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Competition Guidelines for Summer 2025/26

Commencing Week of Monday 13th October

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1. Details/Times – Played at Tuffins Lane during Summer and Woods Street during Winter.

- * 10 weeks of competition plus 2 weeks of finals. 10 Rounds to accumulate points for finals.
- * Games commence at 5.45pm, 630pm & 715pm.
- * Summer Mens/Womens - Monday night with Mixed on a Wednesday. Winter Mens/Mixed-Mon only.
- * Usually minimum of 8 and maximum of 10 teams per division (exception where only 4-7 teams) or if the need of combined grades. Top 4 finals used. Womens now 7a-side.
- * Team must consist of minimum 10 players to be paid and registered before going into Round 1 draw.
- * Win 3 points, Loss 1 point, draw 2 points, forfeit -3 points, Notified forfeit 0 points, Bye 3 points:

2. Comp Dates including APPROXIMATE Finals dates weather pending:

**wc = week commencing

Rnd 1 wc 13 th October 2025	Rnd 6 wc 17 th November 2025
Rnd 2 wc 20 th October 2025	Rnd 7 wc 24 th November 2025
Rnd 3 wc 27 th October 2025	Rnd 8 wc 1 st December 2025
Rnd 4 wc 3 rd November 2025	Rnd 9 wc 8 th December 2025
Rnd 5 wc 10 th November 2025	Rnd 10 wc 15 th December 2025

ALLOW 3 WEEKS FOR WASHOUTS IF REQUIRED BEFORE FINALS ARE PLAYED

SEMI FINAL wc 2nd February 2025
GRAND FINAL wc 9th February 2025

Updated 7th October, 2025

Please note that approximate finals dates can be subject to change pending washouts and/or rep tournaments! Should we not require to use any washout weeks, then finals series will commence immediately. Any washouts that cannot be played for reasons beyond our control, will be zero points for all teams & absolutely **NO REFUNDS**. If we run out of time for finals worst case scenario just top 2 through to play in Grand Final.

3. AGE REQUIREMENTS - Note age for juniors to play in Senior Competition – MUST turn 15 years prior to the commencement of the comp they intend to play in. Once turned 15 prior to Round 5 cut off, they can join team. PROOF OF AGE must be produced if asked – no fudging DOB PLEASE!

4. Code of Conduct, Zero Alcohol, Zero Punching/Striking, No swearing, abuse or dissention, Social media and smoking policy.

Code of Conduct - When signing rego form ensure your players read the fine print on the back as you are agreeing to abide by the rules of Oztag. Any incident that occurs and is reported, the competition committee OR depending on severity, the judiciary will deal with this & will follow through with disciplinary action. Penalties for players not being sportsmanlike or having no regard for the rules of the game are severe and players should be familiar with these guidelines. Referees will firstly warn, penalise then sin bin or send off, depending on severity of the offence.

Spectators/Subs – Will also be asked to leave the grounds if abusing referees/officials/staff or any person at the fields. This may jeopardise the team he/she is supporting. Anyone with suspensions can also be advised by the competition conveynor that they are not welcome to spectate within the confines of the playing fields. This can be enforced whilst Oztag is hirer of the fields.

Zero Alcohol Tolerance - At either the Referee or competition organisers' discretion, should they feel a player is causing dangerous play or unsportsmanlike behaviour during a game, they may be asked to leave the field of play. Under no circumstances should any player be involved in any game of Oztag under the influence of alcohol.

Zero Punch/Striking Tolerance – Port Macquarie Oztag competition convenor is now sending a strong message & setting a precedent by enforcing a possible automatic 12-month suspension (OR for as long as they see fit) for any player found to have thrown a punch/striking another player (including 3rd man in). Players found guilty of striking first will be sent off & disqualified for a period determined by the competition convenor. Players found guilty of striking another player in retaliation will also be sent from the field & will also serve a suspension determined at the competition conveynor's discretion. Registration money will NOT be refunded if a player is suspended or ejected from the competition. If any of a **player's suspension** occurs during washout weeks & those games are replayed in washout allowances, the player MUST still sit those games out regardless of whether it be weeks later.

This includes if it occurs at the end of season or finals time, the suspension will carry over to new season as per **Send Offs** below.

No swearing, abuse or dissention to the opposition, your own players, or the Referee!

Send off – Incurs an automatic 2 week + suspension pending severity.

Note: Weeks given includes all grades the player participates in hence you are letting down all teams!

(eg: 2-week **suspension** playing 1 night – lose 2 games, 2 nights - lose 4 games, 3 nights – lose 6 games.) *If the suspension occurs at the end of the season, the 2 weeks still must be sat out at the commencement of new season. Players can also be handed down an automatic 2-week suspension after the final hooter of the game for any inappropriate behavior reported at the discretion of the competition conveynor and or committee.

Any player **sinbinned** twice during a season (whether it is in one division OR 2 separate divisions), receives an automatic 2-week **suspension from all divisions played in with no right of appeal**. Also, any player **sent off**

twice within a season will be given notice in writing that their suspension will be doubled. Upon their return, should they be sent off again, it will be doubled again and so on. Only after a 2-year period of no more incidents will they start with a clean slate. The initial penalty given will be subject to the severity of the incident or whether it goes to Judiciary. Judiciary guidelines have been created over the past few years, and these are still used to refer to should it be necessary.

Social Media Policy – Please take the time to familiarise yourself with this document!

http://www.oztag.com.au/sites/oztag/files/files/Social_Media_Policy_220413.pdf

No Smoking or Vaping - Both smoking & vaping is banned in spectator areas at public sports grounds and other recreational areas in NSW when an organised sporting event is being held. Major sporting facilities are included under the definition of a public sportsground and are required to comply with the law. Other outdoor sporting facilities, such as Local Council playing fields, are also covered by the Law. For more information, please click here <http://bit.ly/1gCdAj4>

5. *NEW ASSEMBLE ONLINE TEAM REGISTRATION system is currently being used.

a. Cost – Absolutely NO PAYMENT PLANS. ALL REGO PAYMENTS TO BE PAID VIA ASSEMBLE.

The nomination fee is **\$105 per player** (which includes GST, Council Ground Maintenance Levy and the individual registration). The approximate cost to play our sport per week - 10 rounds - \$10.50 per game and 12 rounds (which includes the 2 weeks of finals) is approximately \$8.75 per game. Player fees will be adjusted accordingly when necessary to cope with steadily increasing ground fees & the associated costs involved in running the competition.

3rd Team Cost: Should any player choose to participate in a 3rd team (eg: 1 women's/B mixed and D mixed, the 3rd team is at a reduced half price rate of \$52.50). No guarantee we can keep teams separate each week but we do our best.

b. ONLINE REGISTRATION INSTRUCTIONS - Register your team via the “REGISTER” tab on our website portmacquarie.oztag.com.au & also for individual players to register into their team once sent team link by their delegate.

c. FEES DUE - MIN 10 PLAYERS MUST BE PAID PRIOR TO THE TEAM BEING INCLUDED INTO RND 1 DRAW.

The balance of the fees for the entire team (extra players over & above the minimum 10) must be paid by Round 1: i.e. the week commencing 9th October regardless of the reason or will find themselves losing -3 points for a forfeit. Extra Players must pay & register online as they join up until & including Round 5 (player cutoff). If any team has not paid by the due date, they can be removed from the competition and/or replaced by teams on a waiting list.

d. Refund/transfer/reduction of fee - After Rnd 5 of competition (cut off for adding extra players), under no circumstances will a **refund** be issued for any reason. A refund will **ONLY** be given prior to this up until Rnd 5 with games charged at \$10 per game if a player has to pull out due to injury/change of circumstances. (Eg: Paid the \$105 Rego & only played 3 games, they will receive \$70 refund). It is important to note that the nomination fee of \$105 is non-transferable from one player to another. The only exception to this is being able to **transfer** to another team in the first couple of weeks if unhappy. This is at the sole discretion of the Competition Organiser. Any player joining the competition up until & including Rnd 3 will incur the full \$105 fee. Round 4 = \$70 & Round 5 cutoff = \$60

ROUND 8 REPLACEMENT PLAYERS: Are at a **reduced fee** of \$30, (Rnd 9 \$20) - applies if you are replacing a registered player who is unable to return for the remainder of the season. This replacement **MUST** be of equivalent or lesser ability/age to the person they are replacing at the discretion of the Competition Organiser. A replacement player can be removed & asked to be replaced with a similar standard should they be an “unknown”, affecting the grade they are now playing in. **The replacement player MUST play a min of 2 of the last 3 Rounds.** The only exception to the rule is if a player registers with a team during the first 2 or 3 weeks (Rnd 1-3) & played 1 or 2 rounds, but is then unable to play for various reasons, a new player can take over their registration at no extra cost. **REMINDER** - this can only be done if the player dropping out has only signed on once or twice & must be sorted prior to Rnd 5 cut off, also only at the approval of competition organiser.

NOTE: In the case of **COMBINED GRADES** as at Rnd 8, a player can play in 2 teams within that one grade (as it is beyond their control) & remain there during finals **IF** they are in separate divisions come the finals split. If they end up in the same grade, then they **MUST** choose which team they continue through finals with.

REPLACEMENTS BETWEEN ROUND 5-8 are NOT allowed unless exceptional circumstances & this decision is at the discretion of the competition conveynor OR committee if need be, eg: low numbers & to avoid forfeits etc!

e. All players to be registered/adding new players - After Rnd 1 of competition, all players must have completed their online registration and must sign on each night of competition. Checks are done and if players are found not to have completed the Online Rego then they will not be permitted to play until done so; both the online registration and sign on sheet **MUST** correspond with each other. In the committee’s opinion, if a player is found not to be in the system regardless of fees paid, they will have to pay again. It is the delegate’s responsibility for each team to ensure that all players meet the requirements. The only time you can **add to a team** is through the approval of the competition organiser and only for reasons of **permanent injury or pregnancy**.

f. Players in multiple teams - No player can play in 2 teams within the same grade and can only play in maximum 2 teams (on the one night) if those teams are in separate grades. Be aware that you **MUST** pay twice, and games could clash in same timeslot so you could end up letting one team down. You cannot sign on for both teams if playing in the same timeslot unless you have played part of the game with both. If caught doing this, you may be suspended for a period at the discretion of the competition organiser or competition committee. Due to the increasing numbers of players doubling up, it is the **players’ responsibility** to inform the competition convener if a grade change causes them to end up in same grade. They will then be refunded a portion of their registration of the team they choose to pull out of. ALL Finals/Grand Finals will be played in one timeslot where possible pending Referees/linesman availability so keep this in mind when considering playing in 2 teams on the one night.

IMPORTANT: ENSURE PLAYERS DOUBLING UP IN 2+ TEAMS (SAME NIGHT) ARE AWARE OF RULE COME FINALS TIME “Players can now participate in both teams from Semis onwards if they are in different grades. At any stage should games clash OR if all are played in 1 timeslot you need to be aware that you **MUST** play 1st half with one team & the 2nd half with the other team. The referee will have names of those players stipulated on the scorecard to ensure in this situation that only half a game with each team is played should both games clash.

In the case of grades having been split EG: A/B Womens or Mens) & the 2 teams end up in the same grade, players **MUST** then choose which team they continue with through the final’s series, & that is the side they must

stay with for the duration of finals. In the event of the team they chose getting knocked out then at no stage can they go back to play for the side they did not choose (in the rare case that the other team might continue further). **NOTE: Should a player be sinbinned (can be up to 10min) OR sent off (auto 2weeks) in one of their sides they CANNOT leave to play in the 2nd team OR they will cause that 2nd team to receive an automatic FORFEIT (-3pts).**

g. Quality of player - Also under no circumstances will representative or A grade quality players be permitted to be added to a lower grade team if they do not commence the season (hence initial Rnd 1) with that team. This is deemed to be unfair to the lower grade teams and the grading process. Any A grade/Rep players will be determined by the competition committee on an individual basis depending on age, quality and length of time since playing Rep. Impossible to put a general rule in place for all these reasons. So too, replacing injured players in a latter part of the season, unless the replacement player is determined by the comp committee to be of a similar standard. This decision by the committee is final and cannot be appealed against. Any change in players MUST be brought to Competition Convenors attention in order to change the online registration.

h. Individual Team Sponsorship

All teams relying on sponsorship, our advice to you, is to organise for your players to pay the fees, as we don't wait on sponsorship cheques. When the cheque arrives, we will refund the money already given. All payments are due in full by the above date, unless your team gets a Bye or we are washed out, then they are given an extra week. If teams have a sponsor, you must subtract the amount given by the sponsors from the individual's payment and then the players pay the balance. Your delegate is responsible for this, and it is the delegate's responsibility to collect these fees from the players. We do not want the payment in dribs and drabs; it must be paid in lump sums. We are not the delegates for each team, rather the managers for the competition. Sponsors are able to claim 1/11th of the amount given to teams as a tax deduction. Teams who have sponsors and require a tax invoice will be provided with one upon request.

i. Pinboard - This is always near the admin area or sign on stand, so please check each week for important information and coming events, draws, insurance information, maps of grounds, weekly Oztag draws. It is the player's responsibility to read this board for any updated information.

j. Uniform requirements/cost of shorts – ABSOLUTELY NO LEAGUE TAG SHORTS TO BE WORN !

Shorts must be purchased from the Oztag Association as the sport is patented. Players found guilty of continuing to wear own design of shorts may be leave themselves open to legal action (includes NO League tag Shorts). The cost of shorts is \$35 for seniors, \$45 for rep club shorts, \$45 sublimated shorts. Black tights are \$35 per pair or sublimated \$50. No belt straps to be worn any more unless shorts have been ripped during play. Players must purchase shorts or borrow LOAN SHORTS (though unavailable during Covid Restrictions), in exchange for keys/mobile etc. **PLEASE NOTE:** If tags are not sticking to your shorts, it is likely that the Velcro on your shorts needs changing as tags are always replaced every 12 months (2 seasons).

ROUND 4 of competition, ALL players must be **uniformed**, i.e. the same team shirts, with numbers on either the back or sleeves of the shirts. Teams failing to have this done may risk forfeiting their match. In the event of a player not wearing a team shirt after round 4 of the competition, this player **IS NOT** permitted to play unless he reports to Admin 1st to get a stamp for the Referee to recognise he is a registered player. This rule also includes no players to change shirts on the sideline to allow another to play. Remember that it takes 5 players to start an Oztag match, if you don't have the five players in uniform, then your team forfeits the match. In the case of mixed, no more than the maximum 4 guys can play (must have at least one girl). Your team is given 5 minutes to get started, the Ref is in control of this time & their decision is final. It is at the sole discretion of the competition

organisers to allow 1-3 players only to wear a shirt of similar style and colour. This problem has been recognised due to the carrying over of shirts from one comp' to the next and either losing, ripping them or old players not returning them. Screen printing isn't such an issue, but they **MUST** have a number. A taped number is allowed but must be displayed clearly and must be the number they intend to play in throughout the Comp. **Complaints regarding the shirts** (by the opposing team), **MUST** be brought to the organiser's attention **PRIOR** to the commencement of the game, **NOT** upon the Final result.

6. Local rules –

- * Winner of the toss **MUST** receive the ball.
- * Mixed – Female players only can kick off in mixed comp.
- * Scoring team kicks.
- * Women's Division Only – Will use "optional drop kicks". This allows for ladies to simply place the ball (instead of a drop kick) if inexperienced.

7. Injuries/Insurance/Ambulance Cover

Insurance: Insurance Top up Cover per team. All information is displayed on our website under the Resources tab, which **WE ENCOURAGE YOU TO READ!!** ATC Insurance Group Claims Department 1800 994 694. It is mainly set up for major injuries, accidents or death and permanent disablement. **All injuries MUST be reported on the required Injury Form to Oztag organisers on the night or within 24 hours of the injury.**

Ambulance cover - This is **NOT** covered under Oztag Insurance. We encourage all players to obtain cover because if an ambulance is called, the cost is approximately \$600-700. Before an ambulance is called, the player will be asked for their permission to do so, unless the Competition Convenor deems the injury serious or life threatening and an ambulance will be called at their discretion, keeping the safety of the player a priority.

The approximate costs - NIB Single - \$60.00 per year, Family \$100.00 per year!

8. Pregnant/injured players - It is the **pregnant player's** choice to continue participating in our Oztag competition. If a player playing in more than 1 division falls pregnant and replaces themselves in one division but chooses to complete the rest of the season in another, this is allowed but the competition organiser must be made aware of this decision. We would also advise that they seek advice from their medical practitioner confirming they are in a fit condition to continue to play. **NOTE: As per our Sports Underwriting Australia Insurance Policy), pregnancy is amongst a few EXCLUSIONS!!**

Only **pregnant** players can be replaced at no extra cost. Another case may be **transfer of work**, at the sole discretion of the Competition Organisers. Pregnant, injured or replaced players are still eligible for prizes at end of season, but prizes will only be given for the number of players paid for.

9a. GRADING - Teams going up grades: Keep in mind that teams who win a division in the previous season will be automatically put up a grade and depending on the closeness of the Grand Final, so may their opponents. Not always will we leave them there, depending on their results of grading games and new players who come and go. This will be at the discretion of the competition committee and decisions are made fairly.

b. Grading/points - On completion of grading, teams no longer move up or down with the points they had accumulated in those first few rounds. They move with an average of total points, so they end up in a fairer position in their new grade.

NOTE: In the situation of combined grades, we will no longer be taking off -3pts for an un-notified forfeit as all teams go through to the final's series regardless. Any forfeits will all be simply given Zero points to give a better indication of their ladder position. This change came about to avoid

ladder confusion & give a fairer indication of where teams should be positioned prior to the finals split. Of course, if any team has lost 3 points (3 times) for any other reason (EG: not signing on) they will be removed from the finals series as per the normal “forfeit rule”. Any adjustments needing to be made in these combined divisions will be at the discretion of the competition committee & their knowledge of teams/player ability or previous history. Their decision is final.

10. Commencement of Play

2 Hooters - 1st one warning, 2nd one clock starts.

It takes 5 players to start an Oztag match. In the case of mixed, no more than the maximum 4 guys can play (must have at least one girl). Your team is given 5 minutes to get started then you forfeit. The Referee is in control of this time and their decision is final. There is no injury time allowed during the course of the 1-12 round games.

11. Unregistered Players/Forfeits/Byes -

No ring-ins: Teams caught playing **UNREGISTERED PLAYERS** receive -3pts for a forfeit! This too will incur an automatic 2-week suspension for the player involved from any team he/she is registered in AND also the possibility of the person who invited them to play OR someone from the team that is prepared to take the wrap. If the team is caught a 2nd time playing un-registered players during Rnds 1-12 they will be removed from the competition. Those caught at **FINALS** time will be automatically removed from the finals series & replaced with the team next on the ladder. This is an unfair and unsportsmanlike act.

In the event of **forfeits**, any team who forfeits 3 times in total is removed from the competition, with NO refund of fee's paid. The team involved will receive a warning notification after two weeks and then upon the third, are out. This rule has been put in place for the courtesy of all other paying teams. However, with the rule of “forfeit notification”, if unforeseen circumstances apply with the team and they make every effort to notify the competition organisers, then this rule may be flexible at the sole discretion of the competition organisers. Their decision is final. Teams who do forfeit, if they notify the competition organiser in person 3 hours prior to their game (either via phonecall or mobile text message on 0437252473 ONLY – No messages via Facebook/Messenger will be accepted as these may not be checked in time). If done so, the team will not lose 3 points but rather will receive 0 points that night with the opposition receiving 3 points for the win. Points for and against will also be NIL. Outside the 3 hours personal notification, the team will lose 3 points. In addition, a no-show forfeit will incur the same result. Points for and against will be 0 for, and minus 5 against in all cases. Teams who do forfeit: only those who attend the night's game of forfeit and sign on, qualify for the match. All other players don't qualify for that match, and it won't count toward any qualifying matches for the semifinals or final. Any players who have a washout match or are in receipt of a forfeit qualify for that match regardless of if they turn up or not.

We try not to have **byes** in any grades, but depending on quality AND number of teams nominated, this may change at any stage due to competition organiser's discretion. In the situation of any teams getting 2 byes and others only getting 1, be aware that draws are selected at random by the computer. It is extremely hard to avoid this happening. Grading is usually completed by no later than Round 3 or 4 but subject to change at any time.

12. Qualification/Signing On/Disqualification – SIGNON SHEETS WILL BE AT ADMIN!

Every player must present to sign themselves on – **ABSOLUTELY NO SIGNING ON FOR OTHERS**. Players must now have played/signed on four (4) games over the 10 rounds of competition to qualify for finals. In the event of a player having only played 3 games, two of those must be in the last four rounds of the competition to qualify for the finals. Players must sign the sign on sheet each night of

competition prior to each match. These are left out until after half time, so no excuses for not signing on. DNQ next to a player's name, come Finals sign on, means DID NOT QUALIFY! EXCEPTION TO RULE AT COMMITTEES' DISCRETION - If you are only 1 or 2 games shy of qualifying due to an injury or work-related reason, which hasn't allowed you to play, you may place it in writing to the committee explaining the circumstances asking for dispensation to play finals. Decision is final!!

For any games that a player does not sign on, not only are they NOT COVERED BY INSURANCE, but they are no longer eligible to receive best and fairest points.

13. Draws not released for full season - Draws are published one week at a time to allow teams to request a time from week to week if the need be. Download the Sportsfix App to check your times.

14. Wet weather procedure – For info on Extreme Weather Policy refer to website Policies tab:

NOTE: Our competition conveynor's have full-time jobs so please do not ring OR message during work hours. As they are unable to reply, please be patient on rainy/wet days. We will endeavour to message both delegates & referees no later than 4pm on days council have closed fields early as well as a post on our Facebook page. In the event of a late storm, we will leave it as late as possible (closer to 5pm) to make a decision, still giving those travelling from out of town enough notice. Of course, there is always the odd occasion where we may have to call it off at/or after kickoff pending severity. We rely on delegates to pass on messages to all players to avoid so many calls or messages as we get inundated & it is impossible to respond on stormy days. We will always attempt to have most washouts caught up, but this will be done so at the discretion of the competition organiser. Options to catch these up are as follows: a) at the end of the competition, b) doubled up 30 min games on the nights you already play, c) another night OR d) alternatively a Sunday of catch-up matches pending how desperate we are. Of course, this depends on ground availability and council approval. There are absolutely **no refunds** in this case as we do our best to have them caught up and the weather is beyond our control.

15. NOTE: Should games get called off after half time then that is SCORE AS IS at that point of the game (if before half time game gets replayed). If matches are called off in the 1st TIMESLOT after half time, then in this case only (at the discretion of the competition organiser) will the full round be replayed.

16. RULES OF SEMIS, FINALS & GRAND FINALS

Combined grades are split at discretion of the competition committee & draw examples below used where required.

NOTE: In the event of combined grades, eg: A/B grade being split come finals time;

PLEASE SEE THE "NOTE" PAGE 7 Grading - Point 9b

NEW FINALS SERIES – STRAIGHT KNOCKOUT TOP 4 SAMPLE DRAW

4 TEAMS FINALS TOP 4: SEMI - 1 v 4, 2 v 3. GRANDFINAL - Winner of both goes straight through to play in Grand Final & Losers are out.

State of Origin Series - Where we have only 2 teams of A grade quality in any grade playing in a combined division for the season, they will play off in a best of 3 State of Origin series when split come finals time. In the case of a team winning the first 2 games and they choose not to play the 3rd game for any reason, they automatically **forfeit** their win! The other team takes out the premiership if the winning team does not show up for Grand Final.

In the event of Semis, Finals or Grand Finals, should a team choose to **forfeit** this match for any reason, given enough notice, the team that came 3rd will automatically go in to play the other remaining team in that final. Be aware that by forfeiting that game they also forfeit their prizes in the competition. This rule has been put in place to avoid letting down the other teams who have worked all season to get to these all-important games.

EXTRA TIME FOR SEMIS / FINALS / GRAND FINALS:

SEMIS & FINALS –

- **2 mins each way (straight turnaround, no break)**
- **5 players only per side with highest qualifier (written on scorecard) receive a TAP start, then in the second 2 minutes the opposing team receives the TAP – Normal kickoff restarts following tries.**
- **Min. 2 females in Mixed sides. No interchanges**
- **If no result after 4 mins of play, highest qualifying team is the winner.**

GRAND FINALS -

- **As above but Referee MUST explain prior to extra time in GRANDS FINAL ONLY that if there is no result when the hooter sounds after 4 mins of play, that play continues uninterrupted for another 6 minutes or until Golden Try – 1st team to score is the winner. If still no score after capped 10 min the highest ranked team is the winner.**

INJURIES -

- **If a player is injured and removed/replaced in extra time, the opposing team has the choice to swap out 1 of their players too.**
- **There is no injury time allowed during the course of the normal 12-week competition, but at the discretion of the referee and competition organisers, injury time may be applied in SEMIS, FINALS & GRAND FINALS, depending on the length of time taken up by the injury, the removal of the player from the field, and the margin of the score.**

17. Referees - This is a well-paid position for 45min of your time in total, so if anyone is willing to give it a go, please contact us for a rule book and further information to get you started. We now offer payment Levels 1-5 pending your experience at both local and/or rep level, ranging from \$15 for buddying Juniors to \$35 for our senior coaches.

Bonus Incentive - for every 20 games refereed during a season you receive a bonus of \$50.

ALL NEW & CURRENT REFEREES ARE WELCOME & ENCOURAGED TO ATTEND FREE COURSES:

Referees Courses / Assessments – Run by our Senior Coach (Garry Semms)

18. Representative season – 2 Trials held for both of the following (must attend minimum 1 out of the 2 to be eligible for selection – dates TBA)

Senior State Cup PORT MACQUARIE SHARKS

Senior Nationals NORTHERN NSW MARINERS – Combined with Coffs Harbour

If Rep teams wish to enter their side into the competition as a training tool, they can do so **ONLY** if we have a **BYE** in a suitable division for that team. They will only play non-competitive at half price \$50pp, pulling out prior to finals.

19. MISCELLANEOUS

a. Completion of game

All tags to be removed and left in centre of field, and ball returned to Referee at end of game. 8 sets of tags will be given per field. Score Card to be signed by Team Captains or Delegate upon checking score. If you do not agree to the final score you must not sign the score card until it is sorted out. Either through the Referee or alternatively if not sorted out, the competition organiser.

b. **NOTE: WINNING TEAM MUST PACK UP THE FIELD/GOAL POST PADS FOR THE REFEREE FOLLOWING LAST GAME OF ANY NIGHT.**

NO PHONECALLS OR MESSAGES WILL BE RESPONDED TO AFTER 8pm OF AN EVENING – Please leave a message & you will be contacted within 24hrs. Facebook & Messenger are not checked from lunchtime on so PLEASE call the above mobile & leave a message if not answered.

REMINDER - ABSOLUTELY NO FORFEITS ACCEPTED VIA FACEBOOK OR MESSENGER (IN CASE THEY ARE NOT CHECKED), ONLY VIA TEXT OR PHONECALL THANKS.

Website: www.portmacquarieoztag.com It is the **player's responsibility** to check updated information. This provides important info - Upcoming events, policies, draws, insurance information, maps of grounds.

Pinboard - This is always near the admin area or sign on stand, so please check each week for important information and coming events, draws, insurance information, maps of grounds etc. It is always the player's responsibility to read this board for any updated information.

Complaints - If teams have a complaint in relation to referees, competition organisers and/or the way rules are being adjudicated, these must be placed in writing and emailed portseniors@oztag.com.au or handed to the competition organisers. The competition committee will address issues and replies will be sent to the individuals within a reasonable time frame as the competition committee only meets when required. No decisions can be made in under a week.

No bare feet - Not even at own risk (not covered by insurance). If players have medical problems with their feet, a doctor's certificate must be provided prior to being allowed to play in bare feet in any game situation. No insurance cover even if a certificate is provided.

Jewellery/Sunglasses/Prescription glasses/Hard peaked caps/Nails

*Discuss removal of jewellery and sunglasses. Prescription glasses require us to sight Drivers Licence or Doctor's Certificate. Hard peaked caps are no longer able to be worn, they must be the soft capped approved. These can be purchased from the Canteen/Admin area. **ABSOLUTELY NO FAKE NAILS & IF SO, MUST BE TAPED.**

20. Competition Committee – To assist competition conveynor deal with grading/sendoffs or any emails received that require attention or any decision making during the season. We have 4 committee members who are involved in the decision making. Any split decisions will give the competition conveynor the deciding vote.

21. Judiciary – These will be selected when necessary should the situation arise for a judiciary to be called upon. Only people will be used that do not have a conflict of interest with the incident that occurred.

NOTE: WHEN YOU TICK THE BOX UPON COMPLETION OF REGISTERING ONLINE, YOU ARE AGREEING TO THE TERMS & CONDITIONS TO ABIDE BY THESE COMPETITION GUIDELINES!