

ST GEORGE JUNIOR DRAGONTAG SPORTS  
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## **ST GEORGE JUNIOR DRAGONTAG COMPETITION RULES FOR PLAYERS/TEAM CONTACTS/COACHES/SPECTATORS**

Any breach of the Competition Rules may result in team disqualifications.

### **PLAYER ELIGIBILITY**

Proof of age (Birth certificate or passport) must be supplied upon request. Each player must be the age of the division they have registered to play in or younger by the 31<sup>st</sup> of December of that year. Players found to be knowingly breaching this rule will be disqualified from the competition with no refund given. The teams they registered for will have points deducted or may also be disqualified

Players may **only play for the team they have registered to play for.**

If a player is found to be playing for a team they are not registered to play for they will be suspended for 2 games. This may be reduced to 1 game and which will be at the discretion of the Competition Manager

The team they are registered for may also lose points

The competition Manager will assess the game that was breached and where each team is situated on the Competition table when applying a penalty for breaching rules

In some cases the game will be marked down as a loss 5- Nil. Team may be stripped of all points and in some cases the team may be disqualified from the competition

Players are not allowed to play up a division if a team is short

### **TEAM UNIFORM**

All players must wear the official Oztag shorts/tights and all teams must wear the same coloured shirt/singlet with number on the back or sleeve.

No football boots with screw in or metal studs or cleats will be permitted. Moulded sole boots (blades accepted).

No Jewellery can be worn during play. This includes belly piercing, nose piercings, watches, necklaces, earrings. Studs only in ears allowed.

Shirts/Singlets must be tucked in. Shirts/Singlets cannot be tied up in a knot at the back or front

Shirts/ Singlets with long arm holes or any profanities cannot be worn .

## **TEAM CONTACT/DELEGATES**

The Team Contact must ensure that the team abides by the Competition Rules/Code Of Conduct.

The Team Contact is responsible for ensuring that the team plays in correct uniform (same coloured/numbered shirts)

The Team Contact is not an assigned Coach from St George Dragontag and is mainly the point of contact for the team

The Team contact must advise St George Junior Dragontag by 3pm Game day at the latest if the team will be forfeiting for any reason. If St George Junior Dragontag does not receive notification, a warning will be issued. If the team receives 3 warnings for not notifying the Competition Manager, the team may be removed from the Competition without refund

## **GENERAL RULES**

1. The official Rules of Oztag are used at all St George Junior Dragontag Competitions. Teams that register to play at St George Junior Dragontag must register the minimum of 10 players. If the team cannot register the minimum of 10 players, then the side will be deemed as individual players wishing to join the same team and St George Dragontag will appoint individual players to fill the side to the minimum requirement of 10 if available

2. Games are of 30-40- minute duration. 15-20 minutes each way with 1-2 minute half time break. Some competitions may have games shortened to 15 minute halves to accommodate more teams due to lack of fields available

2a) Teams should be at field ready to play at least 5 minutes prior to end of the last game.

2b) A team will require minimum 5 players to start the game. The referee will whistle the start of the game after hearing the siren.

2c) Any team not ready to commence play will lose 1 point every minute after 2 minutes has passed The referee will wait until the score reaches 5- Nil (10<sup>th</sup> minute) and will declare the game a forfeit if the team is not present. Any team forfeiting a game without notifying the Competition Manager will receive a written warning . Forfeiting games without notification may result in the team being disqualified with no refunds given

3. There will not be extra time in the round games. Eight (8) Sets of tags for each team in different colours will be at fields at commencement of game

4. If games are cancelled during play due to inclement weather, the Competition Manager will assess the game via duration and will rule on the score. Competition Manager will advise if the game needs to be replayed

6. One Parent per team is allowed on the field for U6's & U8's Division. In some cases, a parent may be allowed on the field for Girls u10's Division. The Parent may not discuss concerns with the referee whilst on the field. A Referee may ask a parent to leave the field at any time or abandon a game at anytime

## **FINALS SERIES**

### **QUARTER FINALS**

If the game is drawn, up to 5 minutes extra time will be given.

6 players( no less than 5) take the field (interchange allowed).

Golden Point Rule will be played.

The team that was leading the Competition table will have the opportunity to kick or receive.

#### **No Right to Reply will be given**

If no score after 5 minutes, the team that was leading the competition table will be declared the winner.

### **SEMI FINALS**

If the game is drawn, up to 10 minutes extra time will be given

6 players (no less than 5) take the field first 5 minutes -interchange allowed

Teams Change sides

5 Players take the field (no less than 5) 2<sup>nd</sup> 5 minutes -interchange allowed

Golden Point Rule will be played

The team that was leading the Competition Table will tap off.

#### **Right to reply will be given**

If the team that first taps off, scores, the opposing team will be given the opportunity to score by Tapping off from half way and attacking their tryline. If they do not score, game will be declared over.

If the team that first Taps off, does not score, game will continue as normal

A right to Reply is deemed over if a team gives up possession of the ball for eg: Penalty or knock-on.

If no score after 10 minutes, the team that was leading the competition table will be declared the winner.

### **GRAND FINALS**

If the game is drawn, game will continue until we have a result.

6 players (no less than 5) take the field first 5 minutes -interchange allowed

Teams change sides

5 Players take the field (no less than 5) continue play-interchange allowed

Golden Point Rule will be played

The team that was leading the Competition Table will tap off.

#### **Right To reply will be given**

If the team that first taps off, scores, the opposing team will be given the opportunity to score by Tapping off from half way and attacking their tryline. If they do not score, game will be declared over.

If the team that first Taps off, does not score, game will continue as normal

A right to Reply is deemed over if a team gives up possession of the ball for eg: Penalty or knock-on.

Teams will play until we have a result

**Note :** If a team scores 2 tries without the other team having the opportunity to attack their tryline, the game will be declared over and no further right to reply given

## **POINTS SYSTEM**

WIN = 2 POINTS

DRAW = 1 POINTS

LOSS = 0 POINT

FORFEITING Teams will receive 0 points and 5 tries against

## **SCORING SYSTEM**

TRY = 1 POINT

Note: 2 points will be awarded for each female try in an Official Mixed Division. If Girls are playing in a Boys division then only 1 point will be awarded for a try

## **PLAYER- CODE OF CONDUCT**

Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the game

Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted in Oztag.

Be a good sport. Applaud all good plays whether they are made by your team or the opposition.

Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.

Cooperate with your coach, team mates and opponents. Without them there would be no competition.

Participate for your own enjoyment and benefit, not just to please parents and coaches.

Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

## **COACH/TEAM CONTACT-DELEGATE - CODE OF CONDUCT**

Actively discourage foul play and /or unsportsmanlike

Never ridicule or yell at a player for making a mistake or not coming first.

Be reasonable in your demands on player's time, energy and enthusiasm.

Operate within the rules and spirit of Oztag and teach your players to do the same.

Ensure that the time players spend with you is a positive experience. All people are deserving of equal attention and opportunities.

Avoid overplaying the talented players; the just average need and deserve equal time.

Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.

Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, parents and spectators. Encourage players to do the same.

Show concern and caution toward sick and injured players.

## **PARENT/SPECTATOR- CODE OF CONDUCT**

Remember that children participate in sport for their enjoyment

Encourage children to participate, do not force them

Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the games result.

Encourage children always to play according to the rules and settle disagreements without resorting to hostility or violence.

Focus on child's efforts and performance rather than winning or losing.

Never ridicule or scold a player for making a mistake. Respect officials' decision and teach children to do likewise.

Do not use foul language, sledge or harass players, coaches or officials

Show appreciation for volunteer delegates, coaches, officials and administrators. Without them, your child would not participate.

Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

Spectators are not to stand within 5 metres of the tryline and 2 metres of the sideline

## **RUBBISH**

During the Competition, please put your rubbish in the Bins provided. At completion of play, please take your empty water bottles and rubbish with you and place in a bin.

## **BEHAVIOUR**

Any unacceptable behavior whilst attending the competition will be met with severe repercussions from the St George Junior Dragontag Sports Association

In the past penalties have included life bans from playing Oztag.

## SUSPENSIONS

### SEND OFFS

Anyone sent off for any other infringement will receive an automatic 2 game suspension. The Competition Manager will discuss the send off with the Referee who may advise to have the suspension reduced to 1 week or increased

If there are extenuating circumstances, eg: serious nature of the offence the Competition Manager may deem it necessary to increase the suspension time. Length of Penalty will be confirmed in writing to the suspended player & delegate of the team.

### NO PUNCH POLICY

Any Player who throws a punch even in retaliation will be sent from the game and will be suspended from the competition indefinitely.

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

The duration of suspensions is subject to discretion of the Competition Manager. Should the St George Dragontag Advisory board be required, all parties requested must attend. Failure to attend will lead to those persons not being permitted to play until attendance at an alternative date can be arranged.

All players will be given the opportunity to appeal a suspension. The request must be sent in writing to The St George Junior Dragontag Advisory Board [advisoryboard@dragontag.com.au](mailto:advisoryboard@dragontag.com.au)

### SIN BINS

If a player is sin binned it is for a period of up to 5 minutes. The player must remove his/her tags and hand them to the Referees. The player must stand at the opposing team's tryline for this duration. The player may not be replaced during this time unless permission is given by the referee. The referee will determine the duration time and will advise when the player can return to the field of play.

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 if the Referee permits.

### BLOOD POLICY

A player with a bloody injury or blood on his/her uniform may not return to the game until the wound is no longer bleeding, the wound is covered and if necessary the uniform is changed.

### ALCOHOLS/DRUGS

Players or spectators suspected of being intoxicated or under any influence of Drugs or Alcohol may be asked to leave the venue. Players knowingly intoxicated or under any influence of drugs or alcohol may not take the field to play.