Qld Oztag Junior State Cup
Conditions of Entry

GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Qld Oztag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual and Tournament Operations Manual.
- A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
- Venues are able to provide one (1) team per division only unless authorised by the Tournament Director.
- No team sheet will be accepted unless all individual player registration numbers are entered.
- A maximum of 16 players per team will be allowed to participate in the tournament.
- A FULLY completed team sheet must be submitted to the Tournament Director prior to the commencement of the tournament. If this does not occur games of the offending team will be forfeited and no points will be allocated to the offending team until the fully completed team sheet is received. Points that have been deducted will not be returned.

PLAYER ELIGIBILITY

- All players must be currently registered Australian Oztag Players. Any players not currently registered may cause their team to be disqualified.
- No player will be eligible to participate in any representative tournament unless they are a fully financial member i.e. they have no outstanding fees owing to any Qld Oztag Venue or Qld Oztag.
- Teams eligible for entry are those representing individual venues as identified by Qld Oztag.
- Players are able to participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Qld selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at the State Cup. If this is breached it may result in disqualification from the Qld State of Origin team.
    - Players who wish to subject themselves to playing in 2 teams for the State Cup can do so only if they are fully financial for both teams and on both team sheets before the tournament begins.
- Players must have played at least seven (7) games in the preceding season in a competition of the venue that they are representing to be eligible to play OR had the Seven Game Waiver form accepted by Qld Oztag.
- Proof of age (licence, Birth certificate or passport) must be supplied upon request.

- If selected for the Qld State of Origin, a player in the Junior State Cup tournament must play for the Qld State of Origin team they were first selected for.
- In order to be eligible to be registered to play in a particular Junior age division a player must not exceed the maximum or minimum age for that division as shown in the following table:

Division	Max Age	Min Age
U10's	10	8
U11's	11	9
U12's	12	10
U13's	13	11
U14's	14	12
U15's	15	13

- For the avoidance of doubt a player will not exceed the maximum or minimum age for a division if the player reaches the specified maximum or minimum age prior to 31 December in the year of the tournament.

TEAM UNIFORM

- Official Oztag Shorts and Playing Shirts purchased through "Oztag Merchandise" will be the only team uniform permitted to be worn by players.
- Each venue will have their individual uniform that will be worn by all teams across all divisions representing that venue. ANY variance in the uniform design which includes incorrect numbering (same numbers due to shirts being used in previous years) will incur a one try penalty (refer Points System below for more information).
- No football boots with screw in studs or cleats will be permitted. Moulded sole boots (e.g. blades) and sandshoes are permitted.
- No Jewellery is permitted to be worn.
- Refer to Qld Oztag Tournaments Policy and Procedure Manual for further guidance.

GENERAL RULES

1. Players must abide by the Qld Oztag Players Code of Conduct
2. The official Rules of Oztag will be used during this Tournament. Any complaints should be directed to the Tournament Director.
3. All games will be of 30 minute's duration. 15 minutes each way, with 2 minutes break at half time.
   a. Teams must be at field ready to play at least 5 minutes prior to end of the last game.
   b. Teams should take the field and be ready for the kick off siren. A team will require 5 players to start the game. The referee will whistle the start of the game after hearing the siren.

4. In the event of a draw during Preliminary Rounds, 2 points for each team will be awarded.
5. In the event of a draw during all Final series, Golden Try will be played. Player numbers will be dropped to 6 per team and teams will play the first 5 minutes extra time. If no try is scored within the 5 minutes, a further player will drop off (down to 5), teams will change sides and the game will be played until there is a result.
   a. NO right of reply will exist for the defending team if the attacking team scores in the 1st set of 6 tags (i.e. from the initial kick off).
   b. The Referee will conduct a coin toss for extra time periods. The Captain winning the coin toss may choose whether they receive or kick off and the direction the team will run.
6. Unlimited interchange rule applies.
   a. Interchange can only be made when your team is in Attacking Mode.
   b. Coach, manager and players not involved in an interchange must stay in the interchange box.
   c. Interchange players cannot leave the interchange box and must swap tags within the box, not on the field, with the player being replaced.
   d. A breach of the substitution rule may result in a penalty being awarded.
7. Only eight (8) sets of tags will be issued per team per game.

POINTS SYSTEM

WIN	=	3 POINTS
DRAW	=	2 POINTS
LOSS	=	1 POINT
BYE	=	3 POINTS (5 tries for and 0 against)

Note:

- FORFEITING Teams will receive 0 points and 5 tries against
- Teams with incorrect uniform design will be penalised in the following manner
  - 1 try allocated to the opposing team for each player in the incorrect uniform
  - 1 try allocated to the opposing team for each player with a double up number.

FORFEITING AND LATE TEAMS

- Due to the heavy schedule, games must start on time. Teams must be in attendance at their playing fields five (5) minutes before the commencement of their match.
- Teams will receive a maximum of five (5) minutes from the commencement of the game (siren/whistle) to position themselves on the field and be ready to commence play.
- Teams not on the field and ready at the kick off whistle will be penalised one (1) try, and continued to be penalised one (1) try thereafter up to five (5) minutes, or until they take the field.
  - Penalties are:
    - From Start of Kick off whistle – 59 seconds = 1 Try
    - From 1 minute – 1 minute 59 seconds = 2 Tries

        - From 2 minutes – 2 minutes 59 seconds = 3 Tries
        - From 3 minutes – 3 minutes 59 seconds = 4 Tries
        - From 4 minutes – 5 minutes = 5 Tries
    - Referees will keep the time in this situation
- Teams not ready to commence play within 5 minutes of the start siren will forfeit the game. The referee will blow a whistle on the 5 minute mark. The full time whistle will be mandatory and no negotiations will be entered into.
- In the event of the team not taking the field of play within 5 minutes, a 5 – 0 victory will be awarded to the attending team.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- A team will only be allowed one (1) non-notified forfeit. Any further forfeits results in the team being unable to take any further part in the competition.

PLAYER BEHAVIOUR AND DISCIPLINE

General

- All players, coaches, managers, delegates and spectators who attend a Qld Oztag Tournament are bound by the Qld Oztag Code of Conduct (Code), which covers your behaviour travelling to and from the tournament, at your own accommodation, whilst out and about and off the field at the venue. As such, Qld Oztag will apply the Code when dealing with any inappropriate behaviour.
- The "Breach of Policy – Disciplinary Process" (contained within the Qld Oztag Policy manual) will apply for any player discipline matter deemed necessary.
- Offences committed and suspensions received at the tournament may affect the player's eligibility for other Qld Oztag Competitions or events.

Send Offs

- The Qld Oztag No Punch and Anti-Discrimination policies will apply.
- Any player who resorts to physical abuse (even in retaliation) may be sent off and may be disqualified from the tournament with no right of appeal. The player or players involved may be prohibited from playing in any future events.
- Anyone sent off for any other infringement will receive an automatic 2 game suspension. The suspension will carry over to future tournaments.
- If there are extenuating circumstances e.g. serious nature of the offence, the Tournament or Referee's Director may deem it necessary to convene an immediate judicial hearing, as per the Qld Oztag Policy manual. Length of penalty will be at the judiciary's discretion.

Sin Bins

- If a player is sin binned it is for a period of 5 minutes.

- If a player is sin binned twice during the course of the game he/she will take no further part in that game but can be replaced by another team member at the completion of the second 5 minute period.

RULES FOR PROGRESSING TO KNOCK OUT PHASE OF THE COMPETITION

The following rules will apply if two or more teams finish on the same points within a division:

1. The total 'For' and 'Against' points will determine which team has finished in a higher position.
2. If teams are still tied, the team with the most in the 'For' bracket will finish higher
3. If teams are still tied, if these teams played each other, the winner of that game will go through to the finals.
   a. If these sides did not play each other or they drew in their game, the team scoring the most tries in their first game will go through. If still tied most tries in the second game and so on until we get a result.

GROUND STAFF

- Ground staff can be identified by their official Qld Oztag shirts. They have been given a job to do so please abide by their instructions and show them the respect you would expect for yourself.

ALCOHOL

- **No alcohol is to be brought into the stadium or outer grounds.** If teams are caught with alcohol brought into the venue they will be asked to leave and may face disqualification from future tournaments.

SPECTATORS

- The main playing area of the grounds is for players only participating in the current time slot. Everyone is to stay behind the fence or barrier provided.

RUBBISH

- Every year plenty of time is spent by ground staff picking up rubbish left behind by players at the completion of play. Please take your empty water bottles and rubbish with you and place in a bin.

INSURANCE

- For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet (complete with Oztag registration number).
- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

REFREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.
- Protests/appeals must be written and must be in the hands of the Tournament Director within 20 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

- Any player with a bleeding cut or abrasion must leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also be either cleaned or replaced.

INJURIES

- All injuries should be reported to the Tournament Director, as well as the Referee, immediately following the conclusion of the game in which the injury is sustained.

"GET TAGGED, YOU'LL LOVE IT"