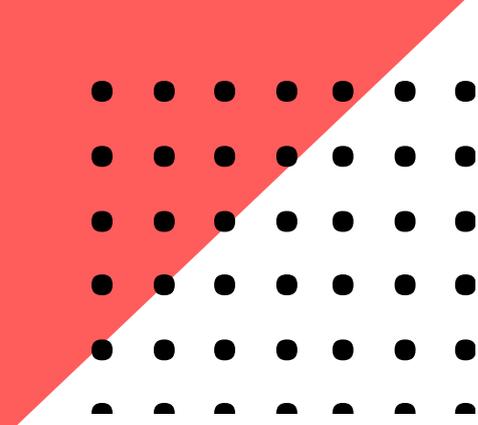




REDSIP HKTAG CHALLENGE INFOPACK

- 2** Welcome
- 3** Pitch Location
- 4** General Information
- 6** Rules
- 11** Schedule



W e l c o m e

Redsip HKTag Challenge 2018

Dear Captains and Players,

On behalf of HKTag I want to welcome you to the fourth installment of the Redsip HKTag Challenge 2018. We are grateful and proud to see how this competition, that started four years ago with just six teams, has grown and now doubled in size. This edition will be our biggest to date, with 12 teams and 144 players competing.

We are delighted to see that year after year, players from all backgrounds, genders, countries and ages participate in our events, whether it be at one of our regular social sessions, beginner sessions or competitions. We are striving to be a truly inclusive sport that anyone and everyone can enjoy. As a sign of our progress, last year we were able to host our first ever women's only competition, the Battle of Origin, and this year we have seen the highest number of beginners who have had no or little rugby experience of any form join us at our sessions.

2018 is shaping up to be a special year for HKTag. For the first time our history, we will be sending a team to the 2018 Oz Tag Cup to represent Hong Kong in Australia. Trials will take place soon, so keep an eye out on our social media and WhatsApp groups for future announcements and updates.

Here is the Info pack for the Redsip HKTag Challenge 2018, with information concerning schedules, referees, location and rules that we hope you will find useful. Please read it carefully before the 27th of May. Finally, I would like to take this opportunity to thank our title sponsors Redsip, whose support has enabled us to deliver hopefully our best Challenge yet, as well as Coreofit for providing professional physiotherapists at all our competitions. And of course, a big thank you to all our volunteers for their incredible effort and work behind the scenes, which without we would simply not be able to continue to offer this great sport to Hong Kong.

HKTag management team wishes you all the best in your Redsip HKTag Challenge 2018 - have fun, play hard and make memories!

Yours sincerely,



Laura Fernández
HKTag Manager

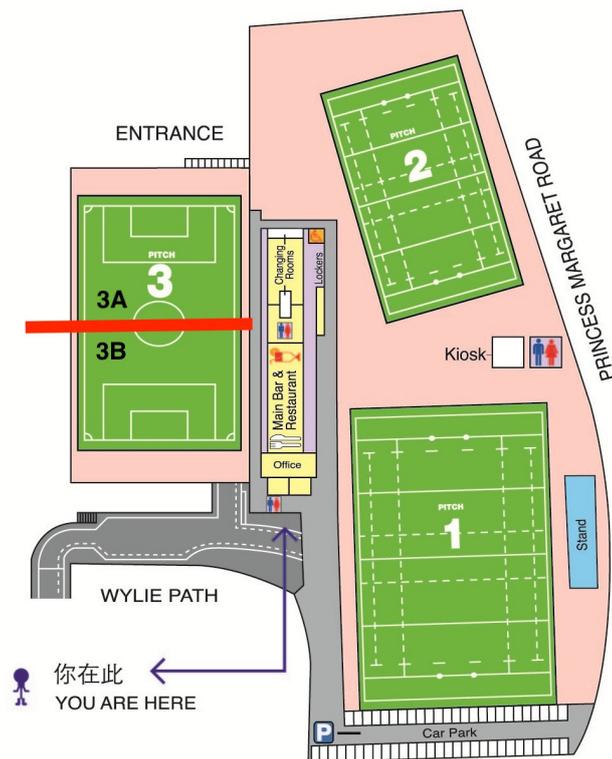


Pitch Location

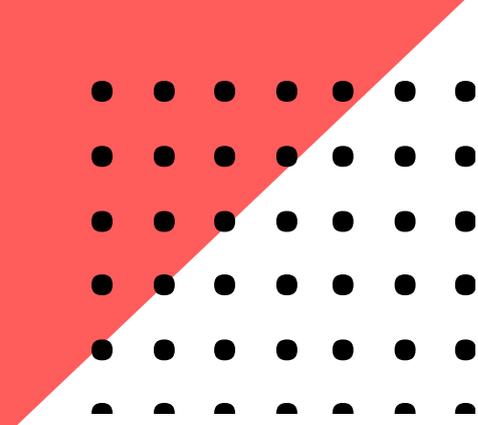
Games will be played at King's Park Sports Ground, 11 Wylie Path, Ho Man Tin, Kowloon. For bus routes and MTR information please use this link <https://www.kingspark.com.hk/contact>.

Games will be played on pitch 3 which will be divided into two pitches 3A and 3B.

場地平面圖 FLOOR PLAN



- | | | | | | | | |
|----|--|-----|----------|----|--|-------------|------------------|
| 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 | | | | |



General Information

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. Tag shorts are compulsory for play. 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.

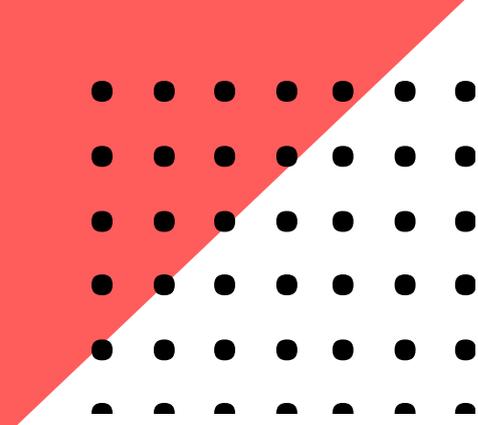
Starting and ending games

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.

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.





General Information

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.

No bottled water is available in King's Park. You are encouraged to bring your own reusable water bottle and refill water for free.

Rubbish

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

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.

After Party

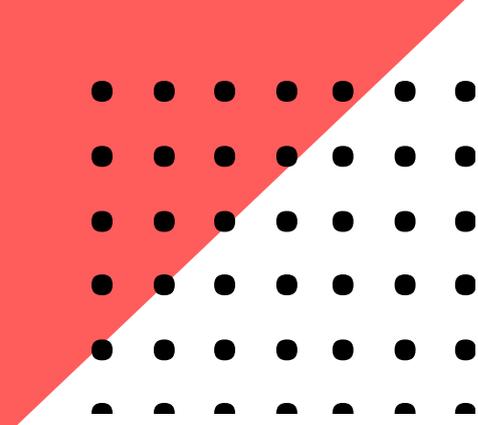
The official Redsip HKTag Challenge and HKRL 9s after party will be hosted at Wan Chai Stadium. Please come down to mingle and talk about the highlights and controversies of the day.

Wan Chai Stadium

Shop A3, G/F, Hay Wah Building, 72-86 Lockhart Road, Wanchai.

Show your HKTag membership card to enjoy 5% off the bill.





Rules

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.

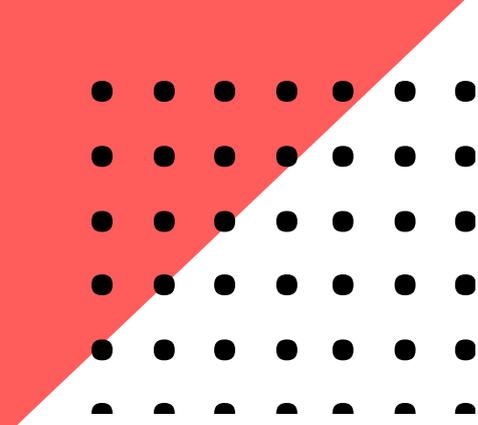
KNOCK-BACK - Propel the ball backwards with hand or arm towards own try line.

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 ball 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.



Rules

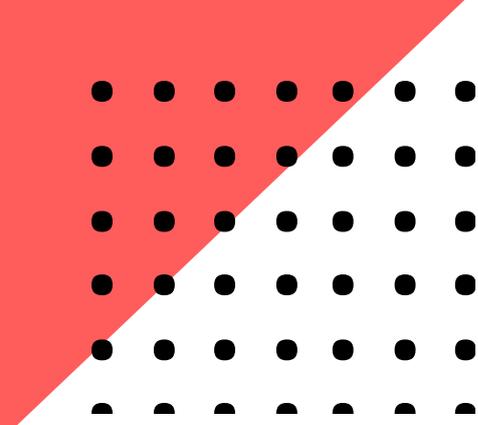
Playing The Game

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.





Rules

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.

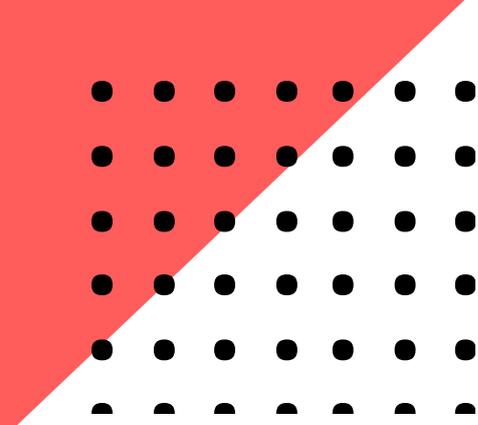
Attacking

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.





Rules

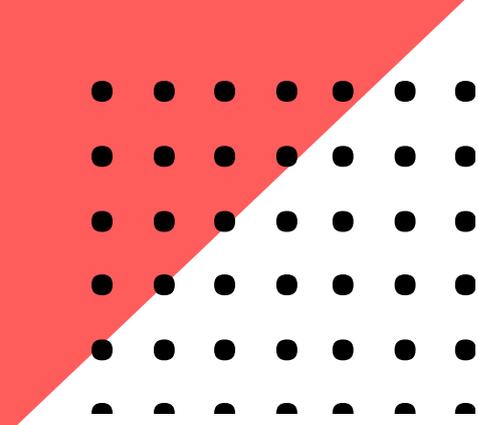
2. Kick-off is from the centre of the halfway line.
3. Kick-off. The ball must bounce within the field of play before going over the touch or try line.
4. Kick-off. If the ball bounces over the touch line, a changeover is awarded to the receiving team, ten metres in from where the ball crossed the line.
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.



Rules

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

Schedule

Group A

Hashtags
Toy Story
Wayfoong
Habitual Barbarians
Bacchus
Kingfish

Group B

PowerCheetas
Tag Buffaloes
Kam Sham Monkeys
Mayer Brown JSM
Wan Chai Warriors
PowerCerveza

Games	Start Time	End Time	Pitch 3A		Pitch 3B	
1&2	9:00 AM	9:15 AM	Hashtags	Toy Story	PowerCheetas	Tag Buffaloes
3&4	9:17 AM	9:32 AM	Wayfoong	Kingfish	Kam Sham Monkeys	PowerCerveza
5&6	9:34 AM	9:49 AM	Habitual Barbarians	Bacchus	Mayer Brown JSM	Wan Chai Warriors
7&8	9:51 AM	10:06 AM	Kingfish	Hashtags	PowerCerveza	PowerCheetas
9&10	10:08 AM	10:23 AM	Wayfoong	Habitual Barbarians	Kam Sham Monkeys	Mayer Brown JSM
11&12	10:25 AM	10:40 AM	Toy Story	Bacchus	Tag Buffaloes	Wan Chai Warriors
13&14	10:42 AM	10:57 AM	Habitual Barbarians	Kingfish	Mayer Brown JSM	PowerCerveza
15&16	10:59 AM	11:14 AM	Toy Story	Wayfoong	Tag Buffaloes	Kam Sham Monkeys
17&18	11:16 AM	11:31 AM	Hashtags	Bacchus	PowerCheetas	Wan Chai Warriors
19&20	11:33 AM	11:48 AM	Kingfish	Toy Story	PowerCerveza	Tag Buffaloes
21&22	11:50 AM	12:05 PM	Bacchus	Wayfoong	Wan Chai Warriors	Kam Sham Monkeys
23&24	12:07 PM	12:22 PM	Habitual Barbarians	Hashtags	Mayer Brown JSM	PowerCheetas
25&26	12:24 PM	12:39 PM	Bacchus	Kingfish	Wan Chai Warriors	PowerCerveza
27&28	12:41 PM	12:56 PM	Hashtags	Wayfoong	PowerCheetas	Kam Sham Monkeys
29&30	12:58 PM	1:13 PM	Habitual Barbarians	Toy Story	Mayer Brown JSM	Tag Buffaloes
BOWL SEMI	1:30 PM	1:50 PM	5th A	6th B	6th A	5th B
PLATE SEMI	1:52 PM	2:12 PM	4th A	3rd B	4th B	3rd A
CUP SEMI	2:14 PM	2:34 PM	2nd A	1st B	1st A	2nd B
	2:36 PM	2:56 PM	BOWL FINAL		PLATE FINAL	