Qld Oztag Junior State Cup

Conditions of Entry

GENERAL INFORMATION

1. The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
2. Qld Oztag will appoint a Head Official. The Head Official will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual.
3. A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees. The Referees Director will work closely with the Head Official in reviewing refereeing disputes and any on-field issues relating to officials.
4. All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
5. Venues are able to provide one (1) team per division only unless authorised by Qld Oztag.
6. A maximum of 16 players per team will be allowed to participate in the tournament.
7. A FULLY completed team sheet must be submitted to the Head Official 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.
    a. No team sheet will be accepted unless all individual player numbers are entered correctly.
8. 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 their Venue Manager/Coach/QLD Oztag.

REFUNDS

1. Registration is not transferable to another event.
2. Non-attendance does not qualify for a refund.
3. 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.
4. Non-attendance due to suspension will not entitle you to a refund regardless of timing to event.
5. Players withdrawing for a team post selection without a legitimate reason may incur loss of team fees. Legitimate reasons do not include, but are not limited to, choosing to play in another sporting event being held.

PLAYER ELIGIBILITY

1. All players must be currently registered Queensland Oztag players. Any players not currently registered may cause their team to be disqualified.
2. 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 Oztag Venue or Qld Oztag.
3. All players must be eligible to play for the venue they are representing as per the Qld Oztag Selection Policy.
4. Teams eligible for entry are those representing individual venues as identified by Qld Oztag.
5. Players are able to participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Tri Series selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Head Official at the State Cup. If this is breached it may result in disqualification from the Tri Series Team.

    a. 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.

6. Proof of age (licence, Birth certificate or passport) must be supplied upon request.
7. Players who competed and have been selected in a Junior Tri Series Team will not be eligible to be selected in a Senior Tri Series Team.
8. In order to be eligible to be registered to play in a particular age division, a player must not exceed the maximum or minimum age for that division as shown in the following table:

Division	Max Age	Min Age
U10's	10	8
U11's	11	9
U12's	12	10
U13's	13	11
U14's	14	12
U15's	15	13
U16's	16	14
U17's	17	15

9. 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.

TEAM UNIFORM

1. Official Oztag Shorts and Playing Shirts purchased through "Oztag Equipment Supplies" will be the only team uniform permitted to be worn by players.
2. 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).
3. No football boots with screw in studs or cleats will be permitted. Molded sole boots (e.g. blades) and sandshoes are permitted.
4. No Jewelry is permitted to be worn.
5. Refer to Qld Oztag Tournaments Policy and Procedure Manual for further guidance.

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 Head Official.
3. All games will be of 30 minute's duration. 15 minutes each way, with 2 minutes break at half time.
    a. Teams must be at the 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 kickoff 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 minute 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:

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

FORFEITING AND LATE TEAMS

1. 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.
2. 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.
3. 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.
    a. Penalties are:
        i. From Start of Kick off whistle – 59 seconds = 1 Try
        ii. From 1 minute – 1 minute 59 seconds = 2 Tries
        iii. From 2 minutes – 2 minutes 59 seconds = 3 Tries
        iv. From 3 minutes – 3 minutes 59 seconds = 4 Tries
        v. From 4 minutes – 5 minutes = 5 Tries
    b. Officials will keep the time in this situation.
4. 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.

5. 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.
6. Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
7. 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

1 Pool	2 Pools	3 Pools	4 Pools
Top 8	Top 4 x 2 pools	Top 2 x 3 pools then next best 2 teams	Top 2 x 4 pools
QF	QF Crossover	QF	QF Crossover
1 vs. 8	Pool A 1 vs. Pool B 4	1 vs. 8	Pool A 1 vs. Pool B 2
2 vs. 7	Pool B 1 vs. Pool A 4	2 vs. 7	Pool B 1 vs. Pool A 2
3 vs. 6		3 vs. 6	
4 vs. 5	Pool A 2 vs. Pool B 3	4 vs. 5	Pool C 1 vs. Pool D 2
	Pool B 3 vs. Pool A 2		Pool D 1 vs. Pool C 2

The following rules will apply to determine the rank of teams:

1. Total points within their pool.
2. If teams are tied, the total 'For' and 'Against' points will determine which team has finished in a higher position.
3. If teams are still tied, the team with the most in the 'For' bracket will finish higher.
4. If teams are still tied, if these teams played each other, the winner of that game will go through to the finals.
5. 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.
6. If still tied most tries in the second game and so on until we get a result.

Note: For 3 pool divisions the teams that ranked highest in their pool for round games will be ranked for the quarter finals in isolation and will receive a ranking of 1, 2 or 3 based on the rules above. The remaining 5 teams will be ranked 4 – 8 for the quarter finals based on the rules above.

<u>Reseeding Pools</u>

Pool of 5	Pool of 6
Top team rests	1 v 6
2 v 5	2 v 5
3 v 4	3 v 4

STOPPAGES AND INTERRUPTIONS TO PLAY

The implementation of the Qld Oztag Risk Mitigation Policy is at the discretion of the Tournament Director. To ensure that events where possible can be completed, we will implement the cancellation of certain round games and finals if determining factors (as identified within the Policy) leave us with no other options.

BEHAVIOUR AND DISCIPLINE

General

1. 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.
2. 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:
    a. team penalties
    b. deduction of team tries
    c. team forfeits
    d. removal from the playing area and venue
3. Offences committed and suspensions received at the tournament may affect the player's eligibility for other Qld Oztag competitions or events.

Spectator and Coach Behaviour

4. Spectators or coaches who behave outside of the Code of Conduct will receive disciplinary processes in line with Qld Oztag Policy.
5. This includes but is not limited to the following behaviour:
    a. Constant bad language.
    b. Abuse towards Oztag officials.
    c. Abuse towards players and coaches.
    d. Abuse towards fellow spectators.
    e. Unfair treatment of players in relation to game time.

Player Send Offs

6. The Qld Oztag Referee Dissent, No Punch and Anti-Discrimination policies will apply.
7. 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.
8. Anyone sent off for any other infringement will receive an automatic 2 game suspension. The suspension will carry over to future tournaments.
9. If there are extenuating circumstances e.g. serious nature of the offence, the Head Official 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

10. If a player is sin binned it is for a period of 5 minutes.
11. 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

1. It is the responsibility of all stakeholders (players, coaches, managers, parents and spectators) to know and abide by the Qld Oztag Policy manual.
2. Ignorance of the contents of the Policy Manual (or any specific Policy contained within) will not be accepted as an excuse for any breach.

PLAYER TOURNAMENT PARTICIPATION & SELECTION WITHDRAWAL

Breach of Player Tournament Participation

1. Any player participating in the event is doing so on the provision that they will play/attend all games during the event and will not go play another sport during the tournament and miss games.
2. 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.

Breach of Player Tournament Selection

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.

Revoke Penalties

4. Players who are in breach of the Player Participation or Player Selection policy may have the ability to negate the above penalties due to representative breaches at the discretion of the Venue by refereeing 10 Senior games at local competitions.

Note:

5. Only 1 game to be completed per week to be conducted to reach 10 games. These games must be refereed at the venue in which you represented.
6. A player who is a Level 1 referee accreditation or above will only need to complete the games outlined, however no matter the current level held will be classed as a 'Trainee Referee.' This means no payment for any games will be made.
7. A player who is not a current Level 1 referee or above will have to undertake Level 1 Training and be signed off as a level 1 Referee prior to the games above being conducted. When training has concluded, the referee who is now Level 1 accredited will be classed as a 'Trainee Referee' for the games outlined above.

GROUND STAFF

1. Ground staff can be identified by their official Qld Oztag Shirts or Vests.
2. 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

1. **No alcohol is to be brought into the event.** This is a requirement of the Venue Licence.
2. If teams bring alcohol into the Venue they will be asked to leave and may face disqualification from future tournaments.
3. Junior State Cup is a dry event, and no Alcohol will be sold at the event by the Venue Provider.

SMOKING

1. **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.
2. Anyone found smoking will be asked to stop immediately, will be asked to leave the venue and if required the police will be called.

SPECTATORS

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

RUBBISH

1. It is the responsibility of every stakeholder (players, coaches, managers, parents and spectators) to place rubbish in bins.
2. This includes water bottles within the subbing box.

INSURANCE

1. For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet.
2. Team Managers are required to complete the Registration Form correctly and lodge it with the Head Official prior to the event commencing.

REFREE COMMUNICATION

1. All Stakeholder (players, coaches, managers, parents and spectators) must not approach the Referees who officiate their games.
2. All Referee inquiries are to be directed to the Referee Director or Head Official.

PROTEST/DISPUTES

1. Protest and Dispute matters will be determined by the Head Official and their team.
2. Protests/appeals must be **written** and must be in the hands of the Head Official within 20 minutes of the game being completed. If this is not done the matter will not be heard (please note protest regarding referee perceived errors will NOT be accepted).
3. All protests will be adjudicated by a tournament committee consisting of the Head Official, Referee Director and one other person invited by the Head Official, if required.

BLOOD BIN

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

INJURIES

1. All injuries should be reported to the medical team immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!