



Qld Ozttag Senior State Cup

Conditions of Entry



GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Ozttag Sports Association (Qld Ozttag).
- Qld Ozttag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual and Tournament Operations Manual.
- A Referees Director will be appointed by Qld Ozttag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Ozttag.
- Venues are able to provide one (1) team per division only unless authorised by the Tournament Director.
- No team sheet will be accepted unless all individual player registration numbers are entered.
- A maximum of 18 players per team in the Men's 40, 45, 50, 55, and Women's Masters divisions will be allowed to participate in the tournament. All 18 can play in any game.
- A maximum of 16 players per team will be allowed to participate in the tournament for all other divisions.
- A FULLY completed team sheet must be submitted to the Tournament Director prior to the commencement of the tournament. If this does not occur games of the offending team will be forfeited and no points will be allocated to the offending team until the fully completed team sheet is received. Points that have been deducted will not be returned.
- Any player participating in the event is doing so on the provision that they will play all games during the event and will not put themselves under additional risk of fatigue or injury by participating in another sport on the same weekend of the event unless previously arranged with the Venue Manager.

PLAYER ELIGIBILITY

- All players must be currently registered Queensland Ozttag Players. Any players not currently registered may cause their team to be disqualified.
- No player will be eligible to participate in any representative tournament unless they are a fully financial member i.e. they have no outstanding fees owing to any Qld Ozttag Venue or Qld Ozttag.
- All players must be eligible to play for the venue they are representing as per the Qld Ozttag Selection policy.
- Teams eligible for entry are those representing individual venues as identified by Qld Ozttag.
- Players are able to participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Super Series selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at the State Cup. If this is breached it may result in disqualification from the Super Series Team.
 - Players who wish to subject themselves to playing in 2 teams for the State Cup can do so only if they are fully financial for both teams and on both team sheets before the tournament begins.
- Proof of age (licence, Birth certificate or passport) must be supplied upon request.
- Players who competed and have been selected in a Junior Super Series Team will not be eligible to be selected in a Senior Super Series Team.

- In order to be eligible to be registered to play in a particular Senior age division a player must not exceed the maximum or minimum age for that division as shown in the following table:
- Players under the age of 16 will need to have a Player Indemnity form signed prior to taking part in the Senior Tournaments

Division	Max Age	Min Age
U18's	18	15
U20's	20	15
Open	NA	15
30's	NA	30
35's	NA	35
40's	NA	40
45's	NA	45
50's	NA	50
Seniors Women	NA	27
Masters Women	NA	35
Senior mixed	NA	Women = 30 Men = 33

- For the avoidance of doubt a player will not exceed the maximum or minimum age for a division if the player reaches the specified maximum or minimum age prior to 31 December in the year of the tournament.

SUPER SERIES SELECTION FORMAT

- Super Series teams are selected off rankings submitted through the JSC event by a player's own coach, opposition coach and game officials at each game throughout the event.
- Where teams finish will indicate as to which super series team they will fall under. As outlined in the below table.

Team 1	Team 2	Team 3
1 st	2 nd	3 rd
6 th	5 th	4 th
7 th	8 th	9 th
12 th	11 th	10 th
13 th	14 th	15 th
18 th	17 th	16 th
19 th	20 th	21 th
24 th	23 th	22 th

TEAM UNIFORM

- Official Oztag Shorts and Playing Shirts purchased through "Oztag equipment Supplies" will be the only team uniform permitted to be worn by players.
- Each venue will have their individual uniform that will be worn by all teams across all divisions representing that venue. ANY variance in the uniform design which includes incorrect numbering

(same numbers due to shirts being used in previous years) will incur a one try penalty (refer Points System below for more information).

- No football boots with screw in studs or cleats will be permitted. Molded sole boots (e.g. blades) and sandshoes are permitted.
- No Jewellery is permitted to be worn.
- Refer to Qld Oztag Tournaments Policy and Procedure Manual for further guidance.

REFUNDS

- Registration is not transferable to another event
- Non-attendance does not qualify for a refund
- An injured player may be eligible for a registration refund if a medical certificate is provided and a replacement player is found. Note: Uniform fees will not be refunded unless they are on sold to replacement player
- Non-attendance due to suspension will not entitle you to a refund regardless of timing to event
- Shadow/Development players will receive a refund for their registration if they are not brought into the team. Any gear ordered will be provided

GENERAL RULES

1. Players must abide by the Qld Oztag Players Code of Conduct
2. The official Rules of Oztag will be used during this Tournament. Any complaints should be directed to the Tournament Director.
3. All games will be of 40 minute's duration. 20 minutes each way, with 2 minutes break at half time.
 - a. Teams must be at field ready to play at least 5 minutes prior to end of the last game.
 - b. Teams should take the field and be ready for the kick off siren. A team will require 5 players to start the game. The referee will whistle the start of the game after hearing the siren.
4. In the event of a draw during Preliminary Rounds, 2 points for each team will be awarded.
5. In the event of a draw during all Final series, Golden Try will be played. Player numbers will drop off leaving 6 per team, teams will change sides and teams will play a 5 minutes extra time. If no try is scored within the 5 minutes, a further player will drop off leaving 5 per team (in a mixed team you will drop a male player next), teams will change sides and the game will be played until there is a result.
 - a. NO right of reply will exist for the defending team if the attacking team scores in the 1st set of 6 tags (i.e. from the initial kick off).
 - b. The Referee will conduct paper, scissors, and rock for extra time periods. The Captain winning the paper, scissors, and rock may choose whether they receive or kick off and the direction the team will run.
 - c. No interchange/subbing will take place during Golden Try Extra Time.
 - d. In the event of a player becoming injured an interchange can occur, the opposition team will also be allowed an interchange of the same gender.
6. Unlimited interchange rule applies.
 - a. Interchange can only be made when your team is in Attacking Mode.
 - b. Coach, manager and players not involved in an interchange must stay in the interchange box.
 - c. Interchange players cannot leave the interchange box and must swap tags within the box, not on the field, with the player being replaced.
 - d. A breach of the substitution rule may result in a penalty being awarded.
7. Only eight (8) sets of tags will be issued per team per game.

POINTS SYSTEM

WIN	=	3 POINTS
DRAW	=	2 POINTS
LOSS	=	1 POINT
BYE	=	3 POINTS (5 tries for and 0 against)

Note:

- FORFEITING Teams will receive 0 points and 5 tries against
- 2 points/tries will be awarded for each female try in a Mixed Games.
- Teams with incorrect uniform design will be penalised in the following manner
 - 1 try allocated to the opposing team for each player in the incorrect uniform
 - 1 try allocated to the opposing team for each player with a double up number.

FORFEITING AND LATE TEAMS

- Due to the heavy schedule, games must start on time. Teams must be in attendance at their playing fields five (5) minutes before the commencement of their match.
- Teams will receive a maximum of five (5) minutes from the commencement of the game (siren/whistle) to position themselves on the field and be ready to commence play.
- Teams not on the field and ready at the kick off whistle will be penalised one (1) try, and continued to be penalised one (1) try thereafter up to five (5) minutes, or until they take the field.
 - Penalties are:
 - From Start of Kick off whistle – 59 seconds = 1 Try
 - From 1 minute – 1 minute 59 seconds = 2 Tries
 - From 2 minutes – 2 minutes 59 seconds = 3 Tries
 - From 3 minutes – 3 minutes 59 seconds = 4 Tries
 - From 4 minutes – 5 minutes = 5 Tries
 - Referees will keep the time in this situation
- Teams not ready to commence play within 5 minutes of the start siren will forfeit the game. The referee will blow a whistle on the 5 minute mark. The full-time whistle will be mandatory and no negotiations will be entered into.
- In the event of the team not taking the field of play within 5 minutes, a 5 – 0 victory will be awarded to the attending team.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- A team will only be allowed one (1) non-notified forfeit. Any further forfeits results in the team being unable to take any further part in the competition.

RULES FOR PROGRESSING TO KNOCK OUT PHASE OF THE COMPETITION

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

1. The total 'For' and 'Against' points will determine which team has finished in a higher position.
2. If teams are still tied, the team with the most in the 'For' bracket will finish higher
3. If teams are still tied, if these teams played each other, the winner of that game will go through to the finals.
 - a. If these sides did not play each other or they drew in their game, 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.

BEHAVIOUR AND DISCIPLINE

General

- All players, coaches, managers, delegates and spectators who attend a Qld Oztag Tournament are bound by the Qld Oztag Code of Conduct (Code), which covers your behaviour travelling to and from the tournament, at your own accommodation, whilst out and about and off the field at the venue. As such, Qld Oztag will apply the Code when dealing with any inappropriate behaviour.
- The “Breach of Policy – Disciplinary Process” (contained within the Qld Oztag Policy manual) will apply for any discipline matter deemed necessary. This includes (but not limited) coach, manager and spectator discipline as deemed necessary by Qld Oztag Referees and officials:
 - team penalties
 - deduction of team tries
 - team forfeits
 - removal from the playing area and venue
- Offences committed and suspensions received at the tournament may affect the player’s eligibility for other Qld Oztag competitions or events.

Spectator and Coach Behavior

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators, unfair treatment of players in relation to game time.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators team.
 - **Should behaviour continues then next step is taken**
 2. Head Official called and observes behaviour of person in question.
 - **Should behaviour continues then next step is taken**
 3. Head official will advise the games official to stop the game and head official will then address the unruly person.
 - **Should behaviour continues then next step is taken**
 4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
 - **Should behaviour continues then next step is taken**
 5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

Note: For any person who is removed from a coaching position The Venue Manager is engaged to look after the team or find a person to do this be it the Assistant Coach or Manager. If there is no one else then this falls to the Venue Manager and they must organize to be there for that team for the remainder of the tournament.

Player Send Offs

- The Qld Oztag Referee Dissent, No Punch and Anti-Discrimination policies will apply.

- Any player who resorts to physical abuse (even in retaliation) will be sent off and be disqualified from the tournament with no right of appeal. The player or players involved may be prohibited from playing in any future events.
- Anyone sent off for any other infringement will receive an automatic 2 game suspension. The suspension will carry over to future tournaments.
- If there are extenuating circumstances e.g. serious nature of the offence, the Tournament or Referee's Director may deem it necessary to convene an immediate judicial hearing, as per the Qld Oztag Policy manual. Length of penalty will be at the judiciary's discretion.

Players Sin Bins

- If a player is sin binned it is for a period of 5 minutes.
- 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 second 5 minute period.

Breaches in Policy

- It is a player's and coach's'/manager's responsibility to know and abide by the Qld Oztag Policy manual.
- Ignorance of the contents of the Policy Manual (or any specific Policy contained within) will not be accepted as an excuse for any breach.
- In addition to the penalties specified above, a number of Tournament specific Infringements incur automatic penalties:
 1. Breach of Player eligibility:
 - Automatic disqualification of the Team from the Tournament.
 - The Coach/Manager and Player at fault will be automatically ineligible for all Oztag Tournaments up to the end of the same Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2016 State Cup, the penalty will include all Tournaments up to the 2017 State Cup at which the penalty is lifted and participation in 2018 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.
 2. Any player participating in the event is doing so on the provision that they will play all games during the event and will not put themselves under additional risk of fatigue or injury by participating in another sport on the same weekend of the event unless previously arranged with the Venue Manager. Any player found to be in breach of this may automatically be ineligible for all Oztag Tournaments up to the end of the Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2021 State Cup, the penalty will include all Tournaments up to the 2022 State Cup at which the penalty is lifted and participation in 2023 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.
 3. Players who make themselves eligible for representative selection and subsequently withdraw from their Team following selections being made will be automatically ineligible for all Oztag Tournaments up to the end of the Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2021 State Cup, the penalty will include all Tournaments up to the 2022 State Cup at which the penalty is lifted and participation in 2023 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.

4. Any breach of Policy will mean the Participant guilty of breaching Policy will be automatically ineligible for representative selection up to the end of the Tournament in which the breach occurred in the following year. For example, if the breach occurred in the 2021 State Cup, the penalty will include all Tournaments up to the 2022 State Cup at which the penalty is lifted and participation in 2023 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.

GROUND STAFF

- Ground staff can be identified by their official Qld Oztag 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.

ALCOHOL

- **No alcohol is to be brought into the event.** This is a requirement of the Venue Licence. If teams bring alcohol into the Venue they will be asked to leave and may face disqualification from future tournaments.

SMOKING

- **All Qld Oztag events are non-smoking.** Smoking of any kind within event boundaries is a breach of the law and may be dealt with as such. Anyone found smoking will be asked to stop immediate, will be asked to leave the venue and if required the police will be called.

SPECTATORS

- The main playing area of the grounds is for players only participating in the current time slot. Everyone is to stay behind the fence or barrier provided.

RUBBISH

- 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.

INSURANCE

- For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet (complete with Oztag registration number).
- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

REFREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.
- Protests/appeals must be written and must be in the hands of the Tournament Director within 20 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

- Any player with a bleeding cut or abrasion must leave the field immediately and have the cut or abrasion cleaned and covered. At this time, any blood stained clothing must also be either cleaned or replaced.

INJURIES

- All injuries should be reported to the Tournament Director, as well as the Referee, immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!