



COMPETITION OVERVIEW

Seniors



A fee of **\$100 /player** is payable for each competition.

- **To be eligible to play finals** a player must pay the full \$100 regardless of when they enter during the season.

Important! Each team requires a **minimum** of **11 players** OR must pay the equivalent of 11 players.

- If fees are not paid by round 3, at our discretion we may prevent a team from playing. If you find you are having difficulty with your payment we are happy to discuss a payment plan.
- Teams with **incomplete Team Registrations** by round 3 **Will** receive **NO COMPETITION POINTS** from week 3 onwards (these points will not be returned).

Making Payment of Fees

The method for payments of fees:

- Individual players pay for the fees online through the MySportsEdge system. See the venues website for details

Unregistered Players Specific Infringements

- Only registered players can take the field, this applies from **ROUND 1**.
- Any team found to have fielded an unregistered player **Will** automatically forfeit that match & may have their competition points deducted for the season, they **Will NOT** be returned. The Team Delegate (acting Captain) will also be subject to a Black Card Suspension
- If at any time a player is found to have lied to a game official, they may be subject to a 'Black Card' suspension

SUBSTITUTE PLAYERS

There are three types of substitute players, these only apply to teams which have a minimum of 11 players registered.

- Casual – These are players that are not currently playing within the existing competition. This may include registered Ozttag players that have played in a previous competition or someone that is a non-registered Ozttag player and has never played previously.
- Current / Fill in – These are players currently playing within the existing competition for another team.
- FIFO workers – These are players that register for a teams but cannot commit to a full season due to work commitments.

Casual Players

- Can only play casually for **ONE** team.
- There cannot be more than 2 casual players playing for a team at any one game.
- Must visit the admin disk prior to taking the field to pay a \$10 fee via the My sports Edge system (this is online only).
- If they are not a registered Ozttag player, they will also be required to pay the appropriate membership fee.
- Casual players are not eligible for finals.

Fill-In Players

- Opposing team must agree to the fill-in player/s.
- Maximum of 2 fill-in players per team.
- Fill-in players cannot create subs.

- Each fill-in player will result in 2 tries being awarded to the opposing team.
- Fill-in players can only fill in for 1 division below what they are currently registered for i.e. Player is registered in an A Grade Men's team, can only fill in for A and B Grade Men's teams (same applies for mixed).
- Any team that is found not to have followed the above will have their game forfeited.
- If a team breaches the above for a second time their competition points **WILL** be removed and **NOT** returned.

FIFO Players

- To be determined a FIFO a player **must consult with their local Venue Manager**.
- FIFO players agree to pay \$10 per game that they play i.e. do not have to pay full fees.
- There can be an unlimited amount of FIFO players on anyone team as long as the full \$1100 team fees is being covered.
- FIFO players will not be considered Fill-In or Casual players i.e. there will be no restrictions or penalties applied when they do play.
 - This will only occur for teams FIFO players are registered to. If not, they will be considered a casual player.

SHORTS

- **Official Oztag Shorts** must be worn during competition. These can be purchased at the admin desk on sign-on nights and during the competition (\$30) Tights are also available for \$35.
- **All Oztag shorts must be ITF approved.**
- **Home made, League Tag, 3P Tag & Tag20 shorts cannot be worn, you WILL be asked to leave the field until you have the correct shorts. Shorts cannot be altered & MUST contain the original unaltered Velcro. All shorts MUST have a drawstring, 2 pairs of tights with Velcro Cannot be worn.**

UNIFORM

All teams will have until **Round 3** to have their uniforms in order. Uniform requirements are that:

- All players within the team have matching numbered shirts
- **From round 3**, teams that **do not comply** with uniform requirements will give **1 try for each player (up to 5)** to the opposing side **before** the commencement of the game
- Different colour official Oztag shorts are accepted
- Shirts with different logos are NOT considered matching
- Venue Manager can exercise discretion with similar shirts

COMPETITION DURATION

- **10 regular** fixture rounds
- **2 rounds of the final series** – Semi finals = 1 v 4, 2 v 3
- **Presentation night** at completion of each competition, to be held on the grand final night
- **Prizes** - Prizes are given to Winners and Runners Up, and MVP in each competition

TIME KEEPING

- All games to start at the same time. If teams are not ready it is their time lost. Games will commence as per draw time, no exceptions
- Game times are broken down into:
 - 2 minute warning for teams to take the field
 - 20 minute halves
 - 2 minute half time
 - 3 minutes between games

POINTS SCORING SYSTEM

- Win or bye - 3 points
- Draw - 2 points
- Loss or forfeit with sufficient notice - 1 point
- Forfeit without sufficient notice - 0 points

FORFEITS

- Teams must field 5 players inside of 5 minutes into the game or they forfeit
- Mixed teams can only field a team of 4 men maximum however a team can field up to 8 women, therefore the minimum field requirements are 4 men and 1 woman
- Teams that win due to opposition team forfeit receive 3 competition points and 5 Tries 'for'
- Teams that forfeit and do not notify the competition Manager by 4pm on game day receive no points and 5 tries 'against'
- Forfeiting teams that notify the competition Manager by 4pm on game day receive 1 point and 5 points 'against'
- Teams are entitled to 1 forfeit ONLY where they receive the 1 point. Further forfeits in the same season will receive 0 competition points & **may affect that teams entry into future competitions**

WET WEATHER

- A decision will be made no later than 3.00pm on game night to see whether grounds are playable.
- For further information, please check the following after 3.00pm on game night:
 - Tweed Coast Oztag Facebook and Instagram stories
- When required. Wet weather rounds will be caught up on a weekend. Dates TBA

SIN BINS AND SEND OFFS

- Automatic penalties apply to any player being sent off or sin binned
- The automatic penalties can be increased should the Venue Manager decide it is warranted
- For more information on the Player Discipline process please refer to the Qld Oztag Policy Manual

Send Offs

- Any player **sent off** will **automatically** be given a **2-week suspension**
- Individual incidents will be revised and may attract larger suspensions as per the Qld Oztag Policy manual
- If the player wishes to **appeal**, this must be done **in writing** within 1 week of the related incident as per the Qld Oztag Policy manual
- **In addition** to the 2 weeks suspension the player will be asked to be a **Touch Judge** for **4 games**. Until these 4 games are completed the player will not be able to return to play at any Oztag Venue within Qld

Sin Bins

- A player who is sin binned will be asked to stand at the oppositions try line for a period to be determined by the referee
- In addition, if a player is **sin binned** they will be asked **to be a Touch Judge** for **2 games**. Until these two games are completed the player will be unable to return to play at any Oztag Venue within Qld

CONTACT INFORMATION

If you would like to contact us please review the 'Contact Us' tab on our Oztag website & Facebook page

Get Your Tag On!