

OZTAG RULES

At a glance

a) The Basics

- Maximum of 8 players on the field at any one time. Mixed divisions should be played with 4 males and 4 females. In the event mixed teams are short players on the night, they may amend the configuration i.e. 5 women and 3 men, however mixed teams may not have any more than 4 males on the field at any time.
- Players must be a minimum of 15 years old to play in a senior competition
- Defender must remove one tag to stop attackers progress. He / She then holds up the tag and drops it to the ground marking where the play the ball should occur.
- There is a marker in the play the ball.
- A knock back is play on, knock on **advantage rule applies** - same as rugby codes.
- The game is non-contact – the attacker cannot deliberately bump into defender. A defender cannot change direction and move into attackers path. Whoever initiates contact **will be penalised**.

The onus is on the attacking player to avoid defender.

- The ball carrier is not allowed to protect their tag or fend off defenders.
- A try is awarded to the attacking team when they ground the ball on or over the try line. In mixed divisions a female try is worth 2 points, in all other divisions tries are worth 1 point.

b) Kicking

- A team may kick the ball before the initial tag is made. (eg: a team picks up the ball in general play from a kick-off, knock-on, loose ball etc.. may kick the ball before being tagged) Once a tag has been made, the ball may not be kicked again till after the fourth tag.
- Kicks in General play cannot be above the shoulder height of the referee. Attacking team cannot dive on a kicked ball in any situation, but can kick on.
- Kick offs and line drop outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. Try line becomes the dead ball line for all kicks.

c) Other important rules

- Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball.

Rule Change for the following age groups

U8's & U10's Boys & Girls

- Play the ball with **No** Marker
- Defensive line cannot move until 1st receiver has the ball unless Dummy half runs with the ball.
- Dummy Half can't score.
- Dummy half may run but if tagged a changeover will occur

All other Divisions have a marker and defence can move as soon as Dummy Half touches the ball.

- An attacker must stop and play the ball if he is in possession with only one tag on.
- The only persons able to promote the ball with one tag on are the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).
- Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to attacking team.)
- If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.
- An attacker may pass the ball over his/her try-line to a team mate who may run the ball out. If the ball is dropped, the ball is deemed dead. A player in possession may run behind his try-line and back out into the field of play.
- If a player's knee hit the ground whilst diving for a try and a defender is within tagging distance a try is disallowed and a tag is counted.
- Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty, sin bin or dismissal.

For further information or clarifications on the Rules of Oztag, you may contact Bill on billh@oztag.com.au

WHAT REFEREES SHOULD KNOW BEFORE TAKING THE FIELD

**** A good knowledge of the rules****

EQUIPMENT NEEDED TO BRING PRIOR TO REFEREEING A GAME

- Whistle
- Coin
- Watch
- Pen/Pencil

BEFORE STARTING THE GAME

- Check Fields Checking fields can prevent an injury
- Check players for jewelry
- Correct Official Oztag Shorts
- Correct Boots (No metal or Screw-in studs)
- T-Shirts tucked in
- Correct Official Tags
- Introduce yourself to captains
- Toss Coin (winning team picks direction or opposition to kick)
- Late Team – penalize according to competition conditions

DURING THE GAME

- Remain Positive and confident
- Deal with controversial situations quickly and confidently

ENDING THE GAME

- Play out the last play
- All penalties must be played out
- Check score card with both captains and make sure ref card is filled out completely

Remember to always be approachable. Players won't always agree with the decisions you make but will always respect a referee that listens even if they don't agree. Explain your reasons if necessary and move on with the game as quickly as you can.

The most important thing is to have fun and make sure your players do too.

WHAT IS REQUIRED TO BE A GOOD REFEREE

A GOOD KNOWLEDGE OF THE RULES

PUNCTUALITY

A good Referee should be at the field 15mins prior to their first game. This gives you time to speak to your Competition Manager about what field you are on, collecting your Referee Score Cards, Tags and getting to your first game prior to kick off.

Please make sure you advise your Competition Manager if you are unable to attend a game for any reason. Allow enough time for them to arrange a replacement.

ATTITUDE & APPEARANCE

A Referee Shirt is to be worn each week. Shorts with a pocket are better to wear to hold your Referee Score Card & Pen

Always help your players learn the rules as well. If you penalize a player, let them know what they have been penalized for if they question you. This will help them to respect you for trying to help them.

REFEREE SCORE CARDS

Please make sure you have both Captains sign the full time scorecard so that no later problems occur disputing the score.

We understand that you will Referee the best you can and we will always discuss and help you with any problems you may encounter.

Remember that you represent both your local Association & NSW Oztag and have a big influence on the way a game is played.

Each week, you will need to be at your best and also remember

- SPEAK CLEARLY
- KEEP UP WITH THE PLAY
- SHOW ENTHUSIASM
- DON'T BE INFLUENCED BY SIDELINE COMMENTS

The most important thing is to have fun and help your players to have fun.

Be approachable.

Players may not always agree with the decisions you make but will always respect a Referee that listens even if they don't agree. Explain your reasons if necessary and move on with the game as quickly as possible.

POSITIONING YOURSELF ON THE FIELD

<u>KICK OFF</u>	Stand on the 10m line (In defending teams half of field)
<u>DROP OUT</u>	Stand 10m in from the try line (in field of play) and 10m in from side line
<u>DEFENSIVE LINE</u>	5m from ruck. 5m either side of the play the ball
<u>AWARDING TRIES</u>	Must be on the spot where the try was awarded
<u>GENERAL PLAY</u>	Keep up with the play, in line with it but out of the action area
<u>THE PLAY THE BALL (RUCK)</u>	To play the ball correctly, the ball must be rolled between the legs, by the foot.
<u>MARKER</u>	Must hold their position till dummy half touches the ball. Even if no dummy half is in position, the marker cannot move. Referee counts three seconds, then if there is still no Dummy Half in position, you give the defenders possession of the ball

WAYS OF KEEPING THE CORRECT TACKLE COUNT

- Call tag number out aloud
- Use your fingers
- 5th Tackle – hold up your hand the whole time

SOME DIFFERENCES IN RULES BETWEEN OZTAG AND RUGBY LEAGUE

- NO TACKLING
- NO FENDING IN OZTAG
- CAN ONLY KICK BEFORE THE INITIAL TAG OR ON OR AFTER THE FOURTH TAG
- NO SCRUMS
- NO KICKING FOR TOUCH FROM PENALTIES
- NO BOMBS, “CHIP AND CHASE” (KICKS CAN NOT GO OVER REFEREE SHOULDER HEIGHT)