



## JUNIOR NSW STATE CHAMPIONSHIPS COFFS HARBOUR– 2021

### CONDITIONS OF ENTRY

#### **COVID-19 Safety Plan**

The Coffs venue has been segregated into zones 1 to 5. (see map) & two sessions A.M. & P.M. We must observe the NSW Government Public Notice Health Order of no more than 3000 in a gathering & adhering to the 1 person per 2 square metres.

Teams need to email their registration form & spectator Covid 19 tracing form by Friday 29<sup>th</sup> January. No exceptions this must be emailed.

Age divisions have been allocated a zone & session and are required to go straight to the zone. Do not arrive on the fields before 45 minutes to kick off. Arrive ready to play.

Teams are to remain in their zone until they have completed their last game of the day then vacate asap. Teams can have three officials on the sideline. Eg. coach, assist, manager

Parent/Guardian/Spectator must be named on the tracing form to be in attendance. Teams will be given a wrist band for their P/G/S. This is mandatory & will affect the tournaments progress if not adhered to. Ground Officials & staff will police this policy and any person not involved in the game or wearing a wrist band will be asked to leave. Refusal will force the stoppage of the game.

We have a responsibility by law to provide who is in attendance if required.



Referees will have hand sanitizer and players will be required to sanitize their hands before taking the field. Players who cannot use alcohol-based sanitizer need to bring their own and use it in front of the referee.

The balls will be replaced or washed for each session. All tags will be replaced after each session.

Any player that has symptoms must stay away from the tournament & their team. Any player that has visited a government acknowledged hotspot must stay away and get tested. Hotspots will be continually announced by AO as the tournament nears.



### Conditions

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, Garth Widdowson, 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/Associations as identified by Australian Oztag.
4. Team registration & spectator form MUST be emailed to [info@oztag.com.au](mailto:info@oztag.com.au) before Friday the 29<sup>th</sup> of January. The manager of each team must report to ZONE ADMIN prior to your first game to collect supporter passes.
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. Be sure to obtain a copy from your association.**
11. Proof of age (Licence, Birth certificate or passport) must be supplied upon request.

### 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 or similar allowed on wrists.

### COACHES UNIFORM

17. Coaches and team officials must be in a team shirt to stand with the team. Teams are restricted to three officials on the sideline.
18. **All officials must be wearing enclosed footwear.**



## GENERAL RULES

19. The official Rules of Oztag will be used during this Tournament with the exception of one variation in the under 9's & 10's. **Defensive line and marker cannot move until first receiver has caught the ball or dummy half runs.** To clarify this further. The dummy half can run and if tagged they will play the ball as normal. Dummy half can score. Dummy half can dive from DH position. Touching the ground or defence rules apply. Players can kick on any tag. The nines & tens will also play on a half field with the small ball.
20. 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.
21. **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.
22. **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.
23. 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.
24. Preliminary games will be of 30 minute's duration. 15 minutes each way, with 2 minutes break at half time.



25. 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.
26. Teams should take the field when the 2-minute warning is given 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.
27. **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. Teams not ready to commence play within 5 minutes of the start siren may forfeit the game.**
28. Unlimited interchange rule applies. **Except in extra time.**
29. **Interchange can only be made when your team is in Attacking Mode.**
30. Coach, manager and players not involved in an interchange must stay behind the 2-metre line.
31. All interchange except at a stoppage of play must be made from the touch line.  
Stoppages: Try, injured person where referee stops play. Ball into touch or dead in goal
32. Only eight (8) sets of tags will be issued per team per game.
33. A ground official will 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.
34. A further breach may result in a penalty being awarded on the 10-metre mark centre field from the offending team's try line.
35. EXTRA TIME will be played with five players during the Semi Finals and Final series. Golden Try will be played. There will be NO EXTRA TIME IN QUARTER FINALS.
36. If there is a DRAW at the end of the QUARTER FINALS, the highest qualifying team will progress to Semi Final.



37. 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, of the same gender as the injured player, at the same time of the injury replacement)
38. The highest qualifying 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). If the opposition score, the right of reply is repeated until a winner is declared.
39. Extra Time **SF & GF** will be capped at 5 minutes. The ground official supervisor will keep the time. If there is no result after 5 minutes the highest qualifying team will advance through.
40. The ground official will remain at the halfway line and will count down each minute loud enough for the team officials to hear him. He will announce 30 seconds left then move into a position so the referee will hear him call time. The ground official will place himself to never intrude on the game. From 10 seconds he will count down loudly, finally calling TIME REF.

#### POINTS SYSTEM

41. WIN = 2 POINTS
42. DRAW = 1 POINTS
43. 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

44. 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.
45. On field refereeing complaints from teams should be directed solely to the Referees Director not the referee.
46. 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.
47. 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.

## SUSPENSIONS

### Send Offs

48. ZERO TOLERANCE, NO STRIKE POLICY. Any Player who throws a punch or strikes will be sent off and may be disqualified from the tournament.
49. Anyone sent off for any other infringement will receive an automatic 1 game suspension. The suspension will carry over to future tournaments.
50. If there are extenuating circumstances eg: Serious nature of the offence, the Judiciary Chairman, Michael Buettner, may deem it necessary to impose a longer penalty.
51. Associations/player/s may appeal the sentence. The Chairman will convene a judicial panel to hear the matter.
52. Suspensions can affect the player's ability to play in any Oztag Competition.





### Sin Bins

53. If a player is sin binned it is for a mandatory period of 5 minutes.
54. 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

55. 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

56. Tournament staff can be identified by their bright 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.



57. Ground Officials will be allocated to playing fields and can be identified by their bright yellow or orange vests. They also have a job to do so please abide by their instructions.

#### ASSOCIATION OFFICIALS

58. Each Association 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

59. 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 also jeopardise their association's further involvement.

#### SMOKING

60. The Crest is a smoke free facility and is governed by council regulation

61. 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

62. Please remain behind fences, roped off or line marked areas. There is no walking between the fields on the main arena or the passage ways on the outer fields. Please abide by the Ground Officials instructions.



## RUBBISH

63. 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.

## BEHAVIOUR

64. Any unacceptable behavior whilst attending a tournament will be met with severe repercussions from Australian Oztag.
65. 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 accommodation, whilst out and about and on & off the field at the venue. Your convener can supply a copy of the policy if requested.

### ZERO TOLERANCE POLICY (Warning/10 metre penalty)

66. 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.
67. 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.
68. *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.*
69. Any spectator abusing a referee will be asked to leave the tournament. The spectator could jeopardize the team he/she is supporting.