



Dear captains and players

HKTag and Hong Kong Rugby League cordially welcome you to this year's installment of the ICG HKTag Challenge. As we enter our second year we are proud to see so many of you taking up this great sport, many of you playing it for the first time. Oz Tag is a truly inclusive sport that is played by both sexes and is challenging enough to be played by everyone no matter whether you're fast, slow, tall, small, young or not so young – the many facets of the game keep it interesting for all.

With over 180,000 players world wide you have joined one of the fastest growing sports in the world and with the 2018 Oz Tag World Cup just around the corner – perhaps with a bit of luck and a lot of hard work you could be playing your way onto a plane to represent our incredible city, Hong Kong. That though is for another day, for today please read this information pack thoroughly, it contains important information that you need to know to get the most out of the day.

Before I sign off I would like to thank our sponsors – for their generosity and unflinching commitment to helping us develop and grow Oz Tag here in Hong Kong. Hooked have been with us since 2015 when we started Rugby League and are unwavering in their support, ICG are now into their second year of support having played a key part in getting Oz Tag started last year through their sponsorship of the ICG Summer Tag League; and this year sees Copper 88 sponsor our summer tag competition the Copper 88 HKTag Super League which starts on 15 July here at King's Park. And lastly Rula Bula are helping keep us refreshed as the official after party venue. To all our current supporters and those lined up for next season, thank you.

On behalf of HKTag and Hong Kong Rugby League I wish you all the best in your quest to become the 2017 ICG HKTag Challenge Champions.

Yours sincerely

Neville Metcalfe

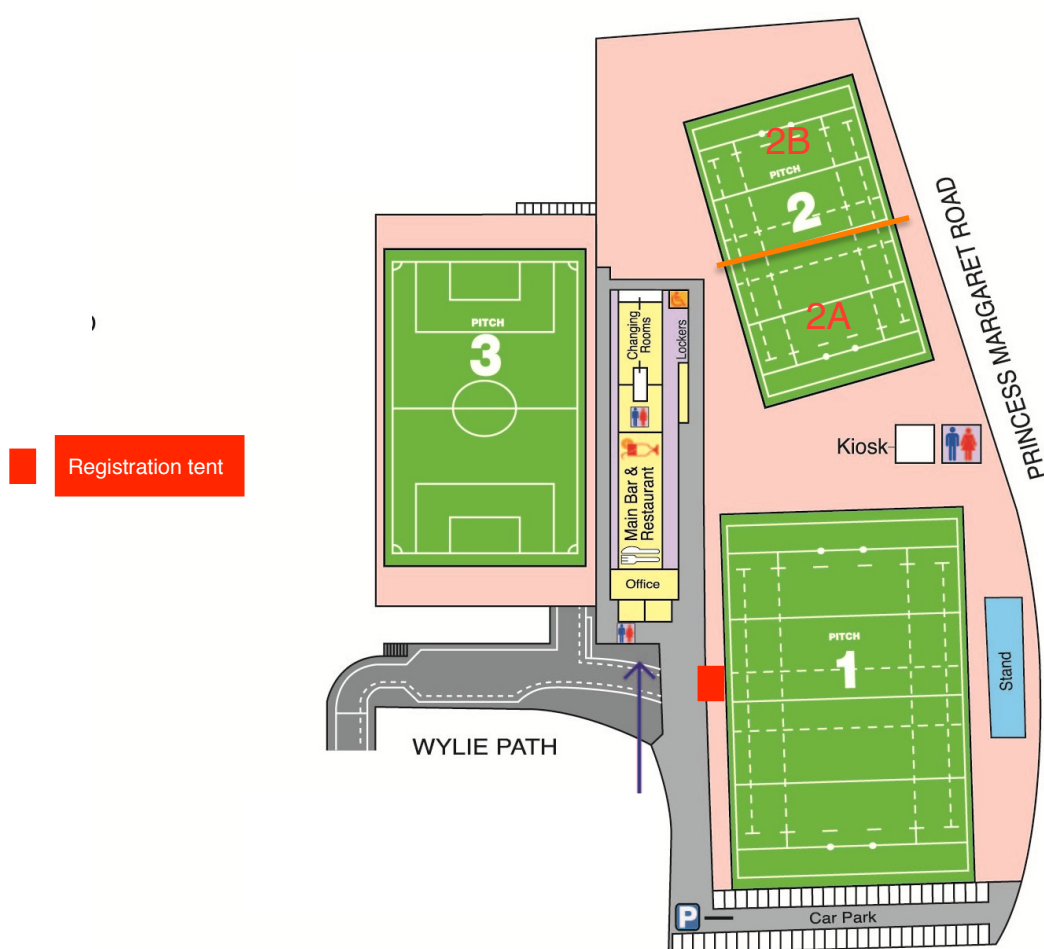
HKRL & HKTag Managing Director

Venue

Games will be played at King's Park Sports Ground, 11 Wylie Path, Ho Man Tin, Kowloon. For bus routes and MTR information please use this link <https://www.kingspark.com.hk/contact>

Games will be played on pitch 1 and pitch 2. Pitch 2 will be divided into two pitches 2A and 2B.

場地平面圖 FLOOR PLAN



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|----|---|-----|----------|----|---|-------------|------------------|
| 1. |  | 辦公室 | Office | 6. |  | 小賣部 | Kiosk |
| 2. |  | 停車位 | Car Park | 7. |  | 餐廳 | Main Bar |
| 3. |  | 儲物櫃 | Lockers | 8. |  | 傷健人士
洗手間 | Disabled Toilets |
| 4. |  | 看台 | Stand | 9. |  | 更衣室 | Changing Rooms |
| 5. |  | 洗手間 | Toilets | | | | |



Player Registration

Team captains need to submit their squad list no later than Thursday 20 April.

Please arrive no later than 9 a.m. the registration desk will be open from 8.15 a.m. There will be a captains briefing at 9.15 a.m. When you register you will be asked to show your HKID card or other photographic identification to prove your identity.

Captains will be asked to present a team sheet for the semi final and finals games. Please present to the registration desk no later than 30 minutes before the scheduled kick-off.

Players can only play for one registered team, teams are not allowed to borrow or share players. Teams caught doing this will be expelled from the competition.

Team clothing

All jerseys must be matching and all shirts must be tucked into shorts. You must have pocketless shorts or at least shorts that zip up. If there is conflict where two team's jerseys are similar the referee at his discretion may ask one of the teams to wear bibs.

Starting and ending games

A horn will be used to signal the start and end of a game. Please be at pitch side 2 minutes before you are due to play.

Food and Beverage

Food and drinks are available from the main bar and restaurant at King's Park – please refer to the venue layout for further details.

Safety

St John's ambulance and an experienced physiotherapist will be on-site.

Players are responsible for taking out their own insurance. The organisers will not be responsible for any loss or damage caused to personal property or for any injuries sustained.

Disputes

Disputes must be raised with the Director of Referees within 10 minutes of the completion of the match and must be raised by the team captain or team coach. The Director of Referees' decision is final.



Tournament Organisers

The tournament organisers have full responsibility for the event and any matters not covered within this information pack will be determined by them and their decision is final. The tournament director is Neville Metcalfe.

Rubbish

Please use the bins provided to dispose of your rubbish and water bottles.

After Party

The official ICG HKTag Challenge and HKRL 9s after party will be hosted at Rula Bula. Please come down to mingle and talk about the highlights and controversies of the day. Rula Bula, 58-62 D'Aguiar Street, Central. A coach has been booked to take people from King's Park to Rula Bula which will depart at 7pm. At Rula Bula show your HKTag membership card to enjoy 20% off drinks.

ICG HKTag Challenge Rules at a Glance

Glossary of terms

ADVANTAGE - Is to allow play to proceed to the team which has not committed an offence or infringement.

ATTACKER - Is a member of the attacking team.

CHANGEOVER - Is the surrendering of the ball to the opposing team.

DEFENDER - Is a member of the defending team.

DEFENDING TEAM - Is the team without possession of the ball.

DUMMY-HALF - Is the attacking player who takes up position immediately behind the ball player during the play-the-ball.

FORWARD PASS - Passing the ball forward towards the opponents try line.

GROUNDING THE BALL - Placing the ball with downward pressure on or over the opponents try line with hand, hands, wrist or forearm.

KNOCK-ON - Propel the ball forwards with hand or arm towards opponents try line.

KNOCK-BACK - Propel the ball backwards with hand or arm towards own try line.

LATE TAG - Is when a tag is taken off the ball carrier after they have passed or kicked the ball.

MARKER - Is the defending player who stands immediately and directly opposite the attacking player during the play-the-ball.



OFF-SIDE - A defending player not back the required distance out an attacking player in front of the player in possession.

PLAY-THE-BALL - When the ball player uses the sole of the foot to propel the ball behind him/her.

TAG - The removal of the tag from the ball carrier.

Playing The Game

1. Maximum of seven players per team on the field-of-play. Squads sizes of 12.
2. Mixed teams must have at least three girls on the field-of-play at all times.
3. Group games are 18 minutes long with no half time. 2 points will be awarded for a win, and 1 point for a draw and no points awarded for a loss.
4. Semi final and final games are 24 minutes, 12 minutes per half with a 3 minute half time break.
5. If the semi finals and finals are drawn at the end of normal time teams will play for the Golden Try. The Golden Try is where the next team to score wins and play continues until there is a winner. If no try is scored after one minute – a player from each team will drop off every minute until a try is scored. A coin toss will determine who will kick off.
6. The objective of the game is to score tries. The player in possession of the ball may run, kick or pass the ball attempting to get further downfield to score tries.
7. The attacking team has six "plays" or "tags" to try and score a try. After six "tags" a changeover occurs and the defending team become the attacking team.
8. Tag is a minimal contact game. Accidental contact will occur but purposeful contact should be avoided. **Onus on ball carrier to avoid contact.**
9. A girl must kick-off after a try has been scored, the ball must travel forward ten metres.

Scoring

1. One point for a try. In mixed games if a female scores it's two points.
2. The game is won by the team who scores the most points.
3. A try is scored when the ball is grounded on or over the try line.
4. A player cannot pass the ball back after crossing the try line nor can he/she run back into the field of play to pass the ball back to another player



Defending

1. Defender must remove one or both tags to stop attackers progress. He/she then drops it to the ground where the tag was removed and assumes a marker position.
2. When tagged the attacker must retreat to where the tag was removed, play-the-ball and then replace his/her tag(s).
- 3. Defence must move back 7 metres from where the "tag" was made.**
4. Defence must not move forward until the dummy-half touches the ball. The dummy-half has three seconds to play the ball.
5. A player can defend with two, one or no tags.
6. If a defender deliberately moves into the ball carriers path, without gaining position first and contact is made, the defender will be judged as initiating this contact.

Attacking

1. Attackers can only progress the ball when they have two tags on unless advantage is being played due to a late or pre tag.
2. When an attacker has been tagged they must retreat to where the tag was removed.
3. An attacking player cannot protect their tags with the ball, their arms or legs.
4. The dummy-half can score and there is no penalty for him/her being tagged.

Kicking

1. The attacking team can kick on any tackle. The kick must not go over the referee's shoulder off the boot. If the ball bounces first it can go over shoulder height.
2. Kick-off is from the centre of the halfway line.
3. Kick-off. The ball must bounce within the field of play before going over the touch or try line.
4. Kick-off. If the ball bounces over the touch line, a changeover is awarded to the receiving team, ten metres in from where the ball crossed the line.
5. Kick-off. If the ball bounces and crosses over the oppositions try line play will restart with a dropout from the centre of the try line.



Knock-on and knock-back

1. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock-on will be ruled. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to collect the ball and gain an advantage.
2. If an attacking player propels the ball in a backward direction play will continue.

Out of bounds

1. If the ball bounces over the touchline, a change over is awarded to the receiving team, ten meters in from the touchline where the ball crossed the line.
2. If the ball carrier accidentally or deliberately crosses the touchline before their tag is removed, a change over is awarded to the defending team ten metres in from where the ball carrier crossed the touchline.

Safety

1. **All players must tuck their shirts into their shorts.**
2. Players must wear pocketless shorts or shorts with pockets that can be zipped up.
3. Jumping to avoid being tagged it's not allowed.
4. **NO KICKING TEAM PLAYER CAN DIVE ON THE BALL FROM ANY KICK.**
5. If a player is about to pick the ball off the ground, the defender may not kick the ball out of their hands as this is dangerous
6. The dummy half can pass or kick the ball with only one tag on as long as they only take one step. If he/she should take more than one step, they will be called back and the next tag will be counted.
7. A player cannot touch his/her own tag whilst in possession of the ball. If they do the referee will call a tag.

Diving

1. Diving in the attempt to score a try is allowed as long as your knees do not touch the ground before the try line. You must also avoid contact with the

defensive players.

2. Swan dives are not allowed

Game schedule

Group A	Group B
Elder Spacer	Barbarians
Mody Barbarians	Buffaloos
T8 Unicorns	HKDS Speedsters
Taguila Bombs	ICG
Wayfoong (HSBC)	Mayer Brown JSM

Time	Pitch 2A		Ref	Pitch 2B		Ref
9:30 – 9:48	Taguila Bombs	Mody Barbarians		T8 Unicorns	Elder Spacer	
9:50 – 10:08	Buffaloos	HKDS Speedsters		ICG	Barbarians	
10:10 – 10:28	Taguila Bombs	Elder Spacer		Mody Barbarians	HSBC	
10:30 – 10:48	Buffaloos	Barbarians		HKDS Speedsters	Mayer Brown JSM	
10:50 – 11:08	HSBC	Elder Spacer		Taguila Bombs	T8 Unicorns	
11:10 – 11:28	Mayer Brown JSM	Barbarians		Buffaloos	ICG	
11:30 – 11:59	Break. Sprint Comp at 11.40					
12:00 – 12:18	T8 Unicorns	HSBC		Elder Spacer	Mody Barbarians	
12:20 – 12:38	ICG	Mayer Brown JSM		Barbarians	HKDS Speedsters	
12:40 – 12:58	Mody Barbarians	T8 Unicorns		HSBC	Taguila Bombs	
13:00 – 13:18	ICG	HKDS Speedsters		Buffaloos	Mayer Brown JSM	
13:20 – 13:29	Break					
13:30 – 13:57	3 rd A	4 th B	Plate semi final	3 rd B	4 th A	
14:00 – 14:27	Win A	2 nd B	Cup semi final	Win B	2 nd A	
14:30 – 14:57	Bowl Final			5 th A	5 th B	
15:45 – 16:12	ICG HKTag Challenge Plate final – pitch 1					
16:15 – 16:42	ICG HKTag Challenge Final – pitch 1					
16:50 – 17:17	ICG HKRL 9s Final competing for the James Hall Cup – pitch 1					