



Official Constitution and Rules of Play

TAGTOP

A Team Sport of Movement and Strategy

Version 1.0 — Founding Document

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tagtop.org

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WARNING OF PHYSICAL RISK: TagTop is a physical activity involving sprinting, sudden changes of direction, pursuit and evasion, and coordinated group movement in linked chains. Participation in this sport, like any physical activity, carries inherent risks, including but not limited to: falls; collisions with other players, surfaces, or objects; sprains, strains, and fractures; joint, muscular, and cardiovascular injury; and, in rare cases, serious injury, permanent disability, or death.

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Foreword

TagTop is a team sport of movement and strategy in which speed, agility, and physical coordination are interwoven with strategic thinking, collective decision-making, and teamwork. Inspired by traditional chase-and-tag games, TagTop introduces the mechanics of the Chain, the Top Points, and Encirclement, transforming a simple pursuit into a fully strategic contest in which every individual action carries collective consequences.

This document constitutes the founding document of the sport of TagTop and comprises four parts: General Provisions and Definitions; the Official Rules of Play; the Constitution of the TagTop Federation; and the Competition Regulations, together with technical appendices. It serves as the basis for the official registration of the sport, the establishment of the Federation, and the organization of all official TagTop competitions.

The authoritative and most current version of the rules is published at all times at tagtop.org.

Part I: General Provisions and Definitions

Article 1 — Name and Identity

1. The official name of the sport is “TagTop”.
2. The name TagTop derives from the two core actions of the game: the “Tag”, meaning the touching of an opponent accompanied by its declaration, and the “Top”, meaning reaching a Top Point and thereby securing the score.
3. The official website of the sport is tagtop.org, through which all official documents, rules, and announcements are published.

Article 2 — Nature and Philosophy of the Sport

1. TagTop is an equipment-free team sport requiring only a flat playing surface, simple line markings, and referee flags. It can therefore be played easily in schools, parks, sports halls, and open spaces.
2. The strategic core of the game is the management of the resource of “freedom”: each team must strike a strategic balance between preserving the cohesion of its Chain, freeing its players, and executing the Encirclement maneuver.
3. TagTop is a non-contact sport. The only permitted contact is the gentle touch of the hand for tagging and the holding of teammates’ hands within the Chain. Any forceful contact, pushing, or physical altercation constitutes an offense.

Article 3 — Definitions

Throughout this document, the following terms shall have the meanings set out below:

1. Tag: a gentle, clearly visible touch of an opponent’s body with the hand, accompanied by a loud and audible call of the word “Tag”. A touch without the call, or a call without an actual touch, does not constitute a valid Tag.
2. Top Point: a circle of one-meter radius whose center coincides with one of the four corners of the field. Each team has two Top Points, located in the two corners of the opposing team’s half.
3. Top: the entry of the tagging player into one of their own team’s Top Points together with a loud call of the word “Top”. A valid Top requires at least one foot of the player to be inside the circle.
4. Chain: the group of players of one team who are linked hand-in-hand and move as a single unit.
5. Free Player: a player who is not part of the Chain and is permitted to move independently anywhere on the field.

6. Encirclement: the closing of a complete loop of a team's Chain around one or more opposing players, such that the two ends of the Chain join and the loop is closed.
7. Round: each of the two ten-minute halves of the match.
8. Top Run: the period of at most one minute following a valid Tag, during which the tagging player must reach one of their team's Top Points without being tagged.
9. Round Expulsion: the exclusion of a player from play until the end of the current Round.
10. Full Expulsion: the exclusion of a player from play until the end of the match, with no possibility of replacement.

Part II: Official Rules of Play

Article 4 — The Field of Play

1. The field of play is a rectangle 12 meters long and 8 meters wide. The boundary lines form part of the field.
2. The midline divides the field into two equal halves of 6 by 8 meters. At the start of each Round, each team occupies one half.
3. In each of the four corners of the field, a circle of one-meter radius centered on the corner is marked. Each such circle is a “Top Point”.
4. Each team’s Top Points are the two circles located in the corners of the opposing team’s half. At the start of the second Round, the teams exchange halves and Top Points.
5. The playing surface must be flat, non-slip, and free of any obstacle. Play on natural grass, artificial turf, tatami, and indoor sports flooring is permitted.
6. A clear, obstacle-free run-off zone of at least one meter must be provided around the entire field.

Note: The official field diagram is provided in Appendix 1 of this document.

Article 5 — Equipment and Attire

1. The two teams must wear shirts of clearly contrasting colors. Shirt numbering from 1 to 8 is mandatory.
2. Sports footwear appropriate to the playing surface is mandatory. Carrying any hard object, jewelry, watches, or sharp items on the field is prohibited, and players’ fingernails must be kept short.
3. Officiating equipment comprises three flags (for the two sideline referees and signaling), an official match timer, a whistle, and blue, yellow, and red cards.

Article 6 — Teams and Player Composition

1. Each team consists of five field players and a maximum of three substitutes.
2. Each team has a captain, who represents the team in all communication with the referees.
3. Each team begins the match with five players on the field (except in the case of the player deduction applied to the loser of the first Round under Article 12). If a team has fewer than four players present at the start of the match, the match shall not be official.
4. Competitions are held in two independent divisions, men’s and women’s, and in the age categories approved by the Federation.

Article 7 — Duration of Play

1. Each match consists of two ten-minute Rounds with a five-minute interval between them.
2. Playing time is “net time”: the clock is stopped during all stoppages signaled by the referees, and no added time is played.
3. Timekeeping is the responsibility of the Time Referee, who stops and restarts the clock according to the flag signals of the sideline referees.
4. The Time Referee is also responsible for timing the one-minute Top Run period, which begins upon the declaration of a valid Tag.

Article 8 — Start of Play and Initial Formation

1. Before the match, the choice of halves is decided by a coin toss conducted by the referee in the presence of both captains.
2. At the start of each Round, each team takes position in its own half with five players: four players form a Chain by holding hands, and the fifth player is the team’s only Free Player.
3. Play begins on the referee’s whistle, from which moment the players of both teams may move anywhere on the field.
4. At the start of the second Round, the two teams exchange halves and Top Points, and the initial formation (a four-player Chain and one Free Player) is re-established, except that the team that lost the first Round begins the second Round with one player fewer.

Article 9 — Rules of the Chain

1. The members of the Chain must hold each other’s hands throughout play and move as a single unit.
2. Releasing a hand within the Chain, whether deliberately or inadvertently, is an offense, and the offending player is expelled from the field until the end of the Round (yellow card).
3. If a break in the Chain is caused by illegal interference from an opponent (pulling, pushing, or striking), the offense lies with the opposing player, and the Chain is restored without penalty.
4. A Free Player may at any moment join the Chain by taking the hand of one of its two ends, simultaneously transferring their freedom to another member of the Chain. The player receiving the freedom must detach from an end of the Chain so that the continuity of the Chain is preserved.
5. The transfer of freedom must be accompanied by an audible call of the word “Free” by the joining player, so that it is recognizable to the referees.

6. Within the Chain, only the two players at the ends of the Chain, who each have one free hand, are permitted to tag opposing players; a tag by an interior Chain player is invalid.

Article 10 — The Tag and the Top Procedure

1. A valid Tag is a gentle touch of the hand on an opponent's body accompanied by a loud call of the word "Tag". Only Free Players and the two end players of the Chain are permitted to tag.
2. Upon the referee's declaration of a valid Tag, the "Top Run" begins: the tagging player has at most one minute to reach one of their own team's Top Points without being tagged by an opposing player, and to call the word "Top".
3. If the Tag is made by a Chain end player, the Top Run may only be executed as follows: first, the team's Free Player must return to the Chain and take the tagger's place by grasping the hand of the tagger's adjacent teammate; only then may the tagging player detach from the Chain and begin the Top Run. The one-minute period is measured from the moment of the Tag and includes the time taken for this exchange.
4. If, during a Chain-end Tag or the exchange described in the preceding clause, the continuity of the Chain is broken (a hand released outside the prescribed sequence), the Tag is invalid, and the hand-release offense under Article 14 (yellow card) is additionally applied to the offending player.
5. During the Top Run, the opposing team may reverse the score by tagging the running player (a Counter-Tag).
6. Upon a successful Top, the tagging team scores and is entitled to free one additional player from its Chain, thereby increasing its number of Free Players by one.
7. Upon a failed Top Run (the running player is tagged, or the one-minute period expires before the player reaches a Top Point), the score is reversed: the tagging team loses one Free Player, and the running player must immediately rejoin their team's Chain. If the failure resulted from a Counter-Tag, the defending team is additionally entitled to free one of its own players.
8. A team with only one Free Player loses that player upon a failed Top Run; until its next successful Top, all members of that team shall be in the Chain.
9. Calling the word "Tag" without an actual touch is an offense and carries a blue card (caution).
10. Entering an opponent's Top Point is not prohibited, but the call of "Top" is valid only within the player's own team's Top Points.

Note: During a Top Run, play does not stop for the other players; the normal flow of the game continues.

Note: A team with no Free Player may, by way of exception, detach the Chain end player directly following that player's valid Tag, without a replacement, in order to execute the Top Run; in this case the detachment does not constitute a hand-release offense.

Article 11 — Encirclement

1. Whenever a team's Chain closes a complete loop around one or more opposing players (the two ends of the Chain joining together), an Encirclement is achieved and is declared by the referee.
2. The encircled player or players must leave the field until the end of the Round.
3. Encircled players are not permitted to tag members of the encircling loop; any such tag is invalid.
4. If, at the moment the loop closes or while it is being formed, a player from outside the loop tags a member of the encircling team, the loop is voided and opened, and the players inside are released. Such a Tag is subject to the normal Top Run procedure of Article 10.
5. If a team's Chain closes a loop around all of the opposing team's players present on the field, the match ends immediately with a Full Victory for the encircling team.
6. Passing over the linked hands of the Chain (jumping over the loop) or forcing passage beneath it with contact is not permitted; escape from a forming loop is possible only through its open mouth.

Article 12 — Scoring and Determination of the Winner

1. The criterion of superiority in each Round is the number of Free Players each team has at the moment the Round ends; the team with more Free Players wins the Round.
2. A Full Victory (early termination of the match) occurs in two cases: first, when all of a team's players present on the field are Free while all of the opposing team's players present are in the Chain; and second, when a team's Chain encircles all of the opposing team's players present. In both cases the match ends with a full score in favor of the superior team.
3. The team that loses the first Round begins the second Round with one player fewer. If the first Round is drawn, both teams begin the second Round at full strength.
4. The winner of the match is the team that wins the majority of Rounds or achieves a Full Victory. If the Rounds are split (one—one) or both Rounds are drawn, a five-minute Golden Round is played, in which the first successful Top or successful Encirclement determines the winner.
5. Players expelled from the Round or from the match are not counted among the Free Players at the end of the Round.
6. In league standings, a win is worth three points, a win by Full Victory four points, a draw one point, and a loss zero points.

Article 13 — Substitutions

1. Each team may name a maximum of three substitutes. Substitutions are permitted only during official stoppages of play and with the referee's authorization.
2. The number of substitutions during a match is unlimited, subject to clause 1 of this Article.
3. A player who has received a card (blue, yellow, or red) may not be substituted; the card attaches to the player, not to the position.
4. The substitute must assume exactly the status of the replaced player (Free Player, or Chain member in the same position in the Chain).
5. A player expelled from the Round or from the match may not be replaced; the team plays short-handed for the duration of the sanction.

Article 14 — Offenses and Disciplinary Sanctions

The disciplinary system of TagTop rests on three cards: the blue card as a caution, the yellow card as expulsion until the end of the Round, and the red card as full expulsion from the match.

1. Striking an opponent (any deliberate blow other than the gentle touch of a Tag) is a red-card offense and carries full expulsion from the match.
2. A blow to sensitive body parts is, in all circumstances, a red-card offense and carries full expulsion from the match.
3. Leaving the boundaries of the field is a yellow-card offense and carries expulsion until the end of the Round.
4. Releasing a hand within the Chain is a yellow-card offense and carries expulsion until the end of the Round.
5. Calling the word "Tag" without an actual tag is a blue-card offense (caution).
6. Other offenses (including light pushing, pulling of clothing, time-wasting, and discourteous protest to the referees) carry a caution (blue card).
7. Two cautions to the same player result in that player's expulsion from the Round (yellow card), and a third caution results in full expulsion (red card). Cautions accumulate over the whole match and are not cleared at the end of a Round.
8. A carded player may not be substituted, in accordance with Article 13.
9. Serious unsporting conduct by bench members or team officials is subject to the same card system and may result in the offender's removal from the competition area.

Note: A summary table of offenses and cards is provided in Appendix 2.

Article 15 — Officiating

1. Each match is controlled by three officials: two sideline referees, positioned on opposite sides of the field, responsible for monitoring play, validating Tags and Tops, recognizing Encirclements, and declaring offenses; and one Time Referee, responsible for managing playing time, the Top Run period, and the recording of match events.
2. The sideline referees signal to the Time Referee by flag. The official flag signals are described in Appendix 3.
3. The decisions of the sideline referees on matters of fact are final. In case of disagreement between the two referees, the opinion of the referee closer to the incident prevails.
4. Only the team captain may, courteously and during a stoppage of play, request an explanation from a referee.
5. The Time Referee is responsible for completing the official match report, including the result, cards, substitutions, and notable incidents.

Article 16 — Safety and Health

1. The presence of a first-aid officer is mandatory at all official matches.
2. In case of injury, the referee stops play and the clock. An injured player unable to continue may be substituted during the stoppage, unless the player has received a card.
3. A pre-match warm-up of at least ten minutes is mandatory for both teams.
4. The organizers must inspect the playing surface and its run-off zone for safety before the match.

Part III: Charter of the TagTop Federation

Chapter 1 — General Provisions and Legal Nature

1. Name: the TagTop Federation, referred to in this Charter as “the Federation”.
2. The Federation is a commercial (for-profit) venture. As the exclusive owner, custodian, and operator of the sport of TagTop, it is responsible for the development, promotion, governance, administration, and commercial exploitation of the sport.
3. The Federation is presently an unincorporated venture operated by the founders and rights holders of TagTop through its official home, tagtop.org. The founders may, at any time they see fit, incorporate the Federation as a legal entity, whereupon all rights, assets, and obligations under this Charter will transfer to that entity. Until then, every reference to “the Federation” in this document means the founders and rights holders of TagTop acting under that name. The duration of the Federation is unlimited.
4. The official seat and home of the Federation is the website tagtop.org, through which all official communications, registrations, and publications are made.
5. The Federation is the exclusive owner of the name and mark “TagTop”, the Official Rules of Play, the certification and credentialing system, and the internet domain tagtop.org. All economic and moral rights connected with the sport belong to the Federation.

Chapter 2 — Objectives and Commercial Activities

1. To draft, revise, and publish the Official Rules of Play and the implementing regulations.
2. To organize official competitions at local, national, and international levels and to sell licenses for the organization of official TagTop events to natural and legal persons.
3. To design and deliver official refereeing and coaching courses and to award official certifications for tuition fees.
4. To offer official memberships to players, referees, coaches, clubs, and regional associations in return for membership fees.
5. To exploit the TagTop brand commercially, including broadcasting and media rights, sponsorship, advertising, merchandise, and franchising.
6. To promote TagTop in schools, universities, and clubs, to develop the sport internationally, and to maintain the official registration, certification, and ranking systems at tagtop.org.
7. To safeguard the health of athletes, the ethics of the sport, and the integrity of the brand, and to act against all forms of cheating, match-fixing, and unauthorized use of the TagTop name and rules.

Chapter 3 — Governance and Management

1. The organs of the Federation are: the Board of Directors, the President (Chief Executive), and the Standing Committees.
2. The Board of Directors is appointed by the founders (the rights holders of TagTop) and is the supreme strategic, financial, and structural decision-making body, including for the adoption and amendment of this Charter, the regulations, the schedule of membership and tuition fees, the budget, and the competition calendar.
3. The President (Chief Executive) is the highest executive officer and the legal representative of the Federation before all authorities, and is appointed by the Board of Directors. Binding instruments are valid when executed in accordance with the signing authorities approved by the Board.
4. The Standing Committees are appointed by the Board of Directors and are: the Technical and Rules Committee, the Referees Committee, the Competitions Committee, the Disciplinary Committee, and the Education Academy (Education and Development Committee).
5. The Board may establish an Athletes' Advisory Council composed of representatives of member players and clubs. The opinions of the Council are advisory only and are not binding on the Board.
6. Technical and disciplinary decisions of the Committees are made within the framework of the regulations approved by the Board.

Chapter 4 — Official Membership and Membership Fees

1. Official membership of the Federation is offered in five categories: Player Membership, Referee Membership, Coach Membership, Club Membership, and Regional/Provincial Association Membership.
2. Conditions of membership: full acceptance of this Charter, the Official Rules of Play, and the Disclaimer and Assumption of Risk; completion of registration at tagtop.org; and payment of the annual membership fee in accordance with the schedule approved by the Board (Appendix 5).
3. Membership benefits include: an official identification number and entry in the Federation's registry; eligibility to take part in official competitions (for players and clubs); eligibility to officiate or coach officially as a certified referee or coach; inclusion in the official rankings; and access to official resources and communications.
4. Membership is annual and is renewed by payment of the annual fee. Failure to renew suspends the membership and all of its benefits.

5. Membership does not under any circumstances confer ownership, shareholding, or voting rights in the governance of the Federation, and creates no entitlement to the assets or revenues of the Federation.
6. Membership fees, once paid, are non-refundable, unless the Board decides otherwise in a particular case.
7. Any membership may be suspended or revoked, without refund, by decision of the Disciplinary Committee in cases of serious breach of this Charter, the Rules of Play, or sporting ethics.

Note: The schedule of membership and tuition fees is set out in Appendix 5. The Board may revise it annually; the current version is published at all times at tagtop.org.

Chapter 5 — The Education Academy: Refereeing and Coaching Certification

1. Through its Education Academy, the Federation delivers official refereeing and coaching courses for tuition fees and awards official certifications. Only certifications issued by the Federation are valid for official activity in licensed competitions.
2. Refereeing certifications are awarded at three levels: Level 1 Referee (Regional), qualified to officiate local and club competitions; Level 2 Referee (National), qualified to officiate national and league competitions; and Level 3 Referee (International), qualified to officiate all competitions, including international events.
3. Coaching certifications are awarded at three levels: Level 1 Coach (Foundation), for the instruction of beginners and grassroots age groups; Level 2 Coach (Club), for leading club teams in official competitions; and Level 3 Coach (Professional), for leading teams at the highest levels and for training instructors.
4. Each course comprises three components: theoretical instruction (the laws, safety, and match management), practical on-field training, and a final examination. The pass mark is seventy percent. Entry to each level requires a valid certification at the preceding level and at least one recorded season of activity under it.
5. Certification requires a valid official membership (referee or coach), completion of the course, a passing examination result, and payment of the full tuition fee. Certificates are issued with a unique identifier, recorded at tagtop.org, and publicly verifiable.
6. Each certification is valid for two years. Renewal requires completion of a short refresher course and payment of the renewal fee.
7. The Disciplinary Committee may suspend or revoke the certification of any referee or coach, without refund, in cases of serious misconduct, including match-fixing, repeated unprofessional conduct, or breaches of safety.

8. Course instructors are appointed by the Education Academy from among holders of the highest level of certification.

Chapter 6 — Revenue

1. The revenue of the Federation comprises: annual membership fees; tuition fees for courses and fees for the issuance and renewal of certifications; entry fees and competition revenue; event licensing fees; sponsorship, advertising, and media rights income; merchandise sales; and other lawful sources.
2. Financial management, the allocation of revenue, and the distribution of profits fall within the exclusive competence of the Board of Directors. The financial year of the Federation coincides with the calendar year.

Chapter 7 — Event Licensing and Brand Protection

1. The organization of any official match, league, or event under the TagTop name requires a written license from the Federation and payment of the applicable licensing fee.
2. Commercial use of the TagTop name, mark, rules, or certifications without the written license of the Federation is prohibited, and the Federation reserves the right to pursue legal remedies.
3. Informal, educational, and recreational play of TagTop remains free and open to the public, subject to the Disclaimer and Assumption of Risk and provided no commercial use is made of the brand.

Chapter 8 — Amendment

1. The amendment of this Charter, the Official Rules of Play, and all appendices falls within the exclusive competence of the Board of Directors. The current, binding version is published at all times at tagtop.org.

Part IV: Competition Regulations

Article 17 — Competition Formats

1. Official competitions are held in three formats: league (home-and-away with a points table), knockout (single or double elimination), and cup (group stage followed by knockout).
2. In knockout stages, a tie is resolved by the Golden Round provided for in Article 12, clause 4.
3. The official competition calendar for each season is drawn up by the Competitions Committee and approved by the Executive Board.

Article 18 — Age Categories

1. The official age categories are: Under-12, Under-15, Under-18, and Seniors.
2. In the Under-12 category, the field is reduced to 10 by 6 meters and each Round to 8 minutes.
3. The player's year of birth at the start of the competition season determines the age category.

Article 19 — Registration and Rankings

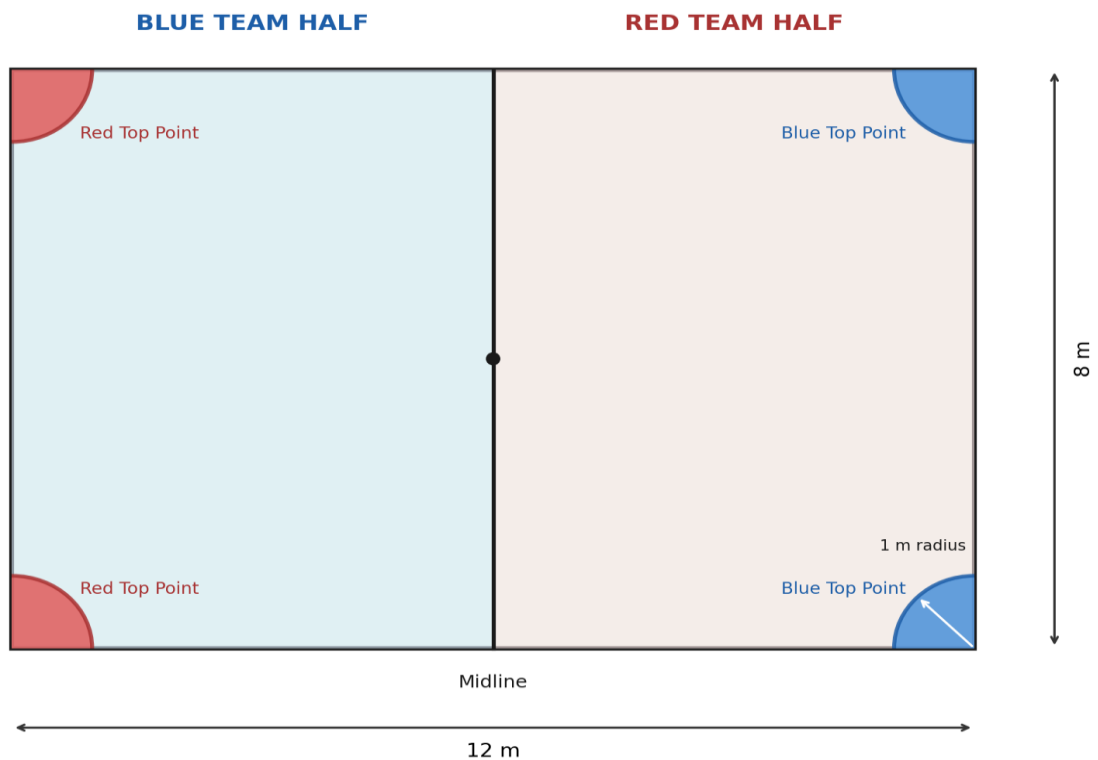
1. All teams, players, referees, and coaches active in official competitions must hold a valid official membership of the Federation (Chapter 4 of Part III), be registered at tagtop.org, and hold an official identification number.
2. The Federation maintains the official team rankings on the basis of official competition results and publishes them each season.

Article 20 — Protests and Appeals

1. Protests against on-field decisions of fact are not admissible; the referees' decisions on matters of fact are final.
2. Protests on non-factual matters (such as the conditions of the venue or the identity of players) must be submitted in writing, signed by the team manager, to the Disciplinary Committee no later than one hour after the end of the match.
3. The Disciplinary Committee issues its decision within 48 hours; the decision may be appealed to the Executive Board within seven days.

Appendix 1 — Official Field Diagram

OFFICIAL TAGTOP FIELD OF PLAY



Technical specifications: a rectangular field of 12 by 8 meters; a midline perpendicular to the long side; four Top Points marked as circles of one-meter radius centered on the corners of the field. Each team's Top Points lie in the corners of the opposing half and are exchanged for the second Round. All lines are 5 centimeters wide and must contrast sufficiently with the playing surface.

Appendix 2 — Summary Table of Offenses and Cards

Offense	Card	Sanction
Calling “Tag” without an actual tag	Blue	Caution
Light pushing, pulling of clothing, time-wasting, protest	Blue	Caution
Second caution	Yellow	Expulsion until end of Round
Releasing a hand within the Chain	Yellow	Expulsion until end of Round
Leaving the field of play	Yellow	Expulsion until end of Round
Third caution	Red	Full expulsion from the match
Striking an opponent	Red	Full expulsion from the match
Blow to sensitive body parts	Red	Full expulsion from the match

Note: A carded player may not be substituted. An expelled player may not be replaced.

Appendix 3 — Official Referee Flag Signals

Flag Signal	Meaning
Flag raised and held still	Stoppage of play and of the clock
Flag swept horizontally side to side	Resumption of play and restart of the clock
One circular rotation of the flag overhead	Valid Tag — start of the Top Run period
Two consecutive vertical strokes of the flag	Successful Top — attacking team gains one Free Player
Flag pointed diagonally at the offending team's half	Failed Top Run — score reversed
Full rotation of the flag around the body	Valid Encirclement — encircled players leave the field
Flag lowered with a long whistle	End of the Round

Appendix 4 — Official Match Organization Checklist

1. Safety inspection of the playing surface and the one-meter run-off zone around it.
2. Verification of the line markings: 12 by 8 meter dimensions, the midline, and the four Top Points of one-meter radius.
3. Presence of three official referees (two sideline referees and one Time Referee) with full equipment: flags, whistle, timer, and cards.
4. Presence of a first-aid officer with medical equipment.
5. Verification of the team sheets (a maximum of 5 field players and 3 substitutes), official identification, and contrasting shirt colors.
6. Coin toss for the choice of halves in the presence of both captains.
7. A warm-up of at least ten minutes for both teams.
8. Completion and signature of the official match report after the match and its submission to the Competitions Committee.

Appendix 5 — Schedule of Membership and Tuition Fees

All amounts are in Canadian dollars (CAD). This schedule may be revised annually by the Board of Directors; the current version is published at all times at tagtop.org.

Item	Fee (CAD)	Validity
Player Membership	30	Annual
Referee Membership	60	Annual
Coach Membership	60	Annual
Club Membership	250	Annual
Regional/Provincial Association Membership	600	Annual
Referee Course — Level 1 (Regional)	150	Certificate: 2 years
Referee Course — Level 2 (National)	275	Certificate: 2 years
Referee Course — Level 3 (International)	450	Certificate: 2 years
Coaching Course — Level 1 (Foundation)	175	Certificate: 2 years
Coaching Course — Level 2 (Club)	300	Certificate: 2 years
Coaching Course — Level 3 (Professional)	475	Certificate: 2 years
Certification Renewal (refresher)	40	Every 2 years

Note: A valid official membership in the relevant category is a prerequisite for enrolment in any course. Tuition fees are non-refundable except where a course is cancelled by the Federation.