size

- 5–9 Years: Field width is halved

**Note:** Optional for school and club training sessions