



***OFFICIAL
RULE BOOK***

2015

OZTAG *MERCHANDISE*

For official Oztag shorts and merchandise.

Custom made shirts and polo's.

Screen printing, numbering and embroidery.

We can do it all!

Phone: (02) 9792 3860

Fax: (02) 9792 3859

Email: merchandise@oztag.com

Website: www.allgearallsports.com.au



AUSTRALIA

AUSTRALIAN OZTAG

Address: PO Box 703
CRONULLA, NSW 2230
Phone: 02 9522 2777
Email: info@oztag.com.au
www.oztag.com.au



AUSTRALIAN CAPITAL TERRITORY

ACT OZTAG

Contact: Michele Reaney
Address: PO Box 7332
KALEEN, ACT 2617
Phone: 02 6251 9650
Email: admin@actoztag.com.au
Age Group: Junior & Senior
www.actoztag.com.au



NEW SOUTH WALES

NSW OZTAG

Contact: Prue Bagnall
Address: PO Box 703
CRONULLA, NSW 2230
Phone: 02 9522 2255
Email: nsw@oztag.com.au
Age Group: Junior & Senior
www.nswoztag.com.au



QUEENSLAND

QUEENSLAND OZTAG

Contact: Scott Park
Address: PO Box 1637
BUDDINA, QLD 4575
Phone: 1300 469 824
Email: info@queenslandoztag.com.au
Age Group: Junior & Senior
www.queenslandoztag.com.au



SOUTH AUSTRALIA

SOUTH AUSTRALIA OZTAG

Contact: Ray Galvin

Address: 16 Allendale Grove
WOODSIDE, SA 5244

Phone: 0427 224 439

Email: oztag2@bigpond.com

Age Group: Senior

www.oztag.sa.com.au



VICTORIA

VICTORIA OZTAG

Contact: Prue Bagnall

Address: PO Box 584
CRONULLA, NSW 2230

Phone: 0410 649 393

Email: victoria@oztag.com.au

Age Group: Junior & Senior

www.victoriaoztag.com.au



WESTERN AUSTRALIA

WESTERN AUSTRALIA OZTAG

Contact: Lesley Bunney

Address: 4/47 Pitchford Glade,
CLARKSON, WA 6030

Phone: 0412 009 960

Email: wa@oztag.com.au

Age Group: Junior & Senior

www.waoztag.com.au



**Oztag Rule Book 2015
Edition 9**

This Book was compiled and edited by
Bill Harrigan, Perry Haddock and Queensland Oztag.
Copyright protected.

CONTENTS

Section 1	Glossary of Terms	1
Section 2	Playing the Game	4
Section 3	Player's and Playing Equipment	5
Section 4	Scoring	6
Section 5	Defence Rules	7
Section 6	Attacking Rules	9
Section 7	Kicking Rules	12
Section 8	Knock-on and Knock-back	15
Section 9	Penalties	16
Section 10	Misconduct, Sin Bin and Send Offs	17
Section 11	Duties of a Referee	19
Section 12	Representative Rules	20
Section 13	Junior Rules	21
Section 14	Playing Field	22
Section 15	Supertag Rules	23
Section 16	Beachtag Rules	25
Section 17	Referee Hand Signals	26
	AOSA's Referee Code of Conduct	32

SECTION 1 GLOSSARY OF TERMS

ADVANTAGE - Is to allow play to proceed 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.

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.

BAULK - The dummy half pretends to pick up the ball.

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

CONTACT - The touching or 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.

DIVE - A dynamic movement head first through the air where both feet leave the ground.

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 try line.

FORWARD PASS - Passing the ball forward towards opponents try line.

GROUNDING THE BALL - Placing the ball with downward pressure on or over the opponents try line with hand, hands, wrist or forearm.

IN POSSESSION - A player has control of the ball with their hands or arm.

IRREGULARLY AFFECTED - A team may be disadvantaged by play being irregularly affected e.g. ball hitting a referee and bouncing back to kicking team.

JUMP - To spring off the ground in a vertical direction and landing on your feet.

KICK - Deliberately striking at the ball with the leg from the knee to the toe. This action does not include blocking or trapping the ball with the foot or leg.

KICKING TEAM - Is the team which kicks the ball.

KICK-OFF POINT - Is the position at the centre of the halfway line.

KICK TO WASTE TIME - is a kick that is deliberately kicked out over the sideline or try line to waste time.

KNOCK-ON - Propel the ball forward with hand or arm towards opponents try line.

KNOCK-BACK - Propel the ball backwards with hand or arm towards own try line.

LATE TAG - Is when a tag is taken off the ball carrier after they have passed or kicked the ball.

MARKER - Is the defending player who stands immediately and directly opposite the ball player during the play-the-ball.

MISLEADING & DECEPTIVE CONDUCT - When a defending player calls for the ball to deceive the attacker into passing the ball to them.

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 or 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.

PLAY-ON - Continue play.

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.

PHANTOM TAG - Is when a defender calls they have made a tag but have missed it e.g. "yes" call.

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

PLAYING AT THE BALL - Any deliberate attempt to gain possession or touch the ball.

PLAY-THE-BALL - When the ball player uses the sole of the foot to propel the ball behind him/her.

PLAYING AREA - Includes the field of play and the area restricted to spectators by any means such as a fence, rope, line.

PRE TAG - Is when a tag is taken off a player before they receive the ball.

SIMULTANEOUS TAG - A player is tagged at the same time they kick or pass the ball.

SLEDGING - A verbal insult directed at a player, official or spectator, includes references to racial slurs and sexist comments.

SURRENDER - Is when the ball carrier deliberately gives up and does not attempt to attack during the play. e.g. When the ball carrier runs to a defender, stops and turns their hips towards the defender to be tagged.

TAG - The removal of the tag from the ball carrier shorts/tights.

TAGGING DISTANCE - When a defender is deemed to be close enough to an attacker to be able to remove their tag. Referees discretion.

TAP KICK - A deliberate touch of the ball with the foot.

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.

SECTION 2 PLAYING THE GAME

1. The objective of the game is to ground the ball over the opponents try line 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 opponents try line. 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 "plays" or "tags" to place the ball over the defending teams try line. After six "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 only time the kicking team player may dive at the ball from a general play kick is to score a try. If the player regathers the ball before it touches the ground or brings the ball down on or over the try line with downward pressure a try will be awarded.
5. Once play has started an attacking player who is onside can run with the ball, kick it in any direction and throw or knock it in any direction other than towards his opponents try line.
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.
8. Ozttag is a non-tackling/non-contact game. Accidental contact will occur but contact should be avoided.

SECTION 3
PLAYER'S AND PLAYING EQUIPMENT

1. There can be a maximum of eight 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 players per side. In the case of mixed competitions, the maximum number of male players on the field at any time is four.
3. There will be no stoppage of play during interchange of players. The player must leave the field of play before the replacement can enter the field except when there is a stoppage of play. e.g. try or injury.
4. If a player is bleeding the referee shall direct this player to leave the field and seek attention before re-joining 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/tights, plastic studded boots (no metal studs) or runners 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. Prescription glasses are allowed.
7. If the ball bursts as a player is restarting play that player will be allowed another kick after the ball has been replaced.
8. If a player grounds the ball for a try and the ball bursts during this action the try will be allowed.
9. 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 4 SCORING

1. One point is awarded for a try. In mixed games if a female scores it's two 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 try line. Also see Penalty Try in Section 1.
4. A try can be scored from a kick in general play if the ball is regathered or controlled before the ball touches the ground beyond the try line. Local venues may vary this rule considering safety of players.
5. If the ball crosses the try line then travels outside an imaginary touch in goal line the ball is dead.
6. A player cannot pass the ball back after crossing the try line nor can he/she run back into the field of play to pass the ball back to another player. Decision - penalty 10 metres out directly in line with the infringement.
7. A player can dive in the air from the field of play whilst running the ball or chasing a kick to score a try. Should the dive initiate contact or deemed dangerous by the referee a penalty will be awarded. An attacker cannot deliberately dive over a player in an attempt to score a try.

SECTION 5 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 must be at least seven metres back from the play-the-ball area and one defender may act as a marker.
4. The marker must stand directly & immediately 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. If the dummy half baulks the referee should play on e.g. call "play on".
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 affected. This team will then become the attacking team and they will now receive six 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 If 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 When a defending player, in the referee's opinion, is not attempting to remove a tag but is deliberately impeding the progress of the ball carrier or any attacking player with their body.
- 10 When a defender holds onto an attacking player or their uniform and no advantage is gained by the attacking team.
- 11 When a defender calls "tag" without physically removing the tag it will be deemed a "phantom tag".
- 12 When a defending player calls for the ball as a deliberate means to deceive the attacker into passing them the ball.
- 13 When a defender tags an attacking player and throws the tag more than one metre away from the mark where the tag occurred.

- 14 When the marker fails to stand immediately and directly in front of the ball player when the ball is being played.
- 15 When the marker interferes with the ball player at the play-the-ball or moves too early.
- 16 The marker cannot strike for the ball whilst the ball is being played.
- 17 The marker under no circumstance can run around and retrieve the ball from the dummy half position. This will result in a penalty (safety issue).
- 18 When a defending player is less than seven 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.
- 19 When a defending player impedes play from an offside position e.g. returning on side.

If a defender removes an attackers tag when they are not in possession of the ball, the referee has the following options:-

- 20 If it is just after 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).
- 21 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.
- 22 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 (e.g. regathers ball late in the 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.
- 23 If a defender removes a support players tag before receiving the ball he/she should call "Pre Tag" and allow the advantage play.
- 24 If no advantage is gained in 17. & 18. the referee should penalise the defender & may consider the use of the sin bin.

A Player 'pre or late tagged' with only one tag still on can only be stopped by removal of the remaining tag. If no tags are on the player will be deemed tagged when a defender comes within tagging distance.

SECTION 6 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 successive tags 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/s on their shorts/tights before participating in the attack again.
5. If there is no marker the ball player may replace his/her tag place the ball on the ground, release the hands from the ball and tap it with the foot and continue play. If he/she is missing a tag they may only pass or kick the ball taking no more than one 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 try line, and before the ball is placed over the try line, then a try cannot be awarded if a defender is within tagging distance. The ball carrier will be asked to play-the-ball no more than one metre out from the try line and the tag count will continue. If this occurs on the last tag, a changeover will be awarded to the defending team. **NOTE:** The ball carrier can drop to the ground after they have crossed the try line to score a try even with defenders within tagging distance.
8. An attacking player may receive a pass behind their try line or may run behind their try line when in possession of the ball. If an attacking player is tagged behind their try line, they shall restart play with a drop kick from the centre of the try line.
9. 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 and the next tag will be counted.
10. Simultaneous tag/ball off load situations will 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.

11. 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 balls progress. If this player fails to replace the tags and receives the ball play is stopped and a tag counted.
12. If the ball carrier comes into contact with the referee whilst trying to evade a "tag", a tag will be counted.
13. If an attacking player receives the ball with his/her shirt out and a defender is within tagging distance the referee will call a tag.
14. A player cannot touch his/her own tag whilst in possession of the ball. If they do the referee will call a tag.
15. If the ball player goes over the try line and then crosses the plane of the imaginary sideline, play will restart with a tap kick ten metres out centre field.
16. If an attacking player knocks on over the try line whilst scoring a try, play will restart with a tap kick ten metres out centre field.
17. When a knock on or forward pass occurs, the referee should consider advantage play.
18. If a player knocks on within ten metres of the try line, a change over will occur in line with the knock on, ten metres out from the try line. If within ten metres of the touch line, move in ten metres.
19. A ball bouncing off the body or head is not a knock on. The referee will call play on.

ATTACKING TEAM CHANGEOVERS

20. If the ball comes into contact with the referee after being kicked or passed and play is irregularly affected, a changeover will be awarded to the defending team at the point where the contact occurred.
21. If any attacking player is "tagged" over the try line 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 metres out from the try line.
22. 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 metres in from where the ball carrier crossed the touchline.
23. When the ball player accidentally steps over the touchline whilst playing the ball, a changeover will be awarded to the defending team ten metres in from where the ball player stepped over the touchline.
24. 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.

25. **THREE SECOND RULE.** If the ball player delays the play the ball or there is no dummy half or the dummy half has not picked up the ball. The referee can start a 3 second count. If he reaches the 3rd count a changeover will be awarded. (Referee will determine when he starts the count.) At no time can the marker move during the 3 seconds to pick up the ball. If 3 seconds expires, the referee will award a change over.

ATTACKING INFRINGEMENTS

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

26. 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.
27. 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.
28. The ball carrier will be penalised if he/she bends their body forward to prevent being tagged.
29. 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.**
30. When an attacking player prevents a defending player from executing a tag by running behind his team mate/s causing an obstruction.
31. When the ball carrier executes a voluntary tag by deliberately playing the ball with both tags intact.
32. When the ball carrier deliberately removes their own tag.
33. When the ball player interferes with the marker at the play-the-ball.
34. When the ball is deliberately passed in a forward direction.
35. When the ball carrier gives up and does not attempt to attack during the play.
36. If the play the ball is deliberately delayed the referee will initiate the three second count.
37. When a player baulks in picking up the ball in the dummy half position. This is deceptive behaviour and not in the true spirit of the game.
38. When an attacking player is in front of the play the ball, they cannot get involved in the next play. If they do, the penalty is awarded where they became involved.

SECTION 7 KICKING RULES

NOTE: NO KICKING TEAM PLAYER CAN DIVE ON THE BALL FROM ANY KICK.

Safety issue.

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. The kick-off is a place kick from the centre of the halfway line.
3. When a try is scored the non-scoring team shall kick-off to restart play.
4. The ball must travel ten metres before any player of either team can touch it.
5. The ball must bounce within the field of play before going over the touch or try line.
6. The players of the team kicking off (kicking team) must not cross the halfway line until the ball is kicked.
7. The team receiving the ball can be no closer than ten metres from the halfway line at the time of the kick-off.
8. If the ball bounces over the touchline, a changeover will be awarded to the receiving team, ten metres in from the touchline where the ball crossed the line.
9. If the ball bounces & crosses over the oppositions try line whether touched or not, play will restart with a dropout from the centre of the try line.
10. If the ball is caught on the full over the try line 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

11. A dropout is a drop kick taken from the centre of the try line.
12. The ball must bounce within the field of play before going over the touch or try line.
13. The ball must cross the ten metre line from the try line before any player of either team may touch the ball.
14. The players of the team dropping out must not cross the try line until the ball is kicked.
15. The team receiving the ball can be no closer than ten metres from the try line at the time of the dropout.

16. If the ball from the dropout bounces over the touchline, a changeover will be awarded to the receiving team, ten metres in from the touchline where the ball crossed the line.
17. If the ball from the dropout bounces over the receivers try line whether touched or not, a dropout from the try line will be taken. However, if the ball is caught on the full over the try line, the referee will call "play on".

All dropout infringements will result in a penalty ten metres out from the try line centre field.

GENERAL PLAY KICKING RULES

18. The attacking team may kick the ball when they first come into possession, before the initial tag and after the fourth tag. The ball must not travel off the boot higher than the referee's shoulders. The referee may consider advantage play in this instance.
19. If a player kicks the ball and is simultaneously tagged and the referee calls "play on" the kicker cannot promote the ball with another kick. If the kicker kicks it a second time a penalty is awarded where they kicked it.
20. 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 affect a tag.
21. If an attacking player is in front of the kicker when the ball is kicked, this player is offside and cannot affect a tag until either the ball receiver has run ten metres in any direction or the kicker runs past the offside player and puts him/her onside. However an off-side player cannot be placed onside by the kicker if he/she is already within ten metres of the receiver.
22. 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.)
23. 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.
24. If the ball is kicked and it crosses the receiving teams try line after a receiving team player deliberately played at the ball, a line dropout will restart play.
25. If the ball is not played at but touches a player then a changeover will be awarded to the non-kicking team, ten metres out from the try line where the ball crossed the line.
26. 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.
27. A kicking team player can never dive, slip or fall on the ball. This applies to all kicks whether in general play or restarts of play. A non-kicking player playing at the ball does not nullify this diving rule.

28. If an attacker kicks in general play and the ball lands in the field of play then crosses the try line and is grounded by an attacking player in a controlled manner before the ball lands on the ground or is touched or touches a defender a try will be awarded. If a try is not scored then we revert to point 29.
29. If the ball is kicked and crosses the plane of the non-kicking teams try line they will receive a tap kick ten metres out in the centre of the field. Subject to point 28.
30. If the ball is kicked and played at by the non-kicking team and crosses the plane of the try line a dropout will restart play.
31. A player cannot kick the ball with only one or no tags on unless they have been pre or late tagged. The exception is the dummy half or a player taking a penalty tap kick may kick the ball as long as he/she only takes one step.

GENERAL PLAY KICKING CHANGEOVERS

32. If the ball travels higher than the referees shoulder, a changeover will be awarded to the defending team at the origin of the kick. The referee may consider advantage rule and play on.
33. If the ball is kicked and it goes out of the field of play on the full, the non-kicking team will receive a changeover at the point where the kick was taken.
34. 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 metres in from where the ball crossed the touchline.
35. 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 metres in from where the ball crossed the touchline and the tag count will be restarted.
36. 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.
37. If any kick touches the referee and play is irregularly affected a changeover at the point of contact will occur.
38. **(Kick to waste time)** If a kick in general play is deemed by the referee to have been deliberately kicked over the sideline or try line to waste time a 10 minute sin bin will be given to the player responsible. A penalty awarded to the non-offending side at the half way or where the ball was kicked from whichever is the greatest advantage.

SECTION 8
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 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.
4. If the attacking team knocks 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 tag regardless of field position.
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 past a defender. Decision – Penalty.

SECTION 9 PENALTIES

Penalties are taken by a tap kick in any direction after the referee has verbally and physically indicated the mark (a tap kick can go higher than shoulder height).

Note: If a player chooses to use the play the ball action instead of taking the tap kick it is still deemed as a tap kick.

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 metres from the penalty mark.
4. Further misconduct by the offending team shall allow the referee to advance the mark once only, by ten metres or as near to the try line as possible.
5. If a 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 try line the penalty is given ten 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 try line on the full, the penalty will be awarded to the non-offending team, either ten metres from the try line in the field of play and opposite to where the ball crossed the try line or at the point where the player was impeded, whichever is the greatest advantage to the non-offending team.

SECTION 10
MISCONDUCT, SIN BIN & SEND OFFS

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 field 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 oppositions try line for the duration of the suspension.
5. The sin-bin may be used for the following incidents:
 - a) Blatant disregard for the rules.
 - b) Continued rule infringements.
 - c) Back chatting, dissent or sledging of referee or players.
 - 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 or reduced by the competition manager after reviewing the circumstances of the incident. Players have a 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 11

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. To ensure the playing field is checked and in a condition for safe play.
3. 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.
4. 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 the control of the game.
5. The referee must carry a whistle and use it in the following circumstances:
 - To start and stop play.
 - When a try is scored.
 - When the ball is out of play.
 - When the rules of the game have been broken.
 - When play is irregularly affected e.g. ball comes in contact with the referee or any other person not participating in the game.
 - To enforce the rules for any other reason.

SECTION 12
REPRESENTATIVE RULES

1. General play kicking allowed on any tag.
2. Halfway/ten (50/10) metre kicking rule in general play and kick-offs. **Result:** A tap kick will be taken at the discretion of the referee 10m in from touch & 10m out from the try line.
3. Other rules may be changed or added at the discretion of the Tournament Director.

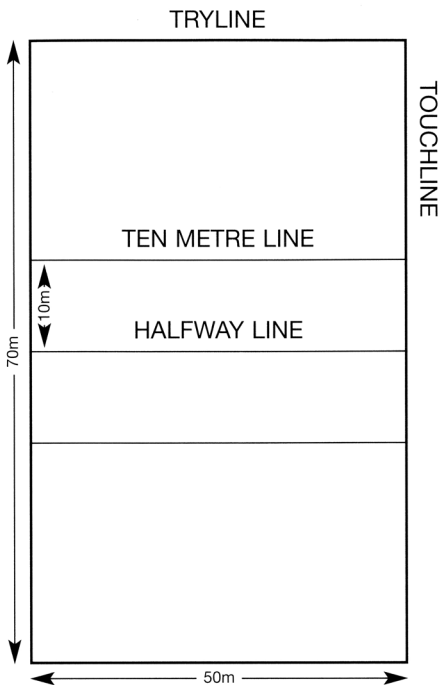
SECTION 13 JUNIOR RULES

Please note that slight variations to rules may apply in Junior Competitions. Please check with your area for those variations.

5 to 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 the first receiver touches the ball or the dummy half runs.

**SECTION 14
PLAYING FIELD**



Junior Fields (6 to 8 year olds)
50m x 35m (play across senior field)

SECTION 15 SUPERTAG RULES

AT A GLANCE

THE FOLLOWING ARE RULE VARIATIONS WHEN PLAYING SUPERTAG.

PLEASE REFER TO OZTAG RULE BOOK FOR ALL OTHER FACETS OF THE GAME.



THE BASICS

Field dimensions are 100m long x 70m wide

20 minute halves

Ten a side for senior teams with mixed divisions playing 5 males & 5 five females. Eleven a side for junior teams with mixed divisions playing 6 boys & 5 girls.

Unlimited interchange.

Scoring 3 points will be awarded for a try and 1 point will be awarded for a conversion or penalty goal.

Defensive line is back 10m and must wait for the dummy half to touch the ball before moving. When a penalty is awarded, the tap kick position is advanced 10m. Defending team must line up 10m from this spot.

KICKING

Kicking in general play is allowed on any tag.

Kicking in general play is allowed over the referee's shoulder except

(a) when the attacking team crosses the opponents 20 metre line. Oztag kicking rules will then apply (i.e. no kick above the referee's shoulder height when kick is made on or inside opponents 20m line.)

(b) When the kick is classified as a bomb. Referee will determine if a kick is in this category (time in the air v distance travelled)

If a team is awarded a penalty over 20 metres away from their try line, a drop kick may be taken in an attempt of a penalty goal. No drop kicks for penalty goals may be taken inside the opponents 20 metres.

A drop kick will be used as the kick for an attempt at a conversion for all divisions. These kicks will be taken from in line with where the try was scored. To be successful the kick must go over the cross bar.

50/20 RULES

If a player kicks the ball in general play from within their own 20 metre line and the ball crosses the side line in the oppositions half they will receive the ball back in a changeover 10 metres in from touch where the ball crossed the line.

OPTIONAL RULE

One player on each team may have different coloured tags. If this player scores, the points are doubled. i.e. 6 points a try & 2 points a goal. These tags may be transferred only during substitution and not amongst players already on the field.

MODIFIED RULES FOR GIRLS 12 – 14 DIVISIONS

Field dimensions are 80m long x 50m wide.

MODIFIED RULES FOR ALL GIRLS & WOMENS DIVISIONS

A punt kick will be used as the kick for an attempt at a conversion. These kicks will be taken no further than 10m either side of the goal posts. To be successful the kick must go over the cross bar.

**SECTION 16
BEACHTAG RULES**

AT A GLANCE

THE FOLLOWING ARE RULE VARIATIONS WHEN PLAYING BEACHTAG.
PLEASE REFER TO OZTAG RULE BOOK FOR ALL OTHER FACETS OF THE GAME.



THE BASICS

Field dimensions are 50m Long X 30m Wide.

10 minute halves.

6 Players on the field at any time. Mixed divisions are played with 3 males and 3 females (maximum 10 players in a team).

There is unlimited interchange.

A tap kick at half way commences the game and is used to restart play after a try. The non-scoring team will have possession for the restart.

Defending team shall be back seven metres from halfway restarts.

The ball must be rolled with the hand in between the player's legs for a play the ball.

A defender must remove one tag to stop the attacker's progress. She/he then holds up the tag and drops it to the ground marking where the play the ball should occur.

SECTION 17
REFEREE HAND SIGNALS



Kick off – commence game



Knock on



Forward pass – Stage 1



Forward pass – Stage 2



Fend – Stage 1



Fend – Stage 2



Fend – Stage 3



Change over



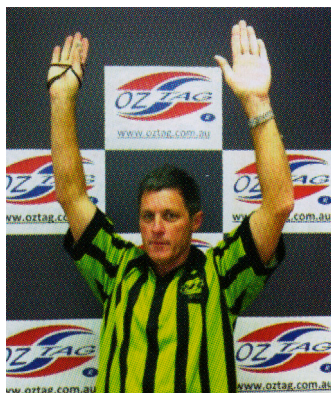
Late Tag – Stage 1



Late Tag – Stage 2



Stop play – Stage 1



Stop play – Stage 2



Penalty



Offside – Stage 1



Offside – Stage 2



Offside – Stage 3



Contact



6 again – Stage 1



6 again – Stage 2



5th and last



End of game – Stage 1



End of game – Stage 2

AOSA'S REFEREE CODE OF CONDUCT

- Always remember that the game is for players. Player safety and fair play come first.
- Study and learn the rules of the game and understand the 'spirit' of the rules. Help fellow referees do the same.
- Encourage and enforce the Philosophies of 'Everyone Play's,' 'Positive coaching' and 'Good Sportsmanship'.
- Respect other referee's decisions and do not publicly criticize another official.
- Wear the proper uniform and keep it in good condition.
- Maintain good physical condition so you can keep up with the action.
- Stay calm when confronted with emotional reactions from players, coaches and parents.
- Honour accepted game assignments. In an emergency, find a replacement.
- Support good sportsmanship with kind words to players, coaches and parents of both teams when deserved.
- Always be fair and impartial, avoiding conflicts of interest. Decisions based on personal bias are dishonest and unacceptable.

OZTAG *MERCHANDISE*

For official Oztag shorts and merchandise.

Custom made shirts and polo's.

Screen printing, numbering and embroidery.

We can do it all!

Phone: (02) 9792 3860

Fax: (02) 9792 3859

Email: merchandise@oztag.com

Website: www.allgearallsports.com.au



For more information please phone:

9522 2777

or write to:

The Executive Director

Australian Oztag

ABN 58 134 637 740

PO Box 703, Cronulla NSW 2230 Australia

Head Office Tel: +61 2 9522 2777

Head Office Fax: +61 2 9522 3599

Email: info@oztag.com.au

Copyright 2015 Australian Oztag

All rights reserved

Oztag is a Registered Trade Mark of Emperor Sports Pty Ltd
used by Australian Oztag under Licence.