



## LAWS OF THE GAME

### PLAYERS EQUIPMENT

Moulded stud football boots, screw-in football boots or bladed football boots are **NOT** permitted.

Astro turf, touch football shoes (rubber soled), Joggers and Runners are acceptable.

Players must wear approved OzTag shorts (Sporting Spectrum can order them in for you before the start of the competition!).

Uniform t-shirt are not compulsory however we do encourage teams to wear similar colour team shirts.

### SCORING

You may score a try from anywhere on the field.

One point is awarded for a male try and two points are awarded for a female try (the ball must be passed to the female before the try line to be awarded the 2 points)

### TAGS

The defender must remove one tag to stop attacker's progress. Hold up the tag then drop it to the ground. This marks the spot where attacker will play the ball. (The attacker must return to the marked spot).

The attacker must retreat to where the tag occurred and play the ball with your foot. You do not need your tags on to play the ball.

You will be penalised if delaying the play the ball to put your tags on.

### MARKER

There is one marker in the play the ball.

The marker cannot move until dummy half has picked up the ball.

If there is no dummy half, marker must stand still until referee has signalled 3 seconds is up then referee will call for a change over. Do not move from marker otherwise you will be penalised.

### KICKING

Kicking on the last two tackles is allowed but not above shoulder height. The attacking team cannot dive on a kicked ball in any situation, but can kick on.

### NON-TACKLE

The game is non-tackle. An attacker cannot deliberately bump into a defender nor can a defender deliberately bump or move into an attacker's path to block. (The onus is on the attacking player to avoid defender).

### GENERAL

The ball carrier is not allowed to protect their tag or fend off defenders (whoever initiates contact will be penalised).

A knock back is play on; knock on advantage rule applies (as per rugby league).

Defensive line can move forward only when dummy half touches the ball. If there is no dummy half the defending team has to wait three seconds before they can advance to the ball.

Dummy half can run and be caught with the ball.

An attacker must stop and play the ball if he is in possession with only one tag on.



Dummy half is the only player that can pass or kick with only one tag. However if dummy half runs with ball with only one tag on, will have to stop and play the ball and touch count continues.

The ball must be carried across the try line and grounded in all situations to score a try. Simultaneous tag is play on. (If in the referee's determination he cannot decide, then the pass is allowed - play on. The advantage goes to attacking team).

Attacker once tagged must play the ball with their foot on the mark where the tag has landed.

### KICK OFFS

Kick offs commence play, and line dropouts apply. (If a ball lands in the field of play then rolls across the try line whether touched or not, line drop out follows). Dead ball line is try line for all kicks.






Kick offs are taken 10m behind the half way line.

The ball must travel past the 10m line on the other side of half way.

### CAUTIONED PLAYERS

Players guilty of misconduct and unsportsmanlike behaviour will be cautioned and may lead to further action.

Examples of such behaviour include:

-  Kicking or tripping an opponent
-  Attempting to kick or trip an opponent
-  Jumping or charging at an opponent in a violent or dangerous manner
-  Holding or pushing an opponent
-  Dissent or abuse to a referee's decision

### SIN BIN

Due to the social nature of the competition the referee has the option to use the SIN BIN to cool players off.




The player can be sin binned for up to 5 minutes depending on the severity of the incident.

Sin Binned players CANNOT be replaced, but the player can return to the field after they have served the sentence.

Further misconduct will result in that player being sent off!

### SENDING OFF

A player can be sent off the field if, in the opinion of the referee, the offending player is guilty of:

-  Violent conduct
-  Serious foul play (eg. spitting, punching, striking).
-  Using foul or abusive language

Players that have been sent off CAN NOT return to the field.

### SUSPENSION

Any player sent off will earn an automatic two match suspension. This is to include two played games and does not include washed out games.

Further action may be taken depending on the severity of the incident.