



## All Schools Conditions of Entry



### GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Tournament administration (Tournament Director and Head Official) reserve the right to allow exceptions to the below points in the conditions of entry should extenuating circumstances occur to players or teams participating at the tournament.
- 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 and Procedure 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.
- Schools are able to provide more than 1 team per division
- No team sheet will be accepted unless all individual player names are recorded, and the team sheet is signed by the teacher/coach.
- A minimum of 8 and 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

- Teams eligible for entry are those representing individual schools as identified by Qld Oztag after confirmation of payment by the due date.
- Teams that are short on player numbers & need to borrow another student from a different school must notify Qld Oztag of this prior to the tournament commencing. The team will be allowed to participate in the tournament however in doing so you will be ineligible to make the finals.
- Any Team caught playing a student from another school will be forfeited and no points will be allocated to the offending team for the games played. Points that have been deducted will not be returned.
- Players can play no more than 2 year levels up. i.e. Yr 8 student can play in the Yr 10 division etc
- For players that are in a year level above but their DOB is that of a younger division then this player will be allowed to play down. Documentation will need to be provided to Qld Oztag prior to the tournament for proof of age.
- Players are able to participate in two teams across two divisions for the same school. Players participating in two teams can only nominate for Merit selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at All Schools. If this is breached it may result in disqualification from the Qld All Schools Merit team.

- Players who wish to subject themselves to playing in 2 teams for the All Schools can do so only if they are on both team sheets before the tournament begins.
- Players competing in the All Schools will be considered as having confirmed their nomination for selection for the Qld All Schools Merit team. Teachers/Coaches must notify Qld Oztag of a player's choice not to be considered for selection and in what division via indication on the Team Sheet submitted.
  - If a player plays in two divisions at the All Schools and Qld Oztag were not notified by the teacher of the player's choice of Non-Selection the player must play for the Qld All Schools Merit team they were first selected for.

## **TEAM UNIFORM**

- Players are required to wear a shirt with their school branding with a number on the back. Exception to this is given to teams not supported by schools however a number is still needed.
- If a school wishes to get custom sublimated school shorts/shirts produced for their teams these items must be produced by QLD Oztag. No other external company can produce uniforms for insurance reasons.
- Velcro is not to be attached onto schools shorts. Only official Oztag Shorts or Velcro Belts can be worn.
- Qld Oztag will provide belts for schools, or players, who do not have Official Oztag Shorts at each field.
- No football boots with screw in studs or cleats will be permitted. Moulded sole boots (e.g. blades) and sandals are permitted.
- No Jewellery (including watches) 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 drop off leaving 6 per team, teams will change sides and teams will play a 5 minutes extra time. If no try is scored within the 5 minutes, a further player will drop off leaving 5 per team (in a mixed team you will drop a male player next), 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 paper, scissors, and rock for extra time periods. The Captain winning the paper, scissors, and rock may choose whether they receive or kick off and the direction the team will run.
  - c. No interchange/subbing will take place during Golden Try Extra Time.

- d. In the event of a player becoming injured an interchange can occur, the opposition team will also be allowed an interchange of the same gender.
5. 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.
6. 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 continue to be penalised one (1) try thereafter for up to five (5) minutes. 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 o 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 Referee Dissent, No Punch and Anti-Discrimination policies will apply (please refer to attached).
- Any player who resorts to physical abuse (even in retaliation) will be sent off and 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.

### Breaches in Policy

- It is a player’s and coach’s’/manager’s responsibility to know and abide by the Qld Oztag Policy manual.
- Ignorance of the contents of the Policy Manual (or any specific Policy contained within) will not be accepted as an excuse for any breach.
- In addition to the penalties specified above, a number of Tournament specific Infringements incur automatic penalties:
  1. Breach of Player eligibility:

- Automatic disqualification of the Team from the Tournament.
  - The Coach/Manager and Player at fault will be automatically ineligible for all Oztag Tournaments up to the end of the same Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2016 State Cup, the penalty will include all Tournaments up to the 2017 State Cup at which the penalty is lifted and participation in 2018 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.
2. Players who make themselves eligible for representative selection and subsequently withdraw from their Team following selections being made will be automatically ineligible for all Oztag Tournaments up to the end of the Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2016 State Cup, the penalty will include all Tournaments up to the 2017 State Cup at which the penalty is lifted and participation in 2018 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.
  3. Any breach of Policy will mean the Participant guilty of breaching Policy will be automatically ineligible for representative selection up to the end of the Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2016 State Cup, the penalty will include all Tournaments up to the 2017 State Cup at which the penalty is lifted and participation in 2018 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.

#### **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 vests. 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**

- At the completion of play all players, coaches, team managers and spectators should ensure that the field area is clean for the following game. Please ensure that you 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.
- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

## **REFEREE 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 40 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, Referee and Ground Staff allocated to the field immediately following the conclusion of the game in which the injury is sustained.

***GET YOUR TAG ON!***