

**PENRITH OZTAG**



**A S S O C I A T I O N**

## **SUMMER 2019/20 COMPETITIONS**

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### **IMPORTANT**

Players **MUST** pay their **registration fees** AND **sign the registration sheet (or register online) BEFORE** they play. Any player found not doing this will see their team **lose 6 points and they will be suspended for two matches.**

You can pay by phone, direct bank deposit or in cash or card at the fields.

### **Bank Details**

BSB – 032278

Acct No: 501391

Acct Name: Penrith Oztag Association Inc.

## Local Rules – Summer 2019/20

The following local rules have been approved by the Penrith Oztag Association committee for the Summer 2019/20 competition.

### Registration

- All players must pay **ALL** money and sign the registration form or register online **BEFORE** they play any games.
- **Any TEAM** that has an incomplete registration form or incomplete online details will not be covered by Oztag's insurance until the form is fully completed.
- **Any players that play without paying their registration fee's in full, or making arrangements with us, will result in their team LOSING 6 points for each game the player plays, and the player will be suspended for 2 matches. If you are having issues paying your fee's you need to see the competition organiser to make arrangements. In cases where arrangements cannot be made you CANNOT PLAY until your registrations are paid in full.**

### Players in Multiple Teams

Players may register in multiple teams under the following conditions:

- We offer no guarantee that games will not clash.
- If a player is registered in more than one team, and both teams play at the same time they can only switch teams at half time. Players must be in correct uniform for each team.
- It is the responsibility of each player playing in more than one team on the same night to advise us of this if both teams make the finals. Where advised we will make every effort to avoid a clash of games.
- A player cannot register in two teams in the same division. If a player registers in more than one team that are then re-graded to the same division, we will offer alternative arrangements for the player in question. The committee has the discretion to permit this in extenuating circumstances.
- The registration of any player into more than one team is at the discretion of the committee.
- **Players may only play in one team in the Wednesday night Mixed Competition.**

### Unregistered Players

Do not play players who are not registered in your team. They are not covered by insurance, and **if found your team will lose 6 points and the player will be suspended for 2 matches**. Playing an unregistered player is not fair on all players, including the ones in your team, who have paid their registration fees. If you are having issues with getting enough players come and see us, we may be able to assist.

### Sign On

- Players must sign on every week to be covered by Oztag insurance and to qualify for the finals. Teams found playing people not on their registration sheet, or who have not paid all registration fee's (without making arrangements with us), **will lose 6 points**, the player will also be suspended for 2 matches. Repeat offences may see your team disqualified from the competition.
- Players must sign on and put their correct shirt number on the sign on sheets near the canteen. Failure to do so will result in a game not being recorded for that player, which may affect qualifications for finals. If your name is not on the sheet please see committee immediately. Sign on sheets will be removed at the start of the second half; you may signon in committee room if sheets have been taken in. Check when signing on for field changes.

### Playing Gear

- **All shorts & tights worn must be official Oztag garments or you cannot take the field.**
- No shorts will be loaned out.
- Each team must supply a Ball for their game and the referee shall decide which ball to use.
- **NO BALL - NO GAME. Balls are available for \$30.**

- All players must have the same team shirt, including a number, before they take the field. We have change shirts so if you require a set to ensure your team is correctly attired come and see us in the committee room.
- Captains are responsible for returning all tags at the end of the game to the referee.
- No metal studs.

### FILL IN PLAYERS

You are permitted to have a maximum of three fill-in players. If these are existing players they must be from a **LOWER GRADED** team, with the following rules:

- Fill-in Players can only be done after **Round 3**.
- Each fill-in player **MUST** pay a \$5 fee
- The player **MUST** report to the committee room and fill in the appropriate paperwork **BEFORE** playing.
- Penrith Oztag reserves the right to reject a fill in player for any reason.
- The players must come into the committee room and get permission, they will be asked to sign on **IN THE COMMITTEE ROOM**. They **DO NOT** sign on the normal sign-on sheet.
- You can only use these fill-ins to bring you up to a full team of 8 players, they cannot be used as reserves. In the case of mixed teams female players can be brought in to make a total of 4 females, even if the team has male reserves (but you cannot have female reserves) and vice versa.
- A player can only fill-in into the same team for a maximum of two games, after which they must register with that team.
- A team can only use fill-ins for a maximum of 3 rounds. This means any fill-ins, not necessarily the same one. Any more than this and it is clear the team has an issue with player numbers and it needs to be discussed with the committee.
- Teams in the lowest division may use fill-ins from teams up to 3 divisions higher. (E.g.: If Div 15 is lowest, they may use players in teams from Div 12, 13 and 14).
- Fill-in's are not permitted during any finals.

### Captains/Organisers Duties

- Captains are the only players to ask questions of referees, this should be done respectfully.
- Captains please make sure you sign the referee's card for the correct score. If you do not agree with the score do not sign the card and come and see us in the committee room.
- The person who takes the toss at the beginning of the game is considered by the referee to be the captain of that team. If someone else has this role you must tell the referee.
- The captain/organiser is responsible for the actions of their players AND their spectators. If a player or spectator does not follow the instructions of the referee it is the captain/organiser who is responsible to ensure that they do. The captain/organiser may be dismissed by the referee to deal with any players/spectators.

### Alcohol

While alcohol is available for sale at the fields, players are encouraged not to consume alcohol before they play. Any player who is injured in a game and is found to be under the influence of drugs or alcohol will not be covered by the insurance policy.

Players are not permitted to consume alcohol at any time during a game they are participating in. This includes any time they may be off the field during the game or at half time of a game. Players observed consuming alcohol during a game they are participating in will not be permitted to continue participating in that game. It is the organisers/captains responsibility to ensure this rule is adhered to. Teams and players that ignore this rule may be subject to suspensions.

### **Game Start**

Games are twenty (20) minutes per half with four (4) minutes for half time. An announcement will be given and then the next hooter will commence the game.

**If a team does not have five (5) players on the field ready to play when the first hooter sounds they will be given 5 minutes for extra players to arrive. The team will give the opposition 3 tries for this delay. The 3 tries applies regardless of whether the players arrive in 30 seconds or 4 minutes. An announcement will be made at the 5 minute mark to indicate the wait time is up, the team MUST have at least 5 players on the field BEFORE this announcement so the game can commence. There will be not further time given after the 5 minutes, which will be strictly adhered to.**

**In mixed games only females are permitted to kick off.**

### **Safety Line**

All fields at The Kingsway are marked with a line approximately 5 metres behind the try line. This line is known as the **SAFETY LINE**, any player crossing this line in the act of scoring a try will be deemed to be tagged and will be required to play the ball 5 metres out. A tag will count and play will continue, unless it was already the last tag which will result in a changeover 5 metres out.

### **Abandoned Games**

If a team falls below five (5) players due to injuries or P.O.T's they may continue the game. If they choose not to continue they will lose the game as a forfeit and receive nil (0) points. If a team falls below five (5) players because of players dismissed for the remainder of the game the non-offending team shall be declared the winner. The offending team will be given nil (0) points and the non-offending team will be given three (3) points and either a 4-0 win or the score at the cessation of the game, whichever is the greatest advantage to them. If the referee abandons a game the committee will decide the result at a later date.

### **Team Walk Off**

Any team that walks from the field of play before the referee has finished the game will be given a minimum one game team suspension with the organiser and captain from the team to report to the committee room immediately after the walk off.

### **First Aid**

Penrith Oztag provides a first aid person to attend to injuries. This treatment is limited to basic first aid only. Please note the following:

- If there is an injury in your game you must notify us, we cannot view all games and see all injuries. If you require treatment at your field get someone to come up to the committee room and we will attend.
  - If the first aid officer believes an ambulance is required he will ASK the injured person if they would like an ambulance called. If they do not want an ambulance called we generally will not call one as there is a cost for the ambulance that the player is liable for (only 50% is covered by the Oztag insurance). The exception to this is if the first aid officer believes the player is suffering a life threatening injury/illness.
  - All injuries must be reported to the medical person on the night of the Injury and the injury report form signed. Failure to do this will result in denied insurance claims.
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## Penalties

| <b>Offence</b>  | <b>Penalty</b>  |
|---|---|
| No shirt Number on Sign on Sheet                          | Game not counted towards finals qualifications                  |
| Registered player playing and not signing on              | Game not counted towards finals qualifications                  |
| Signing on over stamp on signon sheet without permission. | Game not counted towards finals qualifications                  |
| Fill in player not signed on in committee room            | No points for game regardless of result.                        |
| Forfeit without notice (after 4pm on game day)            | Loss of 3 points  |
| Playing Unregistered Players                              | Loss of game and loss of 6 points                               |
| Playing player not registered in your team                | Loss of game, loss of 6 points and player suspended for 2 games |

## Prizemoney

### **PremTag\***

- Minor Premiers: \$250
- Premiers: \$2000
- Runners Up: \$750

### **1st Division**

- Premiers: \$1250
- Runners Up: \$625

### **All other Divisions**

- Premiers: \$800
- Runners Up: \$400

\*PremTag prizemoney will be dependent on the number of PremTag level teams that register.

Please note that if there are any divisions we split into two divisions for the finals (apart from Div 1/2), the bottom of these groups will only receive 50% of the normal prize money.

## Finals – Player Qualification

- During Semi-finals & Grand Finals each player **MUST** show their Photo ID before they sign on.
- All players must sign on before taking the field. Sheets will be taken away at end of first half.
- To be eligible for finals series a player must have signed on for a minimum of FIVE (5) games.
- Games where you are suspended or games where your team forfeits do not count for semis eligibility.

## Finals Series

The finals series will be comprised of the top 4 teams playing off over a two week period.

### **Semi Finals**

- SF1: 1 v 4
- SF2: 2 v 3

### **Grand Finals**

- Winner SF1 v Winner SF2

## Drawn games in finals

If there are drawn games during semi or grand finals then the following will apply:

- Extra time will start with **6 players** from each team. (Mixed, 3 men/3 girls per team)
- All starts of play in extra time will be by a **tap kick** (that is you do not kick off) at half way.
- If a team scores a try in the first possession of extra time, play will be restarted with a tap kick by the team that did not score the try at half way. This team then has one possession during which they must score a try otherwise the opposition is declared the winner.
- Each team must have at least one possession of the ball, after which first try wins.
- A possession is defined as a set or six OR up until you lose possession in that set of six.
- If there is no result after three minutes drop to 5 players per side. (Mixed, 2 men/3 girls)
- Play will then continue until there is a result.

## Complaints

If you have any enquires please see a committee person. All problems can be resolved if they are approached in a rational and calm manner. **ABUSIVE OR FOUL LANGUAGE TO ANY STAFF WILL NOT BE TOLERATED.** Complaints are to be directed to Competition Co-ordinator in the first instance.

## Insurance

- **If you are under the influence of any alcohol/drugs/medication at time of injury – you are not insured and cannot claim insurance.**
- All claims carry an excess of \$200
- For insurance cover information, read back of team registration form 'conditions of play'
- **All players are advised to have PRIVATE HEALTH INSURANCE as the coverage of the standard insurance is limited.**
- **The basic insurance policy covers you for death (inc permanent disability) and non-medicare medicals (i.e physio, dental etc). It does not however include loss of income cover.**
- **You can purchase 'Loss of Income Insurance' for your team at a low cost of \$110.00 (incl GST). This can only be done on a team basis not individual. Forms are available in the committee room.**

## Wet Weather

If there are rounds washed out we have allowed a number of weeks at the end of the season to catch up games, the finals will be pushed back if required. If the washed out rounds cannot be caught up in these weeks, then:

- Games may be played on a gala day on a Sunday where 2 rounds are played over the course of the day
- 2 half games may be played on the same night where possible. These will either be two separate games or games for double points if the opposition match up.
- **If they cannot be played in the catch up rounds or gala days or half games then the rounds will be cancelled. No refunds will be issued.**

If the fields are closed during the finals, the finals will be pushed back into any remaining spare weeks, if they have not already been used. If there are no spare weeks:

- Finals series will be restructured to be completed in 2 weeks (1v4, 2v3 with winners in Grand Final)
- Final series games will be cancelled.
- Grand Finals will be attempted to be played on Tuesday/Thursday/Fridays or Sundays in the weeks leading up to the next season.

If the Grand Finals are not completed at least 1 week prior to the next competition then joint premiers will be declared and prize money split accordingly.

There will be **NO REFUNDS** for games being cancelled due to weather conditions.

## Forfeits

- Teams who forfeit a game without early notice will **lose three points** for each forfeit. Early notice, **prior to 4pm on game day**, will result in this penalty being waived.
- Teams who repeatedly forfeit may be asked to lodge a bond if they return the following season, which will be forfeited if the team continue to forfeit games.
- **Teams who forfeit semi-finals will not be eligible for finals or grand finals.**

Teams who forfeit during the season will have their place in semi-finals assessed prior to the draw for semi-finals being finalised. This will take into account the performance of the team against the team they forfeited against and the impacts of the forfeits on the finals, especially in split divisions where forfeits may put a team in the bottom division whereas if they had not forfeited they may have been in the top division. A team's position on the ladder may be adjusted for the semi-finals if they have forfeited and the committee believes the forfeit has had an adverse impact on the positions on the ladder. The committee may also alter a team's tries for/against if forfeits have an impact on their position on the ladder.



## Foul Play

- Any player that is involved in a fight will be sent off for remainder of game – **NO EXCEPTIONS**
- Any player that throws a punch will be sent off for the remainder of a game– **NO EXCEPTIONS**
- Any sledging and/or foul language will not be tolerated. There is to be no sledging of the opposition or your own team members under any circumstances. This is a major offence and will result in the player being sent off.
- Any abuse of referee's will be dealt with severely.
- Player sent for a POT or remainder of the game is to **HAND** their tags to the referee. Players sent off for a POT or remainder of the game cannot be replaced, you must play a player down.

## Send Off's and Periods of Time (POT)

- A referee may send you for a P.O.T., the duration of which is at his discretion. You must take up a position behind your opponent's goal line and hand your tags to the referee.
- A second P.O.T. in the same game will incur an automatic two (2) game suspension. This suspension is not appealable.
- Any player sent off for the remainder of the game will **receive an automatic 2 game suspension** and will be contacted by the Judiciary Chairman if further action is required.

Players incur suspension/POT points for infringements during the season. A POT incurs a two (2) point penalty and suspensions incur whatever penalty the judiciary decides. If a player accumulates 12 points in one competition then they are **AUTOMATICALLY** suspended for eight (8) games. These eight (8) games are in addition to any other suspension in place at the time.

## Suspensions

Suspensions may be given for a certain number of games OR for a certain number of weeks. Any suspensions issued for week's covers ALL games for teams the player is registered in.

Any suspended sentence handed out is in effect for the current season and the next season the player plays. Suspended games do not count towards finals qualifications.

## Grading / Re-grading

The committee will take every care when grading teams but due to numerous factors it is not always possible to get teams graded correctly. When doing the initial grading there are many factors we have to consider including:

- Past performance of team
- Players in a team (experience, rep players)
- Oztag experience (new teams/players)
- Number of teams into a division
- Potential player/referee clashes
- Team requests
- Field availability
- Our knowledge of teams

In order to achieve as fair a competition as possible the following guidelines apply in respect to the regrading of teams:

- Re-grading will generally not occur until after Round 7, when most teams in 7 and 8 team competitions have played each other once. The committee reserves the right to re-grade a team earlier than this should they deem it necessary.
- When a team is re-graded they will be moved to the new division with the same competition points as the team running 4th, but retain their own tries for and tries against in the new division. This ensures they, and the other teams in the new division, have an opportunity to compete fairly over the remaining rounds. Re-grading is not meant to reward or penalise teams.



When reviewing the competition for possible re-grading following are some factors that are taken into account:

- How many games have been played and against what teams have these games been played.
- How many players did teams have playing on a particular night, How many players did the opposition have
- How is the whole division performing
- Are there other teams in the same division who may need to be re-graded
- What are the for/against figures
- Are there teams in higher/lower divisions that require re-grading and may be switched with?
- Do the teams have a history of poor performance and then much improved performance once downgraded?

### **Final Word**

Remember, we are all here to have fun and enjoy the game. If in any doubt about any aspect of the game come and see a committee person. We are here to help you out and, as most people would know, we bend over backwards to ensure you get to play your games. But remember rules are in place for a reason, and at times we cannot be flexible with how the competition is run.

Respect the referee's and the job they are doing. Whether you agree with them or not, keep your opinions of the referee's to yourself whilst playing the game. There is only 1 referee (maybe 2 if a buddy referee is in place) on the field and they make the calls. Everyone else should keep quiet in regards to refereeing calls. We are quite happy to receive feedback about referee's but talk to a committee person and do so in a calm and respectful manner. Being abusive or derogatory will result in you being ignored and in some circumstances you may be suspended.

**HAVE FUN**