

JUNIOR AUSTRALIAN CHAMPIONSHIPS – 2025

CONDITIONS OF ENTRY

1. The Tournament will be run under the auspices of Australian Oztag who will appoint a Tournament Director. The Director, Bill Harrigan, will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Directors Responsibilities Document.
2. The Referees Director, Ray Dent, will be appointed and responsible for the appointment of referees, refereeing disputes and any on-field issues relating to officials.
3. Teams eligible for entry, are those representing regions as identified by Australian Oztag.
4. Team registration is to be completed on the Assemble platform before the 10th October, Failure to do so will result in a 3 try deduction for each game it is outstanding.
5. All teams must abide by the Code of Conduct and Rules set by Australian Oztag.
6. All players must be current registered Australian Oztag Players and meet the criteria within the Player Eligibility Policy. Any breach of this could result in team disqualifications.
7. Players may only play in one division unless authorised by the Tournament Director. Any breach of this could result in team disqualifications.
8. A maximum of 16 players per team.

PLAYER ELIGIBILITY

9. See Eligibility Policy.

10. If a Coach plays a player not eligible the TEAM may be disqualified. Further penalties will be enforced as noted in the Eligibility Policy. **THE ONUS IS ON THE COACH AND MANAGER TO ENSURE ALL PLAYERS ARE ELIGIBLE.**

11. Proof of age (Licence, Birth certificate or passport) must be supplied upon request. A player will have 7 days from completion of the tournament to produce proof or penalties for the player and the team may be enforced.

TEAM UNIFORM

12. On-field uniform must be purchased through "Oztag Equipment Supplies" (OES) & will be the only uniform permitted to be worn by players.

13. No football boots with screw in studs or cleats will be permitted. Molded sole boots (blades accepted), gym/runners are allowed.

14. No Jewelry. Studs only in ears.

15. Hard peak baseball caps need to be turned backwards during play.

16. No Watches/Fit bits, wristbands or similar allowed.

17. Shorts must be proper fitting, worn correctly on hips, lace done up tightly & only one pair of shorts can be worn

18. AO encourages all players to wear a mouth guard.

COACHES UNIFORM

19. Coaches and team officials must be in a team shirt to stand with the team. Teams are restricted to three officials on the sideline.

20. **All officials must be wearing enclosed footwear. NO CROCS**

GENERAL RULES

21. The official Rules of Oztag will be used during this Tournament with the exception of the following for the under 9's, 10's & girls 11's.

No marker. Defensive line cannot move until first receiver has caught the ball or dummy half runs. Dummy half can run but if tagged it will be a changeover. Dummy half cannot score from a play the ball within 10 metres of the try line. Players can kick on any tag. *The nines & tens will also play on a half field with the small ball.*

22. Scorers kick off.

23. Receiving team from a restart kick may play at the ball before it travels 10 metres.

24. General play kicks that run dead will re-start play with a tap kick 10 metres out. The first tag will be counted as a zero tag.

25. Late Tag on a passing play will result with the referee restarting the tag count if / when the ball carrier is tagged.

- 26. MERCY RULE:** When a team scores and leads by 10 points the opposition will start play with a tap kick centre field on the halfway line. If the team trailing score and the deficit remains 10 or more they will still tap off. So as long as a team is 10 points down they will tap off including the second half restart.
- 27. Kick Off 50/10.** If the team kicking off kicks the ball into touch within ten metres of the try line they will receive a tap kick ten metres in from touch ten metres out from the try line.
- 28.** Complaints re referee's should be directed solely to the Referee's Director not the referee.
For all other complaints direct to the Tournament Director.
- 29.** Preliminary games will be of 30 minute's duration. 15 minutes each way, with 2 minutes break at half time.
- 30.** All players must get equal game time in every game or close to it. 50% + or – 10%. So no player should play less than 40% unless the player or parent of the player agrees with less game time for reasons known to them. Failure to do so may result in the coach being suspended.
- 31.** The Tournament Director may also find it necessary to add time to a game if a long injury occurs and impacts on the game & result especially when the injured player is in the team currently in front.
- 32.** Teams must be at the field ready to play at least 5 minutes prior to the end of the last game. Games will run strictly to the allocated times of the draw. During finals, the Tournament Director may find it necessary to hold up games due to extra time.

- 33.** Teams should take the field during the 2-minute warning music and be ready for the kick off siren, which will be one long blast. A team will require 5 players to start the game. The referee will whistle the start of the game after hearing the siren.
- 34.** If a Team is on the field and ready at the kick off whistle and the opposition is not ready the team will be penalised one (1) point only. Teams not ready to commence play within 5 minutes of the start siren may forfeit the game.
- 35.** Unlimited interchange rule applies. **Except in extra time.**
- 36.** Interchange can only be made when your team is in **Attacking Mode**.
- 37.** Coach, manager and players not involved in an interchange must stay in the interchange box. **Teams must be in the box on the side they are defending & change at half time.**
- 38.** All interchange except at a stoppage of play must be made from the box. Stoppages: Try, or injured person where referee stops play. Ball into touch or dead in goal.
- 39.** Only eight (8) sets of tags will be issued per team per game.
- 40.** A ground official may be present at each field to ensure this policy is adhered to. They will only warn you so much before informing the referee. The referee will give you a final warning.
- 41.** A further breach may result in a penalty being awarded on the 10-metre mark centre field from the offending team's try line.

42. EXTRA TIME will be played with five players during the QF, SF & Grand Finals. Golden Try will be played. Right of reply rule is continuous.

43. All QF & SF will be capped at 5 minutes. If there is no result the highest qualifying team will advance to the GF. A member of staff will keep the time.

44. Grand Finals will be capped at 10 minutes. After 5 minutes, play is halted at the next stoppage. There will be a 1 minute break for teams to take a drink & make replacements if they choose to. Teams will then change ends & play will resume from the next play in the same position where play was halted.

45. NO INTERCHANGE in EXTRA TIME. (If a player is injured and requests to be replaced, the opposition must also be given the opportunity to replace one of their players.) Exception see Point 42.

46. In extra time the highest qualifying (HQ) team into the finals will receive the tap off and choose the direction the team will run. If a try is scored in the first set of six tags the opposition will be given the same opportunity (Right of Reply).

47. If the HQ team does not score in the first set then the opposition will start play with a tap from the halfway. If they score the game is over.

48. If they don't score the HQ will again start play with a tap from halfway. If they score then the right of reply still kicks in. If they don't score then play resumes as normal & first try scorer wins the game.

49. The tournament official keeping time will remain at the halfway line and will count down each minute loud enough for the team officials to hear them. They will announce 30 seconds left then move into a position so the referee will hear them call time. The official will place themselves on the field but in a position to never intrude on the game. From 10 seconds they will count down loudly, finally calling TIME REF.

POINTS SYSTEM

50. WIN = 2 POINTS

51. DRAW = 1 POINTS

52. FORFEITING Teams will be reviewed and may be disqualified from future tournaments. The team receiving the forfeit will be given an average on for and against.

REFEREES

53. REFEREES are not to be approached at any time by a coach, manager or parent unless your intention is to shake hands at fulltime and have something positive to say.

54. On field refereeing complaints from teams should be directed solely to the Referees Director not the referee.

55. If clarification is sought re a rule the coach should approach the ground official who can ask the referee or contact the referee's director.

56. Any team official who verbally abuses a referee or yells at the referee with comments which are unacceptable or not in the true spirit of the game will be moved behind the ropes or may be dismissed from the venue.

SUSPENSIONS

Send Offs

57.ZERO TOLERANCE, NO STRIKE POLICY. Any Player who throws a punch or strikes will be sent off and may be disqualified from the tournament.

58.Anyone sent off for any other infringement will receive an automatic 1 game suspension.
The suspension will carry over to future tournaments.

59.If there are extenuating circumstances eg: Serious nature of the offence, the Judiciary Chairman, Perry Haddock, may deem it necessary to impose a longer penalty.

60.Associations/player/s may appeal the sentence. The Chairman will convene a judicial panel to hear the matter.

61.Suspensions can affect the player's ability to play in any Oztag Competition.

Sin Bins

62.If a player is sin binned it is for a mandatory period of 5 minutes. The player will take up a position on opposition try line on the far corner from the interchange side.

63.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 5 minutes.

RULES FOR PROGRESSING TO KNOCK OUT PHASE OF THE COMPETITION

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

- a. The total difference re for and against points will determine which team has finished in a higher position.
- b. If teams are still tied, the team with the most in the 'For' bracket will finish higher. If still the same go to point c.& d.
- c. If these teams played each other, the winner of that game will go through to the finals.
- d. If these sides did not play each other, 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.

TOURNAMENT STAFF/GROUND OFFICIALS

- 65.** Tournament staff can be identified by their tournament blue & yellow 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.
- 66.** Ground Officials will be allocated to playing fields and can be identified by their bright shirt or orange vest. They also have a job to do so please abide by their instructions.

REGIONAL OFFICIALS

- 67.** Each region may have 3 officials on the sideline with their team. Coach, manager and trainer. Everyone else is to be behind the ropes. If there is a need for a further person to be on the sideline they must get prior permission from the Tournament Director.

ALCOHOL

68.No alcohol is to be brought into the grounds. This is a requirement of Council and an AO rule. If anyone is caught with alcohol brought into the venue they will be asked to leave and may face disqualification from future tournaments and jeopardize their association's further involvement.

SMOKING

69.C-ex Stadium is a smoke free facility and is governed by council regulation

70.Fines are in place for breaches of this policy. Please refrain from smoking around the grounds and under the tents. Move to the car parks or designated smoking areas.

SPECTATORS

71.Please remain behind the roped off areas. There is no walking between the fields on the main arena or the passageways on the outer fields. Please abide by the Ground Officials instructions.

RUBBISH

72. Please take your empty water bottles and rubbish with you and place in a bin. There are plenty around the venue.

BEHAVIOUR

73.Any unacceptable behavior whilst attending a tournament will be met with severe repercussions from Australian Oztag.

74.All players, coaches, managers, delegates and spectators who attend an Oztag Tournament are bound by Australian Oztag's Code of Conduct, which covers your behavior travelling to and from the tournament, at your own accommodation, whilst out and about and off the field

75. at the venue. Also be aware of your social media posts which can also be subject to AO's social media policy.

ZERO TOLERANCE POLICY (Warning/10 metre penalty)

76. If a player/s continually questions decisions or uses unacceptable communications with the referee they will be penalized. If this behaviour continues the referee has the option of warning/10 metre penalty, sin bin or send off.

77. If officials on the sideline yell out at the referee the referee will stop play, approach the officials and warn them. The next time, they will stop play and move to the 10 metre mark from the try line against the offending officials team and award a penalty.

78. *If parents or spectators yell out at the referee the referee will stop play and warn the coach to control the parent or spectator. If they continue the referee will stop play and move to the 10 metre mark & award a penalty.*

79. Any spectator abusing a referee will be asked to leave the tournament. The spectator could jeopardize the team he/she is supporting.

80. **Be aware that staff & ground officials have been given a directive to use their phone to video any poor or unacceptable behaviour both on & off the field.**

81. The Tournament Director has the authority to make a ruling on any aspect of the tournament which is in the best interest of the tournament.

Bill Harrigan – Tournament Director