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Oztag Rule Book 2008 Edition 6

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SECTION 1

GLOSSARY OF TERMS

ADVANTAGE - Is to allow play to proceed if it is to the advantage of the team, which has not committed an offence or infringement.

ARM - (Re Knock-On) is defined where the arm joins the shoulder at the arm-pit

ATTACKER - Is a member of the attacking team.

ATTACKING TEAM - Is the team who has possession of the ball or who has just kicked the ball.

BALL CARRIER - Is a member of the attacking team who has possession of the ball.

BALL PLAYER - Is the member of the attacking team who is imparting motion to the ball at the play-the-ball area with his/her foot.

CHANGEOVER - Is the surrendering of the ball to the opposing side.

CONTACT - A collision of bodies whether deliberate or accidental.

DEFENDER - Is a member of the defending team.

DEFENDING TEAM - Is the team without possession of the ball.

DEFENSIVE LINE - Is a line of defending players.

DROP KICK - The ball is released from the hands and is kicked as it rebounds off the ground.

DUMMY-HALF - Is the attacking player who takes up position immediately behind the ball player during the play-the-ball.

FIELD-OF-PLAY - The area within the touchline and tryline.

FORWARD PASS - Passing the ball forward towards opponent's tryline.

GROUNDING THE BALL - Placing the ball with downward pressure on or over the opponent's tryline with hand or hands.

IN POSSESSION - A player has control of the ball.

KICK - Deliberately striking the ball with the leg from below the knee to the toe.

KICKING TEAM - Is the team, which kicks the ball.

KICK-OFF POINT - Is the position at the centre of the halfway where the ball is kicked off.

KNOCK-ON - Propel the ball forward with hand or arm towards opponent's tryline.

KNOCK-BACK - Propel the ball towards own tryline with hand or arm

MARKER - Is the defending player who stands no more than one (1) metre from directly opposite the ball player during the play-the-ball.

OBSTRUCTION - Is the act of preventing an opponent from tagging the attacking player in possession.

OFF-SIDE - A defending player not back the required distance. An attacking player in front of the player in possession.

PASS - Is to throw the ball in a backwards direction from one player to another.

PENALISE - Is to award a penalty against an offending player.

PENALTY TRY - A try awarded by the referee when in his opinion a try may have been scored subject to an infringement or foul play by an opponent

PLACE KICK - Is to kick the ball after it has been placed on the ground.

PLAY-THE-BALL - When the ball player uses his foot to propel the ball behind him. The ball cannot be propelled back to a player by more than 2 metres. A player cannot play the ball back to himself.

PLAYING AREA - Is the area restricted to spectators by any means such as a fence, rope, line.

TAP KICK - A deliberate touch of the ball with the foot whilst in the hands or on the ground.

VOLUNTARY TAG - Is when an attacking player either plays the ball with both tags attached or deliberately removes one or both of his/her own tags.

PLAYING THE GAME

1. The objective of the game is to ground the ball over the opponent's tryline to score tries. The player in possession of the ball may run, kick or pass the ball attempting to get further downfield and cross the opponent's tryline. It is the objective of the team without the ball to prevent this by removing a "tag" from the ball carrier.
2. The attacking team has six (6) "plays" or "tags" to place the ball over the defending team's tryline. After six (6) "tags" a changeover occurs and the defending team then becomes the attacking team.
3. The captains of the two teams shall toss for choice of ends. The captain winning the toss has the choice of which direction to run and the opposition team will use a place kick from the centre of the field to start the game.
4. The game shall consist of two (2) halves of twenty (20) minutes each with a two (2) minute half-time break between each half. At full-time, the team with the greatest amount of points shall be declared the winner of the game.
5. Once play has started an attacking player who is on-side can run with the ball, kick it in any direction and throw or knock it in any direction other than towards his opponent's tryline.
6. A player who during play is holding the ball (ball carrier) may be tagged by an opposing player (defending player) or players in order to prevent him/her from running with the ball, kicking or passing the ball to his/her team mates.
7. A player not in possession of the ball, either a defender or attacker cannot be tagged or obstructed during the game.

SECTION 2

PLAYER'S AND PLAYING EQUIPMENT

1. There can be a maximum of eight (8) players per team on the field at any one time. Any number of replacements per team is allowed during the course of the game with unlimited interchange.
2. The game shall be played by two teams each consisting of at least five (5) players per side. In the case of mixed competitions, the maximum number of male players on the field at anytime is four (4).
3. There will be no stoppage of play when replacements are made. The replaced player must leave the field of play before the replacement can participate in the game. All replacements during a game shall be from the same side of the field.
4. If a player is bleeding, the referee shall direct this player to leave the field and seek attention before rejoining the game.
5. Players shall not wear anything that might prove dangerous to other players. Player's normal clothing shall consist of a shirt of distinctive colours and/or patterns, a pair of authorised shorts, non-screw in studded shoes and authorised tags. For ease of identification, the player's shirt should be numbered.
6. The referee should inspect player's equipment prior to the commencement of the game and if necessary, the referee can prevent a player from participating in the game if he/she considers a player's equipment is dangerous.
7. If the ball bursts as a player is restarting play, that player will be allowed another kick after the ball has been replaced. If a player grounds the ball for a try and the ball bursts during this action the try will be allowed.
8. If the ball bursts during general play, play is stopped, the ball is replaced, a "tag" is counted and play is restarted with a play-the-ball by the attacking team where the ball burst. If the ball bursts on the sixth "tag", play is restarted with a changeover awarded to the defending team after the ball is replaced at the point where the ball burst.

SECTION 3

SCORING

1. One (1) point is awarded for a try. In mixed games, if a female player scores a try, that team shall receive two (2) points.
2. The game shall be won by the team scoring the greater number of points. If the score is equal or if both teams fail to score, then the game shall be drawn.
3. A try is awarded to the attacking team when they ground the ball on or over the tryline. Also Penalty Try-See Section 1
4. Kicks must be regathered in the field of play before grounding the ball for a try to be awarded. If the ball crosses the plane of the tryline the ball is deemed out of play.
5. A player cannot pass the ball back after crossing the tryline nor can he/she run back into the field of play to pass the ball back to another player.
6. A player can dive to score a try, however, if this player, in his/her attempt to score a try, touches the ground with the knees or arms before the tryline, or slides across the tryline and a defender is within tagging distance, a try will not be awarded.

SECTION 4

DEFENCE RULES

1. The progress of the ball carrier can only be halted if a defender removes one or both of the attacker's tags. If both tags are removed by one or more defenders then the point where the first tag was removed will be where the ball is played.
2. When a tag is removed, the defender must hold it in the air at the point where the tag was made, drop it and assume a marker position or return to the defensive line. The ball carrier must return to the point where the tag was removed, play-the-ball and then replace his/her tag.
3. When the ball carriers progress has been halted and they are in the action of playing the ball, the defensive line is set (7) metres back from the play-the-ball area and one defender may act as a marker.
4. The marker must stand directly in front of the play-the-ball.
5. The marker and the defensive line can only move forward when the ball is touched by the dummy half.
6. If the attacking side fails to score before the sixth tag has been made, a changeover will be awarded to the defending team at the point where the sixth tag was effected. This team will then become the attacking team and they will now receive six (6) tags to attempt to score a try.
7. A player may defend with one or no tags, however if he/she receives the ball, which has been kicked, dropped or propelled forward, they must immediately play-the-ball at the place of receipt.

DEFENDING TEAM INFRINGEMENTS

NOTE: The referee should consider advantage play prior to penalising. Penalties may be awarded at the point of the infringement in the following circumstances:-

8. When a defender deliberately moves into the ball carriers path (without gaining position first) and contact is made, the defender will be judged as initiating this contact.
9. A defending player, must in the referee's opinion, be attempting to remove a tag and not deliberately impeding the progress of the ball carrier or any attacking player with their body. If an attacking player's progress is impeded, with or without the ball, a penalty may be awarded.

10. A defender cannot at any time hold onto an attacking player or their uniform. If this occurs and no advantage is gained by the attacking team, a penalty may be awarded.
11. When a defender calls tag without physically removing the tag, a “phantom tag”.
12. When a defender tags an attacking player and throws the tag more than one (1) metre away from the mark where the tag occurred.
13. When the marker fails to stand directly in-line with the ball player when the ball is being played.
14. When the marker interferes with the ball player at the play-the-ball.
15. The marker cannot strike for the ball whilst the ball is being played.
16. If a defender removes an attackers tag when they are not in possession of the ball, the referee has the following options:-
 - a) If it is just as the attacker has passed the ball, no action is taken and the attacker must replace the tag before being able to progress the ball downfield, (simultaneous tag/=off load).
 - b) If it is after the attacker has passed the ball, the Referee should call “Late Tag, Play On” and allow the attacking team to progress the ball with only one or no tags on. This may result in a player scoring with one or no tags on. This is one case of the “Advantage Rule” being applied.
 - c) If it is after the attacker has kicked the ball, the referee should call “Late Tag, Play On” and allow the attacking team the opportunity to regather the ball. If the referee deems no advantage has been gained by the kicking team (regathers ball, late in tackle count, etc) he should penalise the defending team where the ball stops, crosses the touch line or try line or where the opposition takes possession of the ball.
 - d) If a defender removes a support players tag before receiving the ball he/she should call “pre tag” and allow the advantage play.
 - e) If no advantage is gained in b) & c) the Referee should penalise the defender & may consider the use of the sin bin.

A Player with no tags is deemed to be tagged if a player comes within tagging distance

17. If a defending team player is less than seven (7) metres from the play-the-ball when the ball is being played. A penalty may be awarded at the point where the offside player(s) should have been standing in the defensive line.

SECTION 5

ATTACKING RULES

1. When in possession of the ball, the ball carrier can attempt to position the ball further downfield by running, kicking or passing the ball to his/her team mates. An attacker can only progress the ball with two tags on unless advantage is being played due to a late tag/pre tag.
2. The attacking team shall be allowed six (6) successive tags, and then a changeover will occur.
3. When an attacking player who has possession of the ball (ball carrier) has one or more tags removed by a defending player, the ball carrier must return to the point where the first tag was removed and play-the-ball without delay.
4. Another attacking team player will take up a position directly behind the ball player and assume the dummy half position. The play-the-ball is initiated when the ball player places the ball under one of his/her feet and heels it backwards with the foot to the dummy-half, who then initiates the next play by passing, kicking or running the ball. After playing the ball, the ball player should replace his/her tag on their shorts before participating in the attack again.
5. If there is no marker the ball player may replace his/her tag, play the ball forward by tap kicking the ball on the ground and continue play. If he/she is missing a tag they may only pass or kick the ball taking no more than one (1) step.
6. If the attacking side is tagged a sixth time, the attacking player places the ball on the ground and a changeover will be awarded to the defending team.
7. If the ball carrier falls to the ground, or a player falls on a loose ball, and a defender is within tagging distance, a tag will be deemed to be effected. This applies to the ball carrier when crossing for a try. If any part of the body (other than the feet) of the ball carrier touches the ground before the tryline, and before the ball is placed over the tryline, then a try cannot be awarded if

a defender is close enough to effect a tag. The ball carrier will be asked to play-the-ball no more than one (1) metre out from the tryline and the tag count will continue. If this occurs on the last tag, a changeover will be awarded to the defending team.

8. If the ball carrier is “tagged” over the tryline prior to placing the ball down for a try, he/she shall be asked to play-the-ball five (5) metres out from the tryline, and the “tag” count will continue.
9. An attacking player may receive a pass behind their own tryline or may run behind their own tryline when in possession of the ball. If an attacking player is tagged behind their own tryline, play will restart with a drop kick from the centre of the tryline.
10. The dummy half can pass or kick the ball with only one tag on as long as they only take one step. If he/she should take more than one step, they will be called back to the mark and the next tag will be counted.
11. Simultaneous tag/ball off load situations will usually result in a “play-on” call from the referee and since OZTAG is predominantly an attacking game, the benefit of the doubt will be given to the attacking team. If the ball off-load is deemed to have been executed after the “tag”, the tagged player must return to the mark and play-the-ball where the tag occurred without penalty.
12. If the ball carrier off-loads the ball as their tag(s) are removed and the referee calls “play-on”, they must replace the tag(s) before being able to further the ball’s progress. If this player fails to replace the tags and receives the ball, play is stopped & a tag is counted
13. If the ball carrier comes into contact with the referee whilst trying to evade a “tag”, a tag will be counted.

ATTACKING TEAM CHANGEOVERS

14. If the ball comes into contact with the referee after being kicked or passed & play is irregularly affected, a changeover will be awarded to the defending team at the point where the contact occurred.

15. If any attacking player is “tagged” over the tryline prior to placing the ball down for a try and it is the last tag, a changeover will be awarded to the defending team five (5) metres out from the tryline.
16. When the ball carrier accidentally or deliberately crosses the touchline before their tag is removed, a changeover will be awarded to the defending team ten (10) metres in from where the ball carrier crossed the touchline.
17. When the ball player accidentally steps over the touchline whilst playing the ball, a changeover will be awarded to the defending team ten (10) metres in from where the ball player stepped over the touchline.
18. If the ball player whilst in the action of playing the ball loses control of the ball and drops the ball on the ground as opposed to playing the ball, a changeover will be awarded to the defending team at the point where the ball player lost control of the ball
19. If the dummy half is not in position within three (3) seconds of the play the ball, a changeover will be awarded to the defending team. (Referee will determine this time period)
20. The marker under no circumstances can run around and retrieve the ball from the dummy half position. This will result in a penalty.

Safety Reasons

21. If the play the ball is deliberately delayed, the referee will initiate the 3 second play.

ATTACKING INFRINGEMENTS

The referee will award a penalty where the infringement occurred in the following circumstances:-

22. The ball carrier must not attempt to bump or fend off a defender in their attempts to remove a tag or whilst chasing the ball. The ball carrier can in no way protect his/her tag with their hands, elbows, ball etc.
23. The ball carrier must not jump to avoid being tagged, however they may spin/swivel to avoid being tagged as long as they do not initiate contact.

24. The ball carrier will be penalised if he/she bends their body forward to prevent being tagged.
25. In changing direction on the run the ball carrier steps into a defender endeavouring to make a tag. Onus on ball carrier to avoid contact.
25. When an attacking player prevents a defending player from executing a tag by running behind his team mate/s causing an obstruction.
27. When the ball carrier executes a voluntary tag by deliberately playing the ball with both tags intact.
28. When the ball carrier deliberately removes his own tag.
29. When the ball player interferes with the marker at the play-the-ball.
30. When the ball is deliberately passed in a forward direction.
31. A tag will be called if the ball carrier touches or adjusts their tag whilst in possession.

SECTION 6

KICKING RULES

A place kick is used to start & restart play. Kicking the ball is allowed in General Play.

Conditions Apply:

- a) prior to a tag being made
- b) after fourth tag

NOTE: Not allowed after a changeover & all general Play kicks must be no higher than the Referees shoulder height off the boot, however it can bounce higher. No drop-kicks in general play

KICK-OFF RULES

1. The team which wins the toss chooses which direction to run and the opposing team will kick-off. This is reversed for the second half.
2. When a try is scored the non-scoring team shall kick-off to restart play.
3. The kick-off is a place kick from the centre of the halfway line. The ball from the kick-off must bounce within the field of play before going over the touch or tryline. The ball from the kick-off must travel ten (10) metres before any player of any team may take possession of the ball.
4. The players of the team kicking off (kicking team) must not cross the halfway line until the ball is kicked. The team receiving the ball may be spread out across the field in various formations; however they can be no closer than ten (10) metres from the halfway line at the time of the kick-off.
5. If the ball from the kick-off bounces over the touchline, a changeover will be awarded to the receiving team, ten (10) metres in from the touchline to where the ball crossed the line.
6. If the ball from the kick-off or drop kick bounces over the receiver's tryline whether touched or not, play will restart with a dropout from the centre of the tryline by the receiving team.

7. If the ball is caught on the full over the tryline the referee will call “play on”.

All kick-off infringements will result in a penalty being awarded at the centre of the halfway line.

DROPOUT KICKING RULES

8. A dropout is a drop kick taken from the centre of the tryline. The ball from a dropout must bounce within the field of play before going over the touch or tryline. The ball from the dropout must cross the ten (10) metre line from the tryline before any player of any team may touch the ball.
9. The players of the team dropping out must not cross the tryline until the ball is kicked. The team receiving the ball may be spread out across the field in various formations; however they can be no closer than ten (10) metres from the tryline at the time of the dropout.
10. If the ball from the dropout bounces over the touchline, a changeover will be awarded to the receiving team, ten (10) metres in from the touchline where the ball crossed the line.
11. If the ball from the dropout bounces over the receivers tryline whether touched or not, a dropout from the receivers tryline will be taken by the receiving team. However, if the ball is caught on the full over the tryline, the referee will call “play on”.

All dropout infringements will result in a penalty ten (10) metres in field from the centre of the tryline.

GENERAL PLAY KICKING RULES

12. The attacking team may kick the ball when they first come into possession, before the initial tag and after the fourth tag, however, the ball must not travel higher than the referees shoulders.
13. The dummy half can kick the ball with one (1) or no tags on as long as he/she only takes one (1) step.
14. Only attacking team players behind the kicker when the ball is

- kicked are onside. If the attacking players are onside they may chase the ball downfield to retrieve the ball or effect a tag.
15. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot effect a tag until either the ball receiver has run ten (10) metres in any direction or the kicker runs past the offside player and puts him/her onside. However an offside player cannot be placed onside by the kicker if he/she is already within 10 metres of the receiver.
 16. If the attacking offside player deliberately plays at the ball or effects a tag a penalty should be awarded at that point. (Referee may allow advantage play)
 17. The receiving team may take possession from a kick and elect to kick the ball back downfield to gain a territorial advantage. This is allowed, as a tag has not been made.
 18. If the ball is kicked and it crosses the receiving teams tryline after a receiving team player deliberately played at the ball, a line dropout will restart play. If the ball was touched but not played at deliberately then a changeover will be awarded ten (10) metres out from the tryline where the ball crossed the line.
 19. If an attacking team player or the kicker deliberately impedes the progress of a defending player who is attempting to take possession of the ball after a kick downfield, a penalty will be awarded to the defending team at the point where the defending team player was impeded.
 20. **An attacking team player cannot dive on the ball if a kick has been made.** Once the receiving team controls the ball, this team then becomes the attacking team and then this rule applies to them. This rule applies to all kicking situations.

GENERAL PLAY KICKING CHANGEOVERS

21. If the ball travels higher than the referees shoulder on the full, a changeover will be awarded to the defending team at the origin of the kick.
22. If the ball is kicked and it goes out of the field of play on the full,

the non-kicking team (defending team) will receive a changeover at the point where the kick was taken.

23. If the ball is kicked and it lands in the field of play then rolls out over the touchline, the non-kicking team will receive a changeover ten (10) metres in from where the ball crossed the touchline. If the ball is kicked and played at by any member from the non-kicking team and the ball rolls over the touchline, the kicking team shall play the ball ten (10) metres in from where the ball crossed the touchline and the tag count will be restarted.
24. If the ball is kicked and crosses the plane of the non-kicking teams tryline they will receive a changeover ten (10) metres out into the field of play opposite to where the ball crossed the line.
25. If the ball is kicked and played at by the non-kicking team and crosses the plane of the tryline a dropout will restart play.
26. If an attacking player is in front of the kicker when the ball is kicked and the ball accidentally strikes the offside player a changeover will be awarded to the defending team at the point of contact. The referee may allow a defending player an advantage if he/she regathers the ball in this situation.
27. If a kick in general play (or from a set play) touches the referee and play is irregularly affected a changeover at the point of contact will occur.

SECTION 7

KNOCK-ON AND KNOCK-BACK

1. If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock-on will be ruled. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged it will be a zero tag.
2. If an attacking team player propels the ball in a backward direction play will continue.
3. If the attacking team causes the ball to come into contact with the ground by a knock on, the defending team may kick the ball to gain an advantage. If this team (defending team at the time of knock-on) then retrieves the ball after the kick, play-on will be called and the next “tag” will be counted as a zero (0) tackle regardless of field position.
4. If an attacking team knocks-on and no advantage is gained by the defending team, the ball is returned to the point of the original knock-on and the defending team will receive a changeover.
5. If the attacking team knocks-on and the defending team immediately kicks through and fails to regather the ball, no advantage has been gained by the defending team and the ball will be returned back to the point of the original knock-on and the defending team will receive the changeover.
6. The ball carrier cannot deliberately throw or tap the ball forward passed a defender to re-gather.

SECTION 8

PENALTIES

Penalties are taken by a tap kick in any direction after the referee has verbally or physically indicated the mark. Note: If a player chooses to use the play the ball action instead of taking the tap kick it is still deemed as a tapkick.

1. A penalty shall be awarded against any player who is guilty of misconduct provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, all penalties are given where the infringement occurs.
2. If a penalty kick is not taken on the mark designated by the referee, the referee will stop play & ask the team to take the tap kick again.
3. Offending team must retire ten (10) metres from the penalty mark.
4. Further misconduct by the offending team shall allow the referee to advance the mark once only, by ten (10) metres or as near to the tryline as possible.
5. If the kicker is interfered with after kicking the ball or one of his team mates giving chase, the penalty will be awarded where the ball stops or is stopped by an opposing player. If the ball crosses the touchline or tryline the penalty is given ten (10) metres in field.
6. If misconduct occurs on any player as they are chasing a kick and the ball rolls over or lands over the tryline on the full, the penalty will be awarded to the non-offending team, either ten (10) metres from the tryline in the field of play and opposite to where the ball crossed the tryline or at the point where the player was impeded, whichever is the greatest advantage to the non-offending team.

SECTION 9

MISCONDUCT & SIN BIN

1. A player is guilty of misconduct and will be penalised if he/she:
 - a) Trips, kicks or strikes another player.
 - b) When effecting or attempting to effect a tag makes contact with any part of an opponent's body intentionally, recklessly or carelessly.
 - c) Deliberately breaks the rules of the game.
 - d) Uses offensive or obscene language.
 - e) Disputes the decision of the referee.
 - f) Re-enters the field-of-play without the permission of the referee.
 - g) Behaves in any way contrary to the true spirit of the game.
 - h) Deliberately obstructs/impedes an opponent who is not in possession of the ball.
2. All players are under the control of the referee from the time they enter the playing area to the time they leave. In the event of misconduct by a player, the referee shall, at his discretion, caution, sin-bin or dismiss the player.
3. A caution may be administered to a team as a whole or to an individual player. If a caution is given to a team, each team player is considered to have received an individual caution. If a final caution is given to a player, the nature of the offence must be recorded by the referee and must be quoted if the player is subsequently dismissed.
4. The power to sin-bin (temporarily suspend) and the length of player suspension is at the discretion of the referee (max. 10 mins.). A sin-binned player can take no further part in the match and cannot be replaced for the duration of the suspension and shall re-enter the playing field only when permitted to do so by the referee. A suspended player shall take up a position behind the opposition's tryline for the duration of the suspension.

5. The sin-bin will be used for the following incidents:
 - a) blatant disregard for the rules.
 - b) continued rule infringements.
 - c) back chatting, dissent or sledging.
 - d) repeated contact infringements.
 - e) fighting.
 - f) professional foul.
6. The referee may dismiss a player for the remainder of the game if the referee deems the offence to be serious enough. If a player is dismissed from the field he/she automatically receives a two-week suspension. This may be extended by the competition manager after reviewing circumstances of the send off. Players have the right to appeal.
7. A player shall take no further participation in the game nor shall he/she be permitted to take up a position within the playing area where his/her presence is likely to provoke further incidents.
8. If a referee is assaulted or unduly harassed by any person as a result of a match under his/her control the referee shall submit a report of the incident to the appropriate authority.

SECTION 10

DUTIES OF A REFEREE

1. The referee is responsible for ensuring the rules of the game are adhered to. The referee is the sole judge of fact.
2. The referee shall record the score and all tries scored during the match. He/she shall be the sole timekeeper except where this duty has been delegated to another person.
3. The referee at his/her discretion, can temporarily suspend or prematurely terminate a match because of adverse weather, undue interference from spectators, misbehaviour of players, or any other cause as he/she sees fit that interferes with their control of the game.
4. The referee must carry a whistle and use it in the following circumstances:
 5. To start and stop play.
 6. When a try is scored.
 7. When the ball is out of play.
 8. When the rules of the game have been broken.
 9. When play is irregularly affected e.g. ball comes in contact with the referee or any other person not participating in the game.
10. To enforce the rules for any other reason.

SECTION 11

REPRESENTATIVE RULES

1. General play kicking allowed on any tag.
2. Halfway/ten metre kicking rule.
3. Other rules may be changed or added at the discretion of the Tournament Director.

SECTION 12

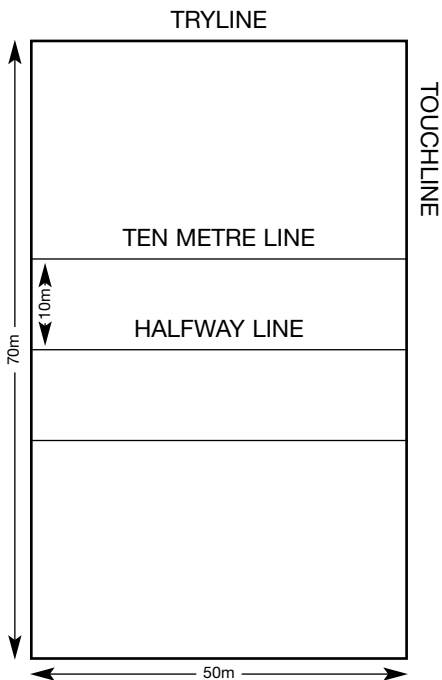
JUNIOR RULES

The rules of Oztag are to be adhered to with the exception of the 8's and 10's documented below.

8 and 10 year old divisions.

1. No marker allowed.
2. Dummy half may run but if tagged a changeover will occur.
3. Dummy half cannot score.
4. Defensive line cannot move until first receiver touches the ball or the dummy half runs.
5. Representative level all divisions may only kick in general play before the initial tag or after the fourth tag.

PLAYING FIELD



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