



RYDE-EASTWOOD

***2024 COMPETITION RULES &
REGULATIONS***

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ALL TEAMS & PLAYERS ARE REQUIRED TO COMPLY WITH THE COMPETITION RULES & REGULATIONS AT ALL TIMES.

FAILURE TO COMPLY WITH THE RULES CAN RESULT IN SANCTIONS BEING HANDED DOWN.

1. Uniform

1.1.1 No jewellery or watches are to be worn during games.

1.1.2 A referee may stop the game if a player has failed to adhere to point 1.1.1.

1.2.1 All shorts / tights MUST be certified with the Oztag logo located on them.

1.2.2 No Tag20/Tag League or handmade shorts/tights are permitted in the competition.

1.2.3 If a player is found wearing point 1.2.2 then they will not be allowed to take the field.

1.3.1 Closed Shoes MUST be worn.

1.3.2 No metal studs are permitted.

1.3.3 Players will not be allowed to take the field if found to not have point 1.3.1 or be wearing point 1.3.2.

1.4.1 Teams are to be in playing tops that are of the same design, colour & visual number on the back. Number on the back MUST be either ironed on or sublimated.

1.4.2 Teams will be penalised from Round 1 for each incorrect top a player is wearing. Two points will be awarded to the opposition.

2. Games & Times

2.1.1 Competition is 14 weeks long followed by Semi's & Grand Finals.

2.1.2 Season will be allocated 1 wash out round.

2.1.3 If there are no washouts in the season, Semi Final's & Grand Final's will be brought forward a week.

2.1.4 If a washout round is washout, then it will be cancelled.

2.1.5 No further weeks will be given for washouts, no discounts will be given for future

2.1.6 Semi Final's & Grand Final's can be played on the same night if required to fit the whole season in.

2.1.7 If Semi Finals are washed out & unable to play Semi Final's & Grand Final's on the same night, 1st & 2nd on the ladder will proceed to the Grand Final.

2.1.8 If the Grand Final is washed out & unable to be played, 1st will be declared the winner if only games cannot be played the following week.

2.2.1 In the event of wet weather, a post will go up by 2:30pm up on RYDE-EASTWOOD OZTAG facebook group stating whether fields are open or closed.

2.2.2 All forfeits are to be messaged to 0408 703 747 by the deadline of 3pm.

2.2.3 No forfeits will be accepted via facebook post or facebook message.

2.2.4 Any teams that forfeits after point 2.2.2 will receive zero points for the match & 2 competition points deduction on the ladder.

2.3.1 Only registered players can take the field from Round 1.

2.3.2 Any team found to play an unregistered player will automatically forfeit the match, deducted 5 competition points & both the delegate & player will be suspended 2-weeks for that night.

2.3.3 Players must play a minimum of 7 games to qualify for finals.

2.3.4 A player will only be exempted of the minimum 7 games if they have been injured at the competition & recorded with the referee, medical condition, family emergency that resulted in not being able to take the field. This must be addressed with Shaamus either the week it takes place or the following week, anything after that will not be exempted. Anything attempted to be exempted in finals week will be declined.

2.3.5 Players can be added to teams up to Round 5 however will be required to play that round.

2.3.6 Teams can only change players up to round 4 as they will be required to play in round 5.

2.3.7 Teams will only have up to round 3 to apply for a refund for a player that has not played a game or will no longer play in the current season. Partial refund could be looked at if they had played in the first couple of games.

2.4.1 All players are required to check in at the admin area (canteen) before taking the field.

2.4.2 Players can only check in for themselves & no one else & only check in provided they are taking the field.

2.4.3 Players attempting to check in after taking the field, will not be counted as a check in & the team will receive zero points for that game.

2.4.4 If a player fails to check in for their game, point 2.3.2 may be applied to the team as they have played an unregistered player.

2.4.5 Delegates are to ensure their team player count taking the field is correct to what checks in & with the referee. If the count is less or more, teams will receive zero points for that game.

2.4.6 Referees will only count players that are taking the field, if a player checks in but does not take the field, the team will receive zero points.

2.4.7 Delegates are to ensure that if they have players playing half games due to clashes that they are counted for or risk their team receiving zero points as point 2.4.5.

2.4.8 If a player is injured at the competition & complies with point 4.1.1 then they will be exempted for the duration of their injury.

3. On Field Offences

3.1.1 High end infringements such as contact, talk back, un-sportsmanship conduct will result in a warning, followed by sin bin then a send-off.

3.1.2 Any player sin binned must go straight to the oppositions try line. It is then the referee's discretion when the player is to return.

3.1.3 Any player committing multiple infringements can result in being sent off.

3.1.4 Any player or team that is found to abuse, intimidate, or display un-sportsmanship conduct towards the referee will be suspended for two weeks or more.

3.2.1 Any player that is sent off will receive a two-week suspension.

3.2.2 For a player to complete their two-week suspension the player will be required to buddy up with a referee & referee a game for their duration of their suspension.

3.2.3 If a player fails to complete point 3.2.2, they will not be able to return to the fields until it is completed.

3.3.1 Any player that is found to throw punches, kicking, running in (deemed as a threat) will be reviewed & handed down a possible full season (11 weeks).

3.3.2 If a player is found to commit point 3.3.1 they can be reported to Australian Oztag & handed down a ban from Oztag.

3.3.3 Referees & delegates will be required to submit a report which will all be reviewed & actioned accordingly.

3.3.4 All indiscretions that occur will be evaluated & can be reduced or extended at the discretion of the competition co-ordinator.

4.3.5 Any teams that are involved in any indiscretions can impact their place in the competition for future seasons such as not being entered in.

4. Injuries

4.1.1 If an injury occurs during the game, it is to be reported to the referee officiating the game.

4.1.2 A report is then to be emailed to Shaamus within 48 hours detailing the date, time, location, field location & details of the injury.

5. Complaints

5.1.1 All complaints are to be emailed to Shaamus within 48 hours detailing the official complaint, date, time, location & field location.

6. Fill In's

6.1.1 Fill ins are acceptable from Round 1.

6.1.2 Teams that require a fill in on the night will head to the admin area & fill in the details & pay \$20 cash for the fill in. The fill in player then will collect the bib & have their hand stamped before taking the field.

6.1.3 Once the bib is returned, they will be refunded \$10.

6.1.4 No fill in will be allowed if teams do not pay & comply with point 6.1.2.

6.1.5 Fill in's that are registered on the night & wish to fill in will be 1 point per fill in.

6.1.6 Fill in's that are not registered on the night & wish to fill in will be 2 points per fill in.

6.1.7 Players that are registered on the night will be categorized based on their highest division registration. See table below.

6.2.1 Players registered in Premier Tag division will not be allowed to fill in for another Premier Tag division team.

6.2.2 Players can fill in for any team above their highest registered division.

6.2.3 Any fill in that fails to return the bib on the night, the team they filled in for will receive zero points.

Highest Registered Division	Lowest Division Fill In
Premier Tag Division	Division 3
Division 2	Division 5
Division 3	Division 6
Division 4	Division 7
Division 5	Division 8
Division 6	Division 9

Division 7	Division 10
Division 8/9/10	Division 11

Competition Co-ordinator Shaamus

These rules are in place to ensure that the Ryde-Eastwood Oztag competition is run professionally for all to play & enjoy the experience. There is zero tolerance for individuals & teams that fail to comply with the rules in place & as such will be sanctioned accordingly.

Ryde-Eastwood Competition Rules & Regulations are subject to change at any time & will be notified accordingly.

“Get Tagged.....You’ll Love It”

