

OFFSIDE TAG

**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

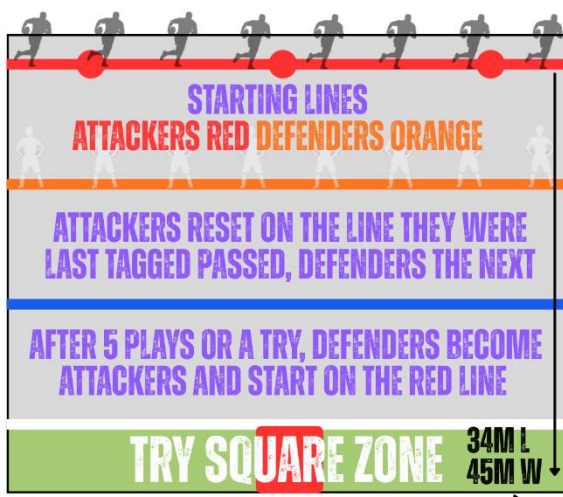
HOW TO PLAY

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

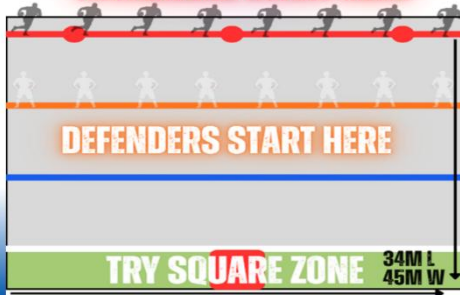


INCLUSIVE.
CREATIVE.
UNSTRUCTURED.

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.

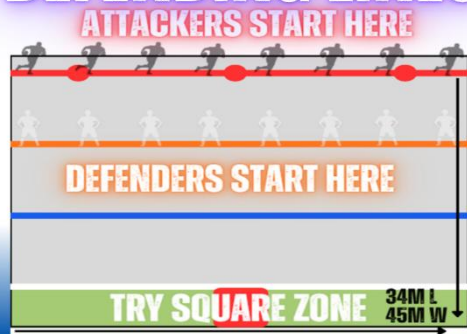
MOD SIZE FOOTY



SMALLER BALL = EASIER TO
PASS. CATCH. CARRY.

GAME FEATURES

OFFSIDE TAG. SET ATTACKING & DEFENDING LINES



THE GAME BASICALLY REFEREEES 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 ± 1

VALUES

BRING THE ENERGY

U12'S RULE MODS

- NO KNOCK-ONS (PLAY ON)
- 2 PASSES TO START PLAY
- FIELDER 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 ± 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

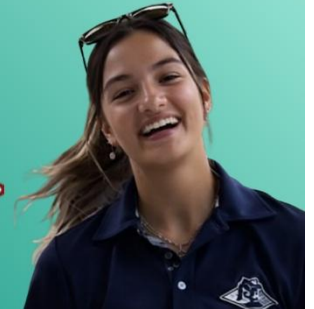
SONIA DONNELLY
NERANG SHS
HPE SPECIALIST

**"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 ABSOLUTLEY 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

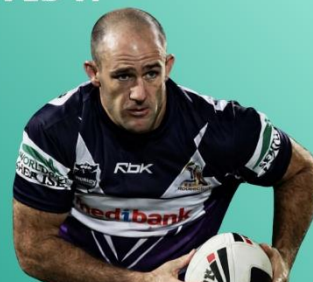
DANIEL SCHWASS
KEEBRA PARK SHS
HPE SPECIALIST / NRL OFFICIAL

*"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

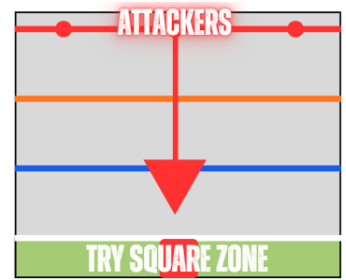
*"WE PLAYED OFFSIDE TAG AT
THE BRONCOS AND WE LOVED
IT. IT'S GREAT SKILL
DEVELOPMENT AND FUN
FITNESS."*



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

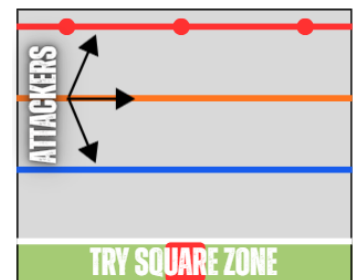
- **Attackers** on the invisible '**red line**' with player throwing the ball **above** and **catching below head height**
- **Defenders** on the invisible '**orange line**'



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.

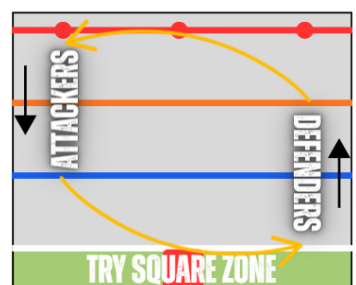
All **attackers start on the red, orange or blue line** to commence play, with **5 'downs' available**. This is determined by the **last line attackers successfully passed**. A '**changeover**' occurs if

- 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**

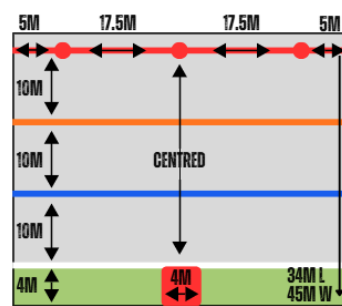
- **Run in any direction**
- **Be positioned in front or behind the ball**
- **Pass in a 360-degree direction**
- Have **unlimited passes** until the **ball carrier is tagged**, the **ball is dropped** or an **infringement occurs**



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**



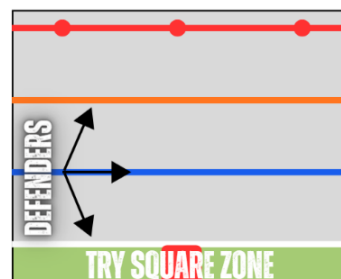
Note: If the **ball touches the ground** (unless scoring a try), **attackers reset at their last starting line**.

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 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

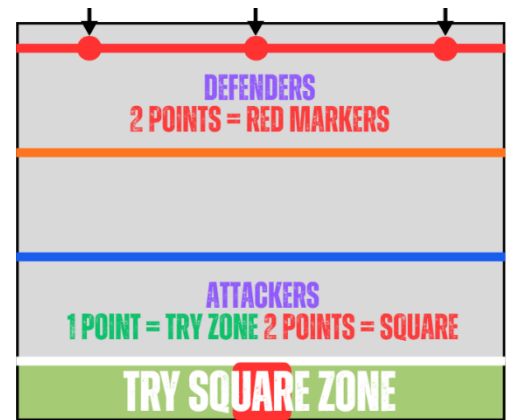
Attackers ground the ball in the

- '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

SCHOOL RESOURCES

PE TEACHERS... NEED A SPORT THAT **ENGAGES** EVERY STUDENT?

Highlights:

- INCLUSIVE
- FAST TO LEARN
- EASY TO PLAY
- SIMPLE TO MANAGE



FUN, SIMPLE, EASY

FREE SESSION **ZERO RISK** 100% SUPPORT

Highlights:

- WE RUN THE SESSION
- YOU OBSERVE
- EQUIPMENT SUPPLIED
- STUDENTS IMMEDIATELY ENGAGED



BOOK YOUR FREE VISIT

NEED A READY MADE **PE UNIT?**

Highlights:

- MOVEMENT
- COMMUNICATION
- SPATIAL AWARENESS
- BALL SKILLS
- 1-5 CURRICULUM
ALIGNED SESSIONS



**LESS ORGANISING -
MORE IMPACT**

TRAIN THE **TEACHER** PROGRAM

Highlights:

- RULES
- GAME STRUCTURE
- REFEREE BASICS
- GAME MANAGEMENT
- FIELD SETUP



PERSONAL DEVELOPMENT

PLAY IN OUR **SCHOOL CHAMPS** TOURNAMENT

Highlights:

- COMPETITIVE EXPERIENCE
- SCHOOL REPRESENTATION
- FUN DAY
- STATE SELECTION



1 DAY TOURNAMENT

INTERSCHOOL **SPORTS DAYS**

Highlights:

- 1 FIELD CAN PLAY
 - 4 GAMES, 8 TEAMS
- 15MIN+ GAMES
- MINI TOURNAMENT FORMAT



SUPPORT PROVIDED