



Queensland

TOURNAMENTS POLICY

2023 - 2025

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Introduction

1. About this Manual

1.1. Overview

Qld Ozttag has in place several manuals that its stakeholders are to adopt. This manual is to be considered additional information that is tournament specific and to be used in conjunction with these manuals. Information contained within other manuals, particularly the Qld Ozttag Policy Manual, is also relevant to tournaments and should also be consulted when conducting tournaments. As such this document should not be considered the complete guide to Ozttag tournaments. Examples of topics that would need to be reviewed that are contained within other manuals include (but not limited to) Junior Policy, SunSmart Policy, and Breach of Policy (Disciplinary Process).

1.2. Scope

This manual is available to all stakeholders of the game. Policy contained within includes:

- The selection policy in place for the tournaments
- Policies on player participation
- Representative venues / regions names, colours and logos

1.3. Related documents

This manual should be used in conjunction with the Qld Ozttag Policy manual.

Other tournament policies do exist for internal stakeholders (such as head office staff and Venue Managers). This policy exists more on procedural information for conducting events and is contained within the Qld Ozttag Internal Policy and Procedures manual.

Tournament Policy

2. Selection Policy

The process provided for representative team selection is to ensure that true representative sides are chosen, ultimately to ensure the integrity of the tournaments via the standard of teams participating and the Qld Oztag representative scene in general.

Note: Schools can adopt their own selection policies to select teams to participate in events.

2.1. Representative Divisions

14 senior divisions, 14 junior divisions and 24 schools' divisions exist for Qld Oztag tournaments unless otherwise stated in the tournament information/conditions of entry.

2.1.1. Senior Divisions

Qld Oztag Hosted Events

The table below lists the senior divisions.

Men's				Women's			Mixed
U18's	Open's	Over 40's	Over 50's	U18's	Open's	37's	Open
U20's	Over 30's	Over 45's		U20's	27's		Senior

Note:

- Venues/Regions can only provide 1 team per division only unless authorised by the Tournament Director. Consideration may be given to remote venues.
- The age breakdown is for Qld Oztag events is follows:
 - 27's Ladies - turning 27 in the calendar year of the event
 - 37's Ladies - turning 37 in the calendar year of the event
 - Senior Mixed Women - turning 30 in the calendar year of the event
 - Senior Mixed Men - turning 35 in the calendar year of the event
- Senior age groups for Australian Oztag events are set by Australian Oztag and are subject to change.

Australian Oztag Hosted Events

The table below lists the senior divisions.

Men's			Women's		Mixed
U20's	Over 35's	Over 50's	U20's	27's	U20's
Open	Over 40's	Over 55's	Open	37's	Open
Over 30's	Over 45's				Senior

2.1.2. Junior Divisions

Qld Oztag Hosted Events

The table below lists the junior divisions.

Boy's				Girl's			
U10's	U12's	U14's	U16's	U10's	U12's	U14's	U16's
U11's	U13's	U15's	U17's	U11's	U13's	U15's	U17's

Note: Venues/Regions can only provide 1 team per division only unless authorised by the Tournament Director. Consideration may be given to remote venues.

Australian Oztag Hosted Events

The table below lists the junior divisions.

Boy's			Girl's		
U10's	U13's	U16's	U10's	U13's	U16's
U11's	U14's	U17's	U11's	U14's	U17's
U12's	U15's		U12's	U15's	

2.1.3. Schools Divisions

The table below lists the divisions for school events.

Boy's				Girl's				Mixed			
Yr 5	Yr 6	Yr 7	Yr 8	Yr 5	Yr 6	Yr 7	Yr 8	Yr 6	Yr 7	Yr 8	Yr 9
Yr 9	Yr 10	Yr 11	Yr 12	Yr 9	Yr 10	Yr 11	Yr 12	Yr 10	Yr 11	Yr 12	

Note: Schools can provide multiple teams per division.

2.2. Representative Selections

2.2.1. Selection Trials

Key points of the selection trials are:

- Each Oztag venue/region must hold representative team trials with selectors present for the selection:
 - The date of the trials will be set by Qld Oztag but the time of the trials is to be discussed and agreed upon by all Venues Managers. These dates will be share by Qld Oztag on its website and Social Media.
 - The date of the trial must be posted and made aware to all players as soon as this information is posted by Qld Oztag.
 - It is the responsibility of Venue Managers to organise the trial venue.
- Trials are conducted to select the following teams:
 - Venue representation at Qld Oztag State Cup
- The Qld Oztag State Cup will be utilised as selection trials for the Qld Super Series teams.
- It is up to each of the relevant Venue Managers how they wish to conduct the selection trials (i.e. details such times) and to collaborate to conduct the trials if necessary.
- The set up for a trial can be found within the Qld Oztag Layout Manual.
- Only 1 trial is to be held. The "chasing up" of players is to be conducted and finalised before the commencement of trials to ensure that they will be present i.e. once trials are conducted the teams members are finalised and no player can enter the team unless under the conditions of the Players Pool.

- For junior representative team trials that are conducted in the calendar year prior to the tournament a Venue Manager must ensure that the juniors are trialling for the age they will be in the year of the tournament, not the age they are in the year of the trial.

Trial Nominations

- Prior to the trial being held the Venue Manager must use an online player nomination link set up via the mysportsedge system (MSE).
- Player nominations are mandatory to be eligible to trial (i.e. if players are not nominated online they are not eligible to trial). Venue Managers must have the online nomination for people to nominate throughout the season.
- A player is able to nominate and trial for two teams across two divisions at one venue e.g. open mixed and open ladies. They are also able to play in both teams in the tournament.
 - The player can only nominate for two teams if they intend to play in both teams i.e. they cannot nominate for both teams as a “safety” in case they are not selected in one of the teams. If they withdraw from one team they withdraw from both teams.
- If a player nominates for a trial but fails to turn up to the trial they are not eligible for selection for any team, not just the team they failed to trial for.
- Any player nominating, trailing and being selected for a specific division / venue, must play for that division / venue. They are not able to pull out after being selected and play for another division / venue. Either they play for the team were selected for or don't play at all.

2.2.2. Selection Process – State and National Titles Teams

- A Selection Trials Day overview has been created for Venue Managers to use and summarise key points for conducting a Trials Day ([Appendix 2.1](#)).
- Venue Managers or players trailing cannot be used as selectors.
- Only selection panel members will decide on player selections through the process of informed discussion. Discussion will take into consideration those performance factors relating to attack, defence, team skills, fitness, and team requirements. Specific criteria is outlined ([Appendix 2.2](#)).
- Qld Ozttag Representative Squad Selectors Worksheet ([Appendix 2.3](#)) must be used by the selectors in assisting to select the team/s and retained on file by the designated Venue Manager within the venue/region.
- Qld Ozttag Representative Squad Final Selectors Form ([Appendix 2.4](#)) must be used by the selectors when the final team/s have been chosen and retained on file by the designated Venue Manager within the venue/region.

Team Composition

Squads selected will be based on ability within specific positions. The positions for a team are:

- Four wings - two left and two right
- Four outside links - two left and two right
- Four inside links / rovers - two left and two right
- Four ball players
- Four shadow and emergency players - selected to also ensure that all four positions are adequately covered.

Mixed Teams

Selection of mixed teams will have several possible formats depending on the availability of female “ball players”. If a team cannot provide two suitable female ball players, then carrying seven female players and nine male players can be considered. In this circumstance a rotation of three players can be used for both males and females.

2.2.3. Selection Process – Super Series Teams

- Coaches and field officials submit a ranking of players from both teams at the conclusion of each round game.
 - Ranking sheets submitted for QF and SF games only contribute towards tournament MVP (not team selections).
 - No ranking sheets to be submitted for GF.
 - Ranking sheets are to be submitted to Data Collectors, Officials, or Admin Room to be handed in to Data Entry Staff.
- Each coach to rank players after every game.
 - Rank top 13 players of own team for the current game ([Appendix 2.5](#)).
 - For mixed divisions top 6 males and top 6 females will be listed with the 13th player ranked to be of either gender ([Appendix 2.6](#)).
 - Rank top 4 of opposition team for the current game ([Appendix 2.7](#)).
 - For mixed divisions top 2 males and top 2 females will be listed.
- Field Official to rank top 2 players from each team for the current game ([Appendix 2.8](#)).
 - For mixed divisions top male and top female from each team will be listed.
- Coaches are also to submit:
 - Official team sheet with all players signatures to be submitted prior to first game.
 - Admin is to follow up with any teams who have not submitted a signed team sheet.
 - Players ranking sheet for full team post event, submitted prior to presentation ([Appendix 2.9](#) for men’s and ladies teams and [2.10](#) for mixed teams).
- All results and scores are entered into a spreadsheet to collate results.
 - Data Entry Staff enter scores from all ranking sheets.
 - Relevant team information (i.e. player names, shirt numbers, and gender) is to be filled out prior to the event
 - A process has been created on how to do this ([Appendix 2.11](#)).
- Players with the highest score at the conclusion of the round games will determine the representative teams.
 - A multiplying factor will affect scores. See below for details on multiplying factor.
 - Positional play to be considered (U12 and above). Team chosen will consist of:
 - 8 insides (middles and inside links)
 - 8 outsides (outside links and wingers)
 - Positional play does not apply to certain Juniors (U10’s and U11’s only). Top 16 players will be selected within these teams regardless of position.

- Positional play to be considered (40's – 50 men's and masters ladies). Team chosen will consist of:
 - 9 insides (middles and inside links)
 - 9 outsides (outside links and wingers)
- Mixed teams will also be taken into consideration – the 8 highest ranked male and 8 highest ranked females to make the team. Positional play is to be considered. Team chosen will consist of:
 - 4 insides of each gender (2 middles and 2 inside links)
 - 4 outsides of each gender (2 outside links and 2 wingers)
- Using insides and outsides as opposed to the 4 positions means that stronger players (or players that scored higher) still have a chance of making the team for example the 5th strongest outside links with a score of 80 will now make a team over the 4th strongest winger that scored 65.
- MVP's are selected for each division. They are determined by person with the highest score at the conclusion of Semi Finals (Grand Finals not included). This is to allow selection of an MVP who did not participate in the Grand Finals.
 - A process has been created on how to do this ([Appendix 2.12](#)).
- Considering winning versus losing teams and reduce the disparity in scores received between fringe players of winning team (whom are potentially better) than the best players in losing team. There will be two variables used to control this:
 - Ranking scores entered
 - Multiplying factors
- To assist in the understanding of how Super Series team are selected a Selection Information Sheet has been developed ([Appendix 2.13](#)).

Ranking Scores Entered

- The following ranking scores have been designed so that the lower ranked fringe players of the winning team do not receive a significantly lower score than the top players of the losing team.
- This enables the fringe players of a strong team to still be close in scores to the best players in weak teams. These scores will then have the multiplying factor affect their overall score.

Rank	Score
1	10
2	
3	9
4	
5	8
6	
7	7
8	
9	6
10	
11	5
12	
13	4

Multiplying Factor

- A multiplying factor of scores is to be applied to the round games at the conclusion of the tournament. The factor to be applied is based on overall position finished.
- In extenuating circumstances, the multiplying factor may be adjusted to address the need. For example:
 - An extremely strong team that wins all games by a considerable margin may have score adjusted to be greater than 1.
 - An extremely weak team that wins all games by a considerable margin may have score adjusted to be less than 0.4.

Position	Multiplying Factor Divisions with 12 or less teams	Multiplying Factor Divisions with 13 or more teams
Grand Final Winner	1	1
Grand Final Runners Up	0.9	0.9
Semi Finalists	0.7	0.7
Quarter Finalists	0.5	0.55
Teams 9 - 12	NA	0.45
All Others	0.4	0.4

Selection Format

- The three Super Series teams are selected from different pools.
- The pools are determined by where individuals finish within the state cup, as outlined in the below table.

Player	Team 1	Team 2	Team 3
1	1 st	2 nd	3 rd
2	6 th	5 th	4 th
3	7 th	8 th	9 th
4	12 th	11 th	10 th
5	13 th	14 th	15 th
6	18 th	17 th	16 th
7	19 th	20 th	21 st
8	24 th	23 rd	22 nd
9	25 th	26 th	27 th
10	30 th	29 th	28 th
11	31 st	32 nd	33 rd
12	36 th	35 th	34 th
13	37 th	38 th	39 th
14	42 nd	41 st	40 th
15	43 rd	44 th	45 th
16	48 th	47 th	46 th

2.2.4. Home Venue

If a player plays at multiple venues during regular season competitions, s/he must nominate a "Home Venue" in which that person can trial only for that venue. It is the responsibility of Venue Managers to

ensure that players in this situation are aware and that they receive the “Home” nomination from the players. It is recommended that it is received in writing/email.

2.3. Player Eligibility

2.3.1. General

- Additional tournament specific information regarding player eligibility will also be included as part of the “Conditions of Entry”. The Qld Oztag Conditions of Entry must be consulted.
- Excluding the All Schools:
 - No player will be eligible to participate in any representative tournament unless they are a registered Queensland Oztag member i.e. they have registered online. See specific Tournament for which Season you need to be registered in.
 - 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.

2.3.2. State Cup

For a player to nominate to trial for State Cup they must be:

- Fully financial in either the Junior or Senior competition in the calendar year of the 3 seasons preceding the tournament within the venue they are representing i.e Autumn, Winter, or summer season.
- Must have competed in an Oztag competition from that venue within that calendar year. This will be checked by the Venue Managers.
- Where players are eligible for multiple venues, they must choose 1 venue to nominate for. If they are unsuccessful for that venue, they then must go via the players pool to be allocated.
- A Venue Manager has the right to refuse a nomination from a player.
- In general, a player can only play for the venue that they play Oztag at during a regular season. However a State Cup Players Pool will be created for two reasons:
 - To give all players, wishing to compete, the ability to do so regardless of the situation within their area.
 - To provide the ability for all teams to enter the strongest team possible i.e. carry a full 16/18 players.
- Players not participating in any selection trial are not eligible for selection in the team. However in the situation where a player has nominated to trial but has notified their Venue Manager that they are not available to trial, they will be eligible for selection if:
 - There were not enough players trialling to fill a full side i.e. less than 16/18 players trialled.
 - A full side was selected post selection trials (including shadows and emergencies), however several players have subsequently withdrawn and the team has less than 16/18 players.
 - Note: this can only occur if all shadow and emergency players have first been utilised.
- Players can participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Qld selection in one team. This must be reflected in the

nomination process as per the team registration sheet submitted to the Tournament Director at the State Cup. If this is breached it may result in disqualification from the Qld Super Series teams.

- Players who wish to subject themselves to playing in 2 teams at the State Cup can do so only if they are fully financial for both teams and are on both team sheets before the tournament begins.
- A player's eligibility will be based on the Venue/s they were eligible for at the time of nominations closing. If a player moves venues (becomes fully financial) after nominations/registrations close the player would need to be placed into the Players Pool by their previous Venue Manager to be picked up by the new venue.
- If a player resides more than 100kms from a Qld sanctioned venue and wishes to participate in the Qld State Cup they can only do so by entering the Players Pool. This is done by contacting Qld Oztag via email at tournaments@queenslandohtag.com.au.
- Squads chosen for Men's 40, 45, 50 and Women's 37's divisions will consist of 26 players – 18 team members, 4 shadows and an additional 4 emergencies (emergencies selected but will not appear on any official team sheets).
 - Shadow players for mixed teams will consist of two women and two men.
 - Emergencies for mixed teams will consist of two women and two men.
- Squads chosen for all other divisions will consist of 24 players – 16 team members, 4 shadows and an additional 4 emergencies (emergencies selected but will not appear on any official team sheets).
 - Shadow players for mixed teams will consist of two women and two men.
 - Emergencies for mixed teams will consist of two women and two men.
- Additional players will be brought into the team if a team member has withdrawn or had to be replaced.
 - Replacement team members must come from within the four shadow players chosen.
 - If the situation arises where all four shadow players have been used, emergency players will be used.
 - Shadow/Emergency players allocated to the team will be chosen on two criteria:
 - Firstly, the position that player is able to play, and then if multiple players can play that position;
 - Secondly, rank order of the player's ability.
 - Coaches of a representative team reserve the right to accept or reject the use of shadow/emergency players. If a coach rejects the use of shadow/emergency players a legitimate reason must be presented to the Venue Manager via email and accepted by Qld Oztag. However the Coach has no right to the allocation of specific players, this is the role of Qld Oztag.
- Selection process of representative teams will follow **section 2.2.2** Selection Process - State and National Titles Teams.

2.3.3. All Schools

- Selection into school teams is entirely up to individual school policies.
- Participation within the tournaments will be as per the Qld Oztag Conditions of Entry to be supplied to schools.

2.3.4. Super Series

- The arena for selection in a Qld Super Series senior or junior team is at the Qld Oztag State Cup.
- If a player does not participate at the State Cup s/he is not eligible for selection in a Super Series of the same year.
- Squads will be announced as soon as possible following the State Cup, ideally within 7 days.
- Squads will only be chosen from players that competed within a specific division. For example a player is only eligible for selection in the open mixed squad if they competed in the open mixed division at the State Cup.
- Squads will be chosen on player performance at the State Cup, not on reputation or on past performances.
 - Selection process of representative teams will follow [section 2.2.3](#) Selection Process – Super Series Teams.
- All team members must have competed in a Qld Oztag competition within that calendar year. This will be checked by the Venue Managers prior to State Cup.
- Any player wishing to be selected in a Super Series team must mark the appropriate box of the team sheet. This is the responsibility of the Venue Managers and Team Coaches.
- Squads chosen for Men's 40, 45, 50, and Women's 37's divisions will consist of 18 team members.
- Squads chosen for all other divisions will consist of 16 team members.
- Where possible 4 teams will be chosen:
 - a. Fury
 - b. Rebels
 - c. Jesters
 - d. Qld Development Squad
- The number of teams selected depends on the number of teams that participated in that division at the State Cup.
 - a. Should there not be enough teams to select multiple Super Series teams, a Qld Force State team will be selected.
- Selection of the teams varies:
 - a. The 3 teams (Fury, Rebels and Jesters) represent the top 16 players in their positions (insides and outsides as per the selection Policy) within their pool.
 - b. The Qld Development squad is the next 8 best players regardless of position from each Super Series team. These players do not participate in the tournament as a team but act as shadows for the other three teams should any players pull out.
 - c. Should the more players be required to be brought into the teams the next highest scores will be utilised from the selection process spreadsheet.

2.3.5. Junior Indemnity

Juniors under the age of 15 are generally not permitted to play in a senior tournament. However, if a parent wishes this to occur a Venue Manager must receive a signed indemnity from the parent.

Note: The indemnity form needs to only be completed when a junior is playing in the U18's division or older i.e. it is not required if a junior player is playing in junior divisions of U16 and U17 divisions.

There are minimum ages applied to age groups. Please refer to the State Cup Conditions of Entry for more detail.

For more information on this policy including a copy of the indemnity form template please refer to the Qld Oztag Policy Manual - Tournament Indemnity 5.3 ([Appendix 5.2](#)).

2.3.6. Qualification Exemption

Excluding the All Schools and Super Series:

- Should a player not live within what Queensland Oztag deems a reasonable distance to that of a Queensland Oztag venue that they can qualify for, this player may request an exemption to play at the representative tournament. Through the qualification exemption the player can nominate for that of their closest venue and under the following criteria:
 - Player cannot force a trial to occur by their nomination.
 - Venue Manager has to discretion to accept this nomination or not.
 - Player is more than that of 2 hours drive to their closest venue.
- Should the player registering force the venue to hold a trial as of the result of their nomination then this player will be automatically placed within the players pool for the event in which they are nominating for.

2.3.7. Breaches in Player Eligibility

There are a number of general and tournament specific criteria that must be met for player eligibility. However if any player who participates in a tournament is in breach of the Rules of Eligibility / Conditions of Entry for that Tournament an automatic penalty will be received:

- Team will lose all competition points that have been awarded so far.
- Offending player removed from the event and suspended from representative level events for 12 months.
- Offending player also suspended from local competitions. Length of suspension to be upon review from Qld Oztag.
- The Coach/Manager and player at fault will be ineligible for all Oztag Tournaments up to the start of the tournament in which the breached occurred in the following year. For example, if the breach occurred in the 2019 State Cup, the penalty will include all tournaments up to and including the 2020 State Cup in which the penalty is lifted and participation in 2021 State Cup is allowed.

2.4. Players Pool

Representative teams short in numbers can be allocated players from within the player's pool to ensure they are able to take a full strength side to the tournament. Note:

- Qld Oztag will use discretionary powers if conversations with Venue Managers / Team Managers indicate that collusion between players has occurred. This may include the removal from selection of the players and/or teams involved.
- The mysportsedge system must be used for all players' pool players.

2.4.1. General Conditions / Eligibility

- If a team has 9 players or less, all players from within that team will be entered into the player's pool i.e. the team cannot be nominated to participate at the tournament.
- A player is only eligible to become part of the player's pool if:
 - They have registered for a team via MSE.
 - The player has not been selected within a representative team (including as a shadow player) from within their own venue or region.
 - If a player is not able to attend a trial the player MUST submit to the Venue Manager a letter explaining why s/he cannot attend the trial prior to the trial being conducted. If a player did not attend a trial and did not submit a letter they WILL NOT be entered into the players pool.
- A list of players eligible to become part of the Players Pool must be sent to Qld Oztag via email by the nominated Venue Manager (representative of the venue or region). The list is in the form of an excel spreadsheet however a screen shot of the list can be found in ([Appendix 2.14](#)).
- Any representative team wanting players from within the players pool:
 - Can only do so if all possible player venues have been explored i.e. they cannot find any more players from within the venue or region to participate in their teams. This is to be done regardless of player's perceived ability.
 - Must contact their local Venue Manager who will then submit their request to Qld Oztag via email.

2.4.2. Player Payments

- All players pool payments are required to pay full fees via MSE.
- Once a player has been entered into the players pool, if the player payment is refunded (at the players request) before the closing date then the player forfeits the right to play in the tournament even if another player withdraws.
- If a players pool player does not get allocated to a team a refund of their tournaments fee will be given.

2.4.3. Player Allocation

- Qld Oztag will allocate players from within the Players Pool to representative teams requiring such players.
- Players entering the players pool cannot request a venue to be allocated to. Players will be allocated on a first in first allocated basis (player nomination and venue requirement. For example, if only 1 players pool player exists from Miami and both Labrador and Moorooka venues have asked for the player, however Moorooka was first to request the player then the player will go to Moorooka regardless. However, where possible and logical consideration will also be applied to allocations such as:
 - Team with smaller amounts of players. For example, the Labrador team has only 11 players and the Moorooka team has 14. Then the player will be allocated to Labrador.
 - Locations of the players pool players versus team requiring players. For example, there are two players pool players then the first will be allocated to Miami (being the closer venue) and the 2nd to Moorooka.

- Any one team can only acquire a maximum of 4 players from the player's pool, unless there is no other venue/team for any remaining player's pool players to join.
 - Should more players be needed and there are no more available players via the player's pool, it is the responsibility of the Venue Manager/s to find additional players from within their own competition/s, ensuring that any player identified meets selection eligibility / criteria requirements.
- Once Qld Oztag allocates a player/s a team/coach cannot simply reject the player/s until they receive a player "they want". Players allocated will be done so with the game in mind, not individual representative teams.
- Once a player is allocated they are gone permanently to that team regardless of the situation of their venue or region they come from. For example if a team goes through all shadow players and are still one player down then they will be allocated a player from the players pool NOT take back a player's of 'theirs' from the players pool (who has been allocated to another team), however if possible Qld Oztag will allocate players from the players pool to the representative areas for which they play.

2.5. Player Tournament Participation & Selection Withdrawal

- It is a player's responsibility to know and abide by the Qld Oztag Policy manual.
- Ignorance of the contents of the Policy Manual (or any specific Policy contained within) will not be accepted as an excuse for any breach.

2.5.1. Breach of Player Tournament Participation

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 & miss games. 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.

For example, if the breach occurred in the 2023 State Cup, the penalty will include all Tournaments up to the 2024 State Cup at which the penalty is lifted and participation in 2025 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.

2.5.2. Breach of Player Tournament Selection

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.

For example, if the breach occurred in the 2023 State Cup, the penalty will include all Tournaments up to the 2024 State Cup at which the penalty is lifted and participation in 2025 State Cup will be permitted, subject to any other suspension, ban or disqualification being served at that time.

2.5.3. Revoke Penalties

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 Manager in the following ways.

Breach	# Of Games Trainee Referee
--------	------------------------------

Player removed themselves from a team after selection	10 Senior games
Player missed an official training session without a legitimate reason	
Played another sport during an Oztag event & missed games	

Note:

- 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.
- 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.
- 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.

2.6. Player Injury/Illness or Pregnancy

2.6.1. Pre-Tournament

Players will not be considered for a State Cup team who do not participate in a selection trial for any reason, including injury. However injured or pregnant players are eligible to nominate for the Player's Pool.

2.6.2. During Tournament

Players injured during a State Cup tournament will affect their ability to attract points given that points are allocated for every game as per the selection policy. However, should the player have amounted enough points prior to injury then they will still be selected in a Super Series team.

2.6.3. Post Tournament

Injured or pregnant players may be replaced at any time, up to the commencement of the tournament. Players sustaining injury/Illness or fall pregnant post selection must notify the team management immediately. Team management is then responsible for this information being passed onto Qld Oztag. If team management has not been appointed, it is the player's responsibility to notify Qld Oztag directly. If a replacement player is necessary, he or she must be selected from the shadow players (State Cup and National teams) or the Development Squad (Super Series teams) if available.

2.7. Player Conduct

Unacceptable behaviour, both on and off field, will be taken into consideration when assessing player performances – the players' coach, the opposition coach and the field official. This includes (but not limited to) such things as sledging, swearing, and misconduct. If a player is dismissed from the field for a period of time or sent off for the remainder of the game, they may not be considered appropriate representatives and may be removed from selection eligibility. Should a player be involved in such a situation and feels they are worthy of being selected, they have the right of appeal to Qld Oztag. The appeal should show cause to why the incident should be waived from consideration.

2.8. Players Removal from Selection

Qld Ozttag has the authority to dismiss a team member if their behaviour does not meet the following standards or falls below any other standard of acceptable behaviour. Any such dismissal would take the form of immediate termination of all activity and involvement with the team.

- Breaches or fails to comply with the Players Code of Conduct.
- Breaches or fails to comply with this manual, or the Qld Ozttag Policy Manual.
- Brings any team, his/her venue/region or state association, or the sport of Ozttag into disrepute.
- Has an illness or injury which in the relevant selection panel's/coach's opinion prevents the player from continuing to meet the criteria for selection and/or participation.
- Breaches or fails to comply with the Ozttag competition rules and/or regulations.
- Breaches or fails to comply with a reasonable directive from the coach.

If a selected player is removed from selection/team, normal process will apply to replace that player.

3. Participation

3.1. Tournament Conditions of Entry

In general, the conditions of entry for all Qld Ozttag tournaments are the same. However slight differences exist. For specific conditions of entry please refer to:

- [Appendix 3.1](#) - Junior State Cup
- [Appendix 3.2](#) - Senior State Cup
- [Appendix 3.3](#) - Super Series
- [Appendix 3.4](#) - All Schools

Conditions of Entry for venue held tournaments can be created by individual Venue Managers. To do this they can use the appendices as templates. Conditions of Entry for Australian Ozttag tournaments will be provided by Australian Ozttag prior to the tournament.

3.2. Tournament Rules

Unless otherwise stated, all Qld Ozttag tournaments will be played under the official Ozttag rules.

3.3. Player Registration

3.3.1. State Cup, Super Series and National Titles Players

No player will be eligible to participate in any representative tournament unless they have registered for the event.

- All registrations are required to be done via the online My Sports Edge System.
- To secure your place in a representative team as either a **named player** or **shadow player** you must register by 11.59pm on the due date.
- Failure to register by the due date/time will mean you have chosen not to take up your position and the next registered shadow player will take your position.
- If you register after the required cut off, you will become the last shadow player.

Fees for these events are:

- Tournament fee:
 - Qld State Cup and Super Series = \$120
 - National Titles = \$100
- Playing gear:
 - Playing Shirts = \$45
 - Playing Shorts = \$45
 - Tights = \$50

Note:

- Tournament fee amounts and playing gear costs are subject to change.
- Referees cannot “ref off” tournament registration fees.

3.3.2. All Schools Players

No individual player registration is required. Fees are paid as registration for the event is organised at the team/school level.

3.4. Team Registration

3.4.1. State Cup and National Titles

The team registration sheet is required to be completed and submitted by the Venue Manager to the administration area at a tournament. The team sheet is downloaded, formatted, and printed from MSE (mysportsedge) by the Venue Manager. This document is then to be distributed to team coaches. Note:

- If this form is not received the team will not be permitted to take the field.
- All information is required to be completed including players' signatures.
 - If the player is under 18 years of age, the parent/caregiver will sign on their behalf to confirm the provided details.
- Team registration information for Australian Oztag tournaments will be provided by Australian Oztag prior to the tournament commencing.

3.4.2. Super Series

Qld Oztag administers all team registrations for Super Series teams via MSE. Once teams are finalised the information is provided to team coaches to have all registrations sheet completed. The team sheet will be emailed to all coaches no later than one week prior to the tournament. Qld Oztag will also have hard copies printed to give to coaches at the training day. Note:

- If this form is not received the team will not be permitted to take the field.
- All information is required to be completed including players' signatures.
 - If the player is under 18 years of age, the parent/caregiver will sign on their behalf to confirm the provided details.

3.4.3. All Schools

For an All Schools team to be registered:

- Schools must submit a nomination form to Qld Oztag ([Appendix 3.5](#)).
 - This will be sent out to schools via email ([Appendix 3.6](#)).
- Once the registration is received an invoice must be sent to the school for payments. A school must have paid the invoice in full to participate in the event. Fee for the events for the State Level event = \$650 per team.
- Schools must submit a team registration sheet ([Appendix 3.7](#)). This can be done at the event and must be done prior to a team taking the field.

3.5. Player Discipline

Player discipline for tournaments follows the process and procedure as outlined in the Qld Oztag Policy Manual. As a result, any breach of policy (including the player's code of conduct) will be dealt with in the same manner, as well as having specific tournament consequences depending on the severity of the infringement (e.g. possible immediate removal from the tournament). Additionally, specific player discipline information related to tournaments includes:

- Send Off Offences
- Anti-Social Behavior Policy including:
 - No Punch Policy
 - Bullying Policy
 - Referee Dissent Policy
- Equity and Harassment (Anti-Discrimination) Policy
- Conflict resolution
- Protests against rulings

3.5.1. Send Off Offences

Details of the policy include:

- Anyone sent off for any other infringement will receive an automatic 2 game suspension. The suspension will carry over to local competition.
- If there are extenuating circumstances (e.g. serious nature of the offence) the Referee's Coordinator and/or Tournament Director may deem it necessary to apply a black card.
- Suspensions can affect the player's ability to play in any Oztag regular season competition and tournament.

3.5.2. Anti-Social Behaviour Policy

An Anti-Social Behaviour policy exists for all tournaments. Please refer to the Qld Oztag Policy Manual for more information. Specific information of this policy that must be displayed for all players/coaches to see includes (but not limited to):

- No Punch Policy
- Bullying Policy

- Equity and Harassment (Anti-Discrimination) Policy
- Referee Dissent Policy

3.5.3. Conflict Resolution

All conflict matters should be referred to the local venue manager. When dealing with irate coaches and players during a tournament a member of the Tournament Team should:

- Direct them to speak with their local Venue Manager first.
- Venue Manager to then speak with the Head Official regarding the matter.
- Referee Coordinator to be involved in further conversation (if needed).

If the irate person continues then a breach of policy can be considered and dealt with as a breach of policy (as per Qld Oztag Policy Manual).

3.5.4. Protests Against Rulings

Please refer to Qld Oztag Policy manual for dispute resolution policy and processes.

3.6. Coach/Spectator Discipline

Coach and Spectator discipline for tournaments follows the process and procedure as outlined in the Qld Oztag Policy Manual. As a result, any breach of policy (including the Coach/Spectators code of conduct) will be dealt with in the same manner, as well as having specific tournament consequences depending on the severity of the infringement (e.g. possible immediate removal from the tournament). Additionally, specific Coach/spectators discipline information related to tournaments includes:

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the game's official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators' team.

"Excuse me but you need to change your behaviour and the example you are setting, if it continues it may lead to your team losing points should further action need to be taken"

 - **Should behaviour continue then next step is taken**
 2. Head Official called and observes behaviour of person in question
 - **Should behaviour continue then next step is taken**
 3. Head official will advise the games official to stop the game and head official will then address the unruly person.

"Ok we have now had to stop the game because of your behavior. This is on you and you alone. The next step should you continue is that a point will be removed from your team, we suggest you make a decision right now as to how you will change your behavior as you are affecting this game"

"Coaches unfortunately we have gotten to the stage that we now need to hold the game to issue warnings based on certain behavior being shown. The next step will result in points being removed from teams"

 - **Should behaviour continue then next step is taken**

4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.

"We have warned you already and also had to stop the game and your behavior has not changed so now you will have a point removed from your teams score. You are not setting the correct standard and this is the result of that"

"Coaches unfortunately we have gotten to the stage that a point is being removed from a team it's not what we like to do but we cannot have this behavior any longer and we have given warnings already"

- **Should behaviour continue then next step is taken**

5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

This information has been created as [Appendix 3.8](#) for use by Head official during tournaments.

3.7. Pregnancy

The Qld Ozttag Pregnancy policy (Qld Ozttag Policy Manual) must be adhered to in conducting tournaments. This includes Qld Ozttag requiring any pregnant players sign a disclaimer should they still wish to participate in any Qld Ozttag hosted tournaments (please refer to the Qld Ozttag policy manual for a copy of the disclaimer). This disclaimer can be used by Venue Managers for any venue hosted tournament.

3.8. Travelling Team Rebate

A rebate will be provided to team that must travel great distances to participate at the Qld Ozttag State Cup's. The rebate provided will be directly dependant on the total numbers of players playing at the tournaments. The rebate provided will be to assist in the costs of travel expenses and the venues/players to receive the rebate will be determined by the venue at which the tournament is played (i.e. which have had to travel great distances).

The rebate provided will only ever be provided as a subsidy and at no time will it be provided so that total expenses out-laid by travelling teams is less than other players in the tournament. Given all factors affecting the rebate are dynamic, the total rebate provided will be identified on a tournament by tournament basis.

If the total pool of funds collected for the travelling team rebate exceeds the amount distributed, the balance of the funds will be used for the benefit of stakeholders in Qld Ozttag. Examples of this may include:

- Subsidising fees for Super Series and National title players.
- Greater benefits provided to Super Series and National title players.
- Greater benefits provided to coaches / managers / referees.

3.9. Player Refunds

Player refunds will follow the Qld Ozttag Player Refund Policy as per the Qld Ozttag Policy Manual. Please refer to this manual for details.

3.10. Training

3.10.1. Number of Training Sessions

Players are required to attend a minimum of 4 training sessions.

Outside of the 4 compulsory training sessions coaches may elect to hold additional training sessions however these are NOT compulsory:

- For Juniors (U10's to U16's) a coach can hold up to 4 additional training sessions.
- For Seniors a coach can hold up to 6 additional training sessions.

Note: All compulsory session dates need to be provided in advance to team selection.

3.10.2. Junior Team Training

In addition to the above policy, coaches of junior teams must also take the following into consideration.

- Training programs for young people are to be appropriate to their individual growth and maturation patterns.
- Coaches and trainers are to monitor the well-being of their athletes and seek professional and/or expert advice to address issues relating to growth and maturation. These issues include, but are not limited to, excessive training, diet and nutrition, and injury management.
- In the absence of current research (Rowland, 1998), it is recommended that the maximum length of any training session be 2 hours for high school students and 1 hour for primary school students. However, the following guidelines need to be taken into consideration (Australian Sports Commission, 2004; Sports Medicine Australia, 2003):
 - When training in temperatures between 18 and 23 degrees, at least 10% of the session should be dedicated to rest.
 - When training in temperatures between 23 and 28 degrees, at least 25% of the session should be dedicated to rest.
 - When training in temperatures between 28 and 34 degrees or humid conditions (over 50 per cent), at least 50% of the session should be dedicated to rest, activities within the session should not be high intensity, and it is recommended that the maximum length of any training session is 1 hour for high school students and 30 minutes for primary school students.
 - Training should be cancelled or postponed when the temperature is above 34 degrees.

4. Representative Structure, Team Names and Colours

4.1. Venues – State Cup teams

The table below lists the official team names and colours for the Qld Oztag venues to be represented at the Qld Oztag State Cup.

Venue	Primary Colours	Secondary Colours	Name
1. Beerwah	Teal	Orange/White	Bandits
2. Bundaberg	Blue	White	Bulldogs
3. Caboolture	Red	Dark Blue	Cannons
4. Cairns	Blue	Orange/White	Crushers
5. Caloundra	Purple	Yellow/Blue	Jets
6. Capalaba	Green	Red/Grey	Wolves
7. Coolum	Maroon	Gold/White	Cobras

8. Coomera	Black	White/Grey	Chiefs
9. Ferny Hills	Light Green	Light Blue/Light Grey	Rams
10. Gladstone	Green	Yellow/Black	Gators
11. Hervey Bay	Dark Blue	White/Black	Humpbacks
12. Ipswich	Red	Black/White	Assassins
13. Labrador	Red	Green/Black	Rabbits
14. Mackay	Maroon	Baby Blue/white	Mustangs
15. Maroochydore	Orange	Yellow/Black	Suns
16. Maryborough	Green	White/Black	Twisters
17. Miami	Blue	Red/Yellow	Raptors
18. Moorooka	Grey	Orange/White	Roar
19. Noosa	Mid Green	Yellow/White	Thunder
20. North Lakes	Lime Green	Red/Black	Snakes
21. Rockhampton	Light Blue	Blue/White	Cyclones
22. Springfield	Dark Blue	Black/Light Blue	Pumas
23. Stanthorpe	Navy Blue	Lime Green	Lightening
24. Toowoomba	Purple	Black/White	Ravens
25. Townsville	Lime Green	Black/White	Black Hawks
26. Tweed Heads	Red	Blue/Black	Giants
27. Wavell Heights	Red	White/Dark Blue	Roosters
28. Weipa	Pink	Yellow/Grey	Razorbacks
29. Wynnum	Blue	Yellow/Black	Vikings

4.2. Regions – National Titles Teams

The table below lists the official team names and colours for the regions to be represented at the Australian Oztag National Titles.

Region	Colours	Name	Venues
1. Northern	Yellow/Orange/White	Phoenix	Townsville Cairns Rockhampton Mackay Gladstone
2. Sunshine Coast	Black/Purple/Orange	Sonics	Caloundra Maroochydore Coolum Noosa Bundaberg Hervey Bay Maryborough
3. Metropolitan North	Light Blue/Yellow/White	Marlins	North Lakes Ferny Hills Wavell Heights Caboolture Moorooka Redcliffe Toowoomba Springfield
4. Southern	Green/Grey/Black	Storm	Miami Labrador Coomera

			Tweed Capalaba Wynnum
--	--	--	-----------------------------

4.3. Super Series Teams

The table below lists the official team names and colours for the teams to be represented at Qld Oztag Super Series.

Team	Colours
1. Rebels	Red/Black/White
2. Fury	Green/Black/Red
3. Jesters	Purple/Yellow/Black
4. Qld Force	Maroon/White

4.4. Changing Representative Colours and Names

For a venue or region to change their team colours and/or name need a minimum of ten letters/emails of support from various players/parents/officials are required stating:

- They would like the current name/colour changed.
- Why they would like the change and why the change is needed.
- The name/colour they would like it changed to.

The costs involved for completing the change (such as design work for merchandise) will be at the expense of the Venue Manager/s involved.

Appendices

Appendix 2.1 – Trials Day Overview



Trials Day Overview



Below is a quick overview of the roles and responsibilities of a trial day and the process for payment. All Payments will be deducted from your state cup rebate prior to payment. This payment is due 1-week post State Cup.

Roles on the Day

Venue Manager

- Set up the fields and venue
- Oversee the Referees, Selectors & Field Assistants
- Help with player marshalling and parents' questions

Referees

- Referee the games on the day
- Help with the flow of the game (provide space where needed)
- For Junior trials try to have the ball shared around

Field Assistants (only required when running more than 1 field per timeslot)

- Parent/player debrief (payment due dates etc)
- Roll call players
- Note bibs/shirt numbers provided to players or what players have on
- Collate existing shirt numbers if required
- Assist with subbing

Staff Required

Referees – 1 referee per trial, per timeslot (40 mins)

Field assistants – 1 per field per timeslot

Selectors – 17 to 25 players = 2

Selectors – 26+ = 3

Pay Rates

Referees – Paid by Qld Oztag @ \$25.00 per 40 minutes (see table below)

Field assistants - Paid by Qld Oztag @ \$20.00 per timeslot (see table below)

Field hire – Paid by Qld Oztag (invoice will be required)

Payment table to be provided to Qld Oztag Monday morning after trial for payment that Friday.

BSB	A/c Number	Staff Member	Amount	Reference
124-038	123456	Robbie Russell	50.00	RRReferee
734-168	789123	Jye Watkins	20.00	JWField

Appendix 2.2 – Representative Players Skills / Selection Criteria

Primary Criteria

1. Attack Criterion (A)
 - Ball skills (pass, catch, control, conceal, flick, reverse pass, kicking); evasion (sidestep, swerve, hip twist, spin, out maneuver opposition); can apply pressure; adapts quickly; sets up support; takes right options; communicates; initiates attack.
2. Defence Criterion (D)
 - Tagging ability; knowledge and application of defence principles; commitment; communication; interaction with team mates; applies pressure to opponents; can read play; does not panic in pressure situations; remains in control.
3. Fitness Criterion (F)
 - Ability to maintain physical and mental performance over a whole game/tournament with minimal fatigue.
4. Speed Criterion (S)
 - acceleration; top end speed; defensive speed (i.e. return to defensive line)

Secondary Criteria

1. Game Play Criteria (GP)
 - Positional Awareness (PA) - being in the right position at the right time in attack and defence then taking advantage of it; awareness of the position of team mates and opponents; gets back into position without disrupting others; rarely caught in the wrong spot.
 - Work Rate Criterion (WR) - ability to continue producing high level of output in individual games and throughout the tournament; recovers quickly; consistently error free; contributes to all facets of game; seems to be everywhere.
 - Anticipation (An) - readiness to respond to potential situations that may occur in attack and defence; takes appropriate options; predicts attacking opportunities and makes appropriate calls; reads defensive problems and reacts accordingly; assists others to see.
 - Communication (C) - ability to talk positively and effectively for the benefit of the team; talks in attack e.g. calls attacking plays/moves, talks in defence; vocal but not distracting; assists others to see problems and opportunities; reinforces; controls game.
 - Team Skills (TS) - ability to interact with others in team; follows directions, unselfish, positive attitude to referees/officials; encourages others; knowledge of rules, patterns, policies and game plan; maximises strengths and minimises weaknesses; cohesive; adapts to different roles and patterns.
 - Vision (V) - ability to see what is happening in the whole game – the “big picture”; sees things early; reacts quickly; good understanding of opposition strengths and weaknesses; can assist team-mates.

2. Physiological Criteria (Phy)

- Agility (Ag) - ability to change direction without losing speed or balance; applies both to attack and defence.
- Coordination (C) - ability to perform motor tasks with skill and control e.g. catch/pass successfully under pressure.
- Speed Endurance (SE) - maintains speed over longer distances, able to repeat bouts without loss of speed; ability and commitment to chase in defence.

3. Psychological Criteria (Psy)

- Decision Making Capacity (DMC) - ability to select the right option both in attack and defence that will benefit the team; decisive and reacts quickly; confident in taking options; takes responsibility; does not rely unduly on others for direction.
- Copes with Pressure (P) - ability to perform tasks while under various psychological stresses.
- Discipline (D) - self-motivated to perform/improve in all areas; focused on all aspects of the game.
- Response to Instructions (I) - ability to carry out the game plan; responds to instructions from coach/captain/team mates.

General comments will be required for each of the Criteria.

Note: Players can be selected in positions other than what they played in during the State Cup.

Appendix 2.3 – Qld Oztag Representative Squads Selectors Worksheet

			Queensland Oztag Representative Squad Selectors Worksheet					
Division:			Selector:			Game:		
Please ensure player comments are filled out in DETAIL for each game for specific players of interest. Refer to your criteria selection sheet of skill components players are to be selected on to assist where possible								
Team Name:					Team Name:			
Shirt #	Gender	Comments	Shirt #	Gender	Comments	Shirt #	Gender	Comments
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
	M / F			M / F			M / F	
Additional Comments:					Additional Comments:			

Appendix 2.4 – Qld Oztag Rep Squad Final Selectors Form



Qld Oztag Representative Squad Final Selectors Form



TEAM:

DIVISION:

Note: For shadow and emergency players please list in rank order (by player ability).

NAME	TEAM	GENDER	POSITION	NAME	GENDER	TEAM
Top 16				Shadows		
		M / F	Winger		M / F	
		M / F	Winger		M / F	
		M / F	Winger		M / F	
		M / F	Winger		M / F	
		M / F	Outside Link		M / F	
		M / F	Outside Link		M / F	
		M / F	Outside Link		M / F	
		M / F	Outside Link		M / F	
		M / F	Inside Link	EMERGENCIES		
		M / F	Inside Link		M / F	
		M / F	Inside Link		M / F	
		M / F	Inside Link		M / F	
		M / F	Ball Player		M / F	
		M / F	Ball Player		M / F	
		M / F	Ball Player		M / F	
		M / F	Ball Player		M / F	

All selectors are required to sign the final selector form before it is submitted to the Head Official.

Name: _____ Signature: _____

Name: _____ Signature: _____

Name: _____ Signature: _____

Name: _____ Signature: _____

Name: _____ Signature: _____

Name: _____ Signature: _____

Appendix 2.5 – Coach's Own Team Ranking Sheet (Mens/Ladies Teams)



Queensland Oztag Tournament Coach Own Team Ranking



Game Details	Rate Own Team 1-13 (Shirt Numbers Only)
Game Time:	1.
Field Number:	2.
Division (Circle One): Boys / Girls	3.
Grade:	4.
Your Team:	5.
	6.
	7.
	8.
	9.
	10.
	11.
	12.
	13.

Appendix 2.6 – Coach's Own Team Ranking Sheet (Mixed Teams)



Queensland Oztag Tournament Coach Own Team Ranking



Game Details	Rate Own Team: Males 1-6 (Shirt Numbers Only)
Game Time:	1.
Field Number:	2.
Division : <u>Mixed</u>	3.
Age:	4.
Your Team:	5.
	6.
	Rate Own Team: Females 1-6 (Shirt Numbers Only)
	1.
	2.
	3.
	4.
	5.
	6.
Rank 13th overall player: Male or Female (Shirt Number Only)	13.

Appendix 2.7 – Coach's Opposition Ranking Sheet



Queensland Oztag Tournament Coach's Opposition Ranking Sheet



Boys & Girls Teams

Game Details	Rate Opposition Team 1-4 (Shirt Numbers Only)
Game Time:	1.
Field Number:	2.
Division (Circle One): Boys / Girls	3.
Age:	4.
Your Team:	Opposition Team:

Mixed Teams

Game Details	Rate Opposing Team Males 1 & 2 (Shirt Numbers Only)
Game Time:	1.
Field Number:	2.
Division: <u>Mixed</u>	Rate Opposing Team Females 1 & 2 (Shirt Numbers Only)
Age:	1.
Your Team:	2.
Opposition Team:	

Appendix 2.8 – Officials Ranking Sheet



QLD Oztag Tournament Officials Ranking



Boys and Girls Teams

Game time:	Field number:	Division: _____ Boys / Girls
Team 1:		Team 2:
Rate Team 1: 1-2 (Shirt Numbers Only)		Rate Team 2: 1-2 (Shirt Numbers Only)
1.		1.
2.		2.

Mixed Teams

Game time:	Field number:	Division: _____ Mixed
Team 1:		Team 2:
Rate Team 1: Males 1 only (Shirt Numbers Only)		Rate Team 2: Males 1 only (Shirt Numbers Only)
1.		1.
Rate Team 1: Females 1 only (Shirt Numbers Only)		Rate Team 2: Females 1 only (Shirt Numbers Only)
1.		1.

Appendix 2.9 – Selection Process – Data Input Flow



Tournament Selection Process – Data Input Flow Sheet



The processes listed below are the step-by-step actions that need to be taken within the role to ensure that Queensland Oztag has taken fair and reasonable precautions to ensure that every player has an equal opportunity to be selected without repercussions.

STEP 1

Team Sheets

Admin:

- Team sheets are to be handed in to the Admin Room by Venue Managers (VM) before their first game so that they can be 'ticked off' as received before being sent to the Data Input Room.
- Any sheet that has not had position or rep selection filled in or signed by a guardian or player can be completed by the coach or VM under the provision that they have some sort of thread (email, text message, FB message, et.) from the guardian giving permission to fill in/sign on their behalf.
- Missing or late team sheets – the head official is to call the VM requesting the team sheet to be delivered.
- No person other than the Head Official, Official or Qld Oztag Staff are to go to the Data Input Room. No coach or parent is to be sent there at any stage.

Data Input:

- Team sheets are to be manually checked off to ensure that the names, shirt numbers, position & rep selection Y/N match what's on the team sheet. If names and/or shirt numbers are different on the team sheets then they are to be amended in the data input sheets.
- If the input sheets are missing shirt numbers, there are duplicate shirt numbers or any other visible errors, the VM is to be contacted to clarify the issue. If the VM does not answer, then call the coach. If neither of them answer the phone call then:
 - Send a message to the coach and include their VM in the message requesting it to please be delivered urgently.
 - If there is no response to the message or phone call within an hour then try again with another call and follow up message.
 - We are then to check what field and time the team plays on next and ask the head official to radio through to the official and tell the coach at the game that we have been trying to contact them and to get in touch with their VM/head official immediately after the game.
 - The issue is then to be recorded in the issues book to ensure that there is a trail so that it can be followed up post tournament.

STEP 2**Data Input Sheets**

Data input sheets are to be returned by field officials to the Data Input Room or returned to the Admin Room by coaches/managers. There are 3 different sheets to be returned after each game (Own Team Ranking, Opposition Team Ranking & Officials Ranking). Following are the steps to be taken if any of these sheets.

Own Team Ranking/Opposition Team/Official Ranking Sheets:

These ranking sheets are to have all rankings filled out. If a coach has not filled out all ranking boxes or you are completely missing the sheet then follow the following steps depending on the ranking sheet:

1. Contact the VM or official if they are missing any rankings.
2. If there is no response within 1hr, try contacting them again and also inform the coach.

If there is still no response from the VM/coach/official then these are the steps to follow to fill in selection sheets as per the incorrect/missing form.

Own Team Ranking:

- If the sheet is partially filled out look to see if the official or opposition coach has ranked any players that aren't listed by the own team and filter them into the empty boxes.
- If the sheet is completely missing then start with officials' rankings and filter in their top ranked players and then filter in the opposition ranked players – any boxes left unfilled you can bring the scores over from the previous ranked game. If this is the ranking for the first game then wait till you have further rankings to complete this step

Opposition Team Ranking:

- If the sheet is partially filled out then look to use the officials ranking first to fill the blank rankings. If there are still blank boxes then you can filter in the next best ranked own team rankings.
- If the sheet is completely missing then start with officials rankings and filter in their top ranked players – any boxes left unfilled you can bring the scores over from their own team rankings, if you do not have this information then you can use the own team previous ranked game.

Officials Ranking:

- If you are missing any official's sheets then you are to contact the head official who will be able to radio through to the official that was on that field to get the ranking sheet in.
- If there is no way to retrieve this information then you can use the top 2 ranked opposition rankings to fill the blanks.

Audit Checks:

There are Audit checks situated at the bottom of every Input Sheet. There will be a static number and a number that continues to add up as you put the scores in over the tournament. If the 2 numbers aren't the same once you are finished, then an error has been made. If there is an error then the following steps are used to rectify the issue:

1. If the number is larger or smaller than the static audit number then you follow that column up and ensure that if it's the Own Team Ranking there is (2x10, 2x9, 2x8, 2x7, 2x6, 2x5 & 1x4) for each

team, if it's the Opposition Team Ranking there is (2x10 & 2x9) for each team and if it's the Official Ranking there is (1x10 & 1x9) or (2x10 for mixed divisions) for each team.

- Once you have found where you are either missing a score, have too many scores for that team or have entered an incorrect number then you are to find the appropriate ranking sheet and re-enter the scores to represent the correct scores.
- In the case where a team doesn't have 13 players. You are still to allocate the scores in the column to ensure the audit matches. This is done in the leftover boxes at the bottom of each team. Eg. Coolum Cobras 30's Men has 12 players. This means that there is 1x4 that needs to be added to leftover boxes at the bottom of their team in the own team column. You can see this below where there is an audit player allocated 4 points each game.

Team	Name	Shirt number	Position	Coach			
				1	2	3	4
Coolum Cobras 30's Mens	Ben Connally	10	IN	9	6	8	8
Coolum Cobras 30's Mens	Brock Stephen Hatton	11	IN	10	10	10	10
Coolum Cobras 30's Mens	Cole Dalton	13	OUT	6	7	9	9
Coolum Cobras 30's Mens	Damien Major	6	IN	7	8	7	7
Coolum Cobras 30's Mens	Jack Vellacott	93	OUT	10	6	10	10
Coolum Cobras 30's Mens	Kerrod Hall	9	IN	6	9	9	9
Coolum Cobras 30's Mens	Mitch Ford	17	OUT	5	5	5	5
Coolum Cobras 30's Mens	Nick Bent	3	OUT	7	9	7	7
Coolum Cobras 30's Mens	Tony Cox	77	IN	9	8	6	6
Coolum Cobras 30's Mens	Zac Phillips	1	OUT	8	5	6	6
Coolum Cobras 30's Mens	Zane McCarthy	7	IN	5	7	5	5
Coolum Cobras 30's Mens	THEO TREHERNE	55	OUT	8	10	8	8
Coolum Cobras 30's Mens	Audit Player			4	4	4	4

Bye/Rest/Forfeit Games

In the event of a bye game, forfeit or where the top team rests instead of playing, there still needs to be points allocated to that team for their 'own team ranking', 'opposition team ranking' and 'officials ranking' to ensure that everyone has an equal amount of games played. This is done by following these steps:

- Highlight from the first player in the team that has had one of the above missing games down to the last player and every column over to the final score column.
- Copy and paste this data in a new tab in excel.
- Custom sort the data you just pasted in the new tab by the 'final score' column – ensuring that you have it sorting from highest to lowest.
- This will have the players sorted from most points to least points. You now use the order that they are in to allocate your 'own team ranking' top 13, 'opposition team ranking' top 4 and 'officials ranking' top 2 in your actual data entry tab.

Any of the above issues that result in using other forms of rankings need to be written down in the issues book stating game time, field, division and what the issue was. If there are coaches listed for multiple errors then the Head Official/Qld Ozttag Staff are to organise to meet with the coach to ensure they understand what they should be doing.

Appendix 2.10 – MVP Selection Flow



Tournament Selection Process – MVP Selection Flow Sheet



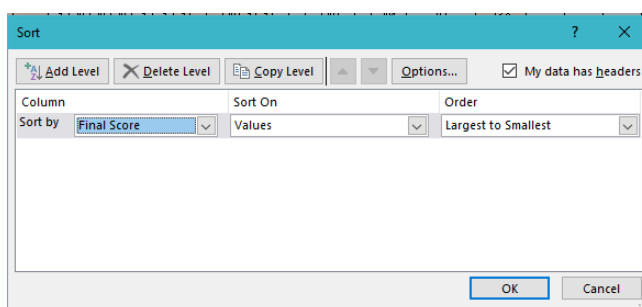
The processes listed below are the step-by-step actions to be taken in relation with the Selection Process Data Input Sheets to determine the MVP on the final day of a tournament. This process starts at the conclusion of all round games.

MVP Selection

1. Ensure that all scores have been entered from the round games for the selected division (refer to Data Input Flow Sheet if scores are missing).
2. By using the data audits at the bottom of each page you must ensure that all scores match the audits (refer to Data Input Flow Sheet if audit numbers don't match).
3. Scores for Quarter Finals & Semi Finals are to be entered into their respective tabs for Own Team Ranking, Opposition Team Ranking & Officials Ranking (scores for Grand Finals are not required).
4. Any team that:
 - a. Did not make Quarter Finals received a multiplying factor of 0.4
 - b. Loses in the Quarter Finals receives a multiplying factor of 0.5
 - c. Loses in the Semi Final receives a multiplying factor of 0.7
 - d. Makes it to the Grand Final receives a multiplying factor of 0.9

Note: These scores are to be entered as results are received throughout the day into the multiplying factor column.

5. Once all scores are entered and the multiplying factors are applied, highlight from cell A16 (Team) across to cell AI16 (Final Score under the MVP Winner heading) and then all the way down to the final name in the input sheet.
6. Once highlighted you select 'Sort & Filter' then 'Custom Sort'. You then want the custom sort box to look as shown below. *Note: must remember to tick 'My data has headers' box.*



7. Once you press 'OK' it will sort them in order with your MVP being the first name on the list. We are to then write down the Venue, Name and Division of the player so that it can be announced at the medal presentation.
8. If in the final score you have an error message that reads '#REF!' then you will need to type in what multiplying factor they received into that persons multiplying factor column again and it will fix itself.
9. The above step are to be repeated for each division before the conclusion of the last game of the tournament to ensure that MVP's are ready to be announced prior to the medal presentation.

Appendix 2.11 – Super Series Selection Information Sheet



Qld Oztag Super Series Selection Information Sheets



The purpose of this document is to address the process involved with selecting teams from the Queensland Oztag Junior and Senior State Cups. This will be broken down into age specific reasoning and criteria's. The criteria and selection processes are to be reviewed at the conclusion of each year to re-evaluate where the game is at, to ensure that selected teams and processes can continue to improve with the game.

U10 & U11 Boys and Girls

The U10-11 divisions are not selected in positions from JSC for the Super Series Tournament. The top 16 ranked players are selected for their eligible team. This is because:

- These divisions are heavily dominated by the players in the middle of the field.
- The skill level is typically not there for the ball to get to the outside players.
- After review of the data it was evident that the outside players were rarely ranked.
- It was deemed that naming the top 16 ranked players would give us the best results for where the game is at.

U12 Boys/Girls – 35 Mens & U14 Girls – 27+ Ladies

The listed divisions are selected in positions from the JSC and SSC for the Super Series Tournament. The breakdown of these selections are the top 8 ranked insides (middles & inside links) and the top 8 ranked outsides (outside links & wingers) for their eligible team. This is because:

- The data from previous tournaments showed that there was adequate depth within the pool of players with skill to name the top 8 ranked insides and the top ranked 8 outsides.

Open Mixed & Senior Mixed

The mixed divisions see the top 8 ranked males and the top 8 ranked females selected. This is then broken up by position into top 4 ranked inside males and top 4 ranked outside males and same for females.

40 Mens – 50 Mens & 37+ Ladies

Due to these teams being able to carry 18 players, the breakdown of these teams are the 9 top ranked insides and the 9 top ranked outsides for their eligible team.

Super Series Teams

With this format there are some minimum requirements that need to be met for these teams to compete at the Super Series to ensure that they are of high quality and competitive.

Super Series Teams	State Cup Teams	Total Players
1	2	34
3	6	84

Queensland Force

At JSC and/or SSC, if there is between 2-5 teams with a minimum of 34 players within that division then only 1 team will be selected (Queensland Force). This team will be invited to participate at the International Tag Festival. However, if no divisions are available at this event teams could possibly play at the Super Series event if interstate teams are available.

Jesters, Fury and Rebels

Any division that meets the minimum requirement of 6 state cup teams and 84 players will be selected into 3 teams (Jesters, Fury and Rebels). The team that you are eligible to be selected for depends on where you as an individual finishes in the selection rankings (see table below).

Player	Team 1 - Jesters	Team 2 - Rebels	Team 3 - Fury
1	1 st	2 nd	3 rd
2	6 th	5 th	4 th
3	7 th	8 th	9 th
4	12 th	11 th	10 th
5	13 th	14 th	15 th
6	18 th	17 th	16 th
7	19 th	20 th	21 st
8	24 th	23 rd	22 nd
9	25 th	26 th	27 th
10	30 th	29 th	28 th
11	31 st	32 nd	33 rd
12	36 th	35 th	34 th
13	37 th	38 th	39 th
14	42 nd	41 st	40 th
15	43 rd	44 th	45 th
16	48 th	47 th	46 th

Development Squad Players

These players are the next best 8 ranked players for each of the 3 teams (Jesters, Rebels & Fury). These are not selected by position. These squads do not play, however, the players are called up into their eligible team as players pull out. These squads are not selected by position for the reasons:

- There is currently not enough depth within the pool of players to be selecting 16 development squad players for each team.
- With the current 8 players being selected, if it was to be 4 inside and 4 outsides selected and 6 insides pull out of the team then we are still in the same position of putting outsides into an insides position.
- The depth of the pool of players does not allow us to select 4 outsides for the development squads without going too far down the list of players.

Selected Team Listings

When the selected Super Series teams are announced, they are to be listed in alphabetical order of the venue that they played for. The Development Squad is named in order of selection with the first named player being the 1st shadow.

[illegible]

Appendix 3.1 – Junior State Cup Conditions of Entry



Qld Oztag Junior State Cup Conditions of Entry



GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Qld Oztag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual and Tournament Operations Manual.
- A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
- Venues are able to provide one (1) team per division only unless authorised by the Tournament Director.
- No team sheet will be accepted unless all individual player registration numbers are entered.
- A maximum of 16 players per team will be allowed to participate in the tournament for all other divisions.
- A FULLY completed team sheet must be submitted to the Tournament Director 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.
- 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 the Venue Manager.

PLAYER ELIGIBILITY

- All players must be currently registered Queensland Oztag Players. Any players not currently registered may cause their team to be disqualified.
- 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.
- All players must be eligible to play for the venue they are representing as per the Qld Oztag Selection policy.
- Teams eligible for entry are those representing individual venues as identified by Qld Oztag.
- Players are able to participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Super Series selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at the State Cup. If this is breached it may result in disqualification from the Super Series Team.
 - 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.
- Proof of age (licence, Birth certificate or passport) must be supplied upon request.
- Players who competed and have been selected in a Junior Super Series Team will not be eligible to be selected in a Senior Super Series Team.

- In order to be eligible to be registered to play in a particular Senior 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

- 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.

SUPER SERIES SELECTION FORMAT

- Super Series teams are selected off rankings submitted through the JSC event by a player's own coach, opposition coach and game officials at each game throughout the event.
- Where individuals finish will indicate as to which super series team they will fall under. As outlined in the below table.

Player	Team 1 - Jesters	Team 2 - Rebels	Team 3 - Fury
1	1 st	2 nd	3 rd
2	6 th	5 th	4 th
3	7 th	8 th	9 th
4	12 th	11 th	10 th
5	13 th	14 th	15 th
6	18 th	17 th	16 th
7	19 th	20 th	21 st
8	24 th	23 rd	22 nd
9	25 th	26 th	27 th
10	30 th	29 th	28 th
11	31 st	32 nd	33 rd
12	36 th	35 th	34 th
13	37 th	38 th	39 th
14	42 nd	41 st	40 th
15	43 rd	44 th	45 th
16	48 th	47 th	46 th

TEAM UNIFORM

- Official Oztag Shorts and Playing Shirts purchased through "Oztag equipment Supplies" will be the only team uniform permitted to be worn by players.
- 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).

- No football boots with screw in studs or cleats will be permitted. Molded sole boots (e.g. blades) and sandals are permitted.
- No Jewelry is permitted to be worn.
- 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 Tournament Director.
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 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 kick-off 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 minutes 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:

- FORFEITING Teams will receive 0 points and 5 tries against
- 2 points/tries will be awarded for each female try in a Mixed Games.
- Teams with incorrect uniform design will be penalised in the following manner:

- 1 try allocated to the opposing team for each player in the incorrect uniform.
- 1 try allocated to the opposing team for each player with a double up number.

FORFEITING AND LATE TEAMS

- 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.
- 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.
- 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.
 - Penalties are:
 - From Start of Kick off whistle – 59 seconds = 1 Try
 - From 1 minute – 1 minute 59 seconds = 2 Tries
 - From 2 minutes – 2 minutes 59 seconds = 3 Tries
 - From 3 minutes – 3 minutes 59 seconds = 4 Tries
 - From 4 minutes – 5 minutes = 5 Tries
 - Referees will keep the time in this situation.
- 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.
- 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.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- 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

The following rules will apply if two or more teams finish on the same points within a division:

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

BEHAVIOUR AND DISCIPLINE

General

- 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.
- 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:

- team penalties
 - deduction of team tries
 - team forfeits
 - removal from the playing area and venue
- Offences committed and suspensions received at the tournament may affect the player's eligibility for other Qld Ozttag competitions or events.

Spectator and Coach Behavior

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards ozttag officials, abuse to players and coaches, abuse to fellow spectators, unfair treatment of players in relation to game time.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators team.
 - **Should behaviour continue then next step is taken**
 2. Head Official called and observes behaviour of person in question.
 - **Should behaviour continue then next step is taken**
 3. Head official will advise the games official to stop the game and head official will then address the unruly person.
 - **Should behaviour continue then next step is taken**
 4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
 - **Should behaviour continue then next step is taken**
 5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

Note: For any person who is removed from a coaching position The Venue Manager is engaged to look after the team or find a person to do this be it the Assistant Coach or Manager. If there is no one else then this falls to the Venue Manager and they must organize to be there for that team for the remainder of the tournament.

Player Send Offs

- The Qld Ozttag Referee Dissent, No Punch and Anti-Discrimination policies will apply.
- 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.
- Anyone sent off for any other infringement will receive an automatic 2 game suspension. The suspension will carry over to future tournaments.
- If there are extenuating circumstances e.g. serious nature of the offence, the Tournament or Referee's Director may deem it necessary to convene an immediate judicial hearing, as per the Qld Ozttag Policy manual. Length of penalty will be at the judiciary's discretion.

Players Sin Bins

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

- It is a player's and coach's'/manager's responsibility to know and abide by the Qld Oztag Policy and Qld Oztag Tournament Policy manuals.
- 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

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 & miss games. 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

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

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 Manager in the following ways.

Breach	# Of Games Trainee Referee
Player removed themselves from a team after selection	10 Senior games
Player missed an official training session without a legitimate reason	
Played another sport during an Oztag event & missed games	

Note:

- 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.
- 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.
- 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.

RULES FOR PROGRESSING TO KNOCK OUT PHASE OF THE COMPETITION

The following rules will apply if two or more teams finish on the same points within a division:

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

GROUND STAFF

- Ground staff can be identified by their official Qld Oztag shirts. 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

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

SMOKING

- **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. Anyone found smoking will be asked to stop immediate, will be asked to leave the venue and if required the police will be called.

SPECTATORS

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

RUBBISH

- Every year plenty of time is spent by ground staff picking up rubbish left behind by players at the completion of play. Please take your empty water bottles and rubbish with you and place in a bin.

INSURANCE

- For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet (complete with Oztag registration number).
- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

REFREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.

- Protests/appeals must be written and must be in the hands of the Tournament Director within 20 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

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

INJURIES

- All injuries should be reported to the Tournament Director, as well as the Referee, immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!

Appendix 3.2 – Senior State Cup Conditions of Entry



Qld Oztag Senior State Cup Conditions of Entry



GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Qld Oztag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual and Tournament Operations Manual.
- A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
- Venues are able to provide one (1) team per division only unless authorised by the Tournament Director.
- No team sheet will be accepted unless all individual player registration numbers are entered.
- A maximum of 18 players per team in the Men's 40, 45, 50 and Women's 37+ divisions will be allowed to participate in the tournament. All 18 can play in any game.
- A maximum of 16 players per team will be allowed to participate in the tournament for all other divisions.
- A FULLY completed team sheet must be submitted to the Tournament Director 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.
- 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 the Venue Manager.

PLAYER ELIGIBILITY

- All players must be currently registered Queensland Oztag Players. Any players not currently registered may cause their team to be disqualified.
- 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.
- All players must be eligible to play for the venue they are representing as per the Qld Oztag Selection policy.
- Teams eligible for entry are those representing individual venues as identified by Qld Oztag.
- Players are able to participate in two teams across two divisions for the same venue. Players participating in two teams can only nominate for Super Series selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at the State Cup. If this is breached it may result in disqualification from the Super Series Team.
 - 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.
- Proof of age (licence, Birth certificate or passport) must be supplied upon request.

- Players who competed and have been selected in a Junior Super Series Team will not be eligible to be selected in a Senior Super Series Team.
- In order to be eligible to be registered to play in a particular Senior 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
U18's	18	15
U20's	20	15
Open	NA	15
30's	NA	30
40's	NA	40
45's	NA	45
50's	NA	50
27+ Ladies	NA	27
37+ Ladies	NA	37
Senior mixed	NA	Women = 30 Men = 35

- Players under the age of 16 will need to have a Player Indemnity form signed prior to taking part in the Senior Tournaments.
- 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.

SUPER SERIES SELECTION FORMAT

- Super Series teams are selected off rankings submitted through the JSC event by a player's own coach, opposition coach and game officials at each game throughout the event.
- Where Individuals finish will indicate as to which super series team they will fall under. As outlined in the below table.

Player	Team 1 - Jesters	Team 2 - Rebels	Team 3 - Fury
1	1 st	2 nd	3 rd
2	6 th	5 th	4 th
3	7 th	8 th	9 th
4	12 th	11 th	10 th
5	13 th	14 th	15 th
6	18 th	17 th	16 th
7	19 th	20 th	21 st
8	24 th	23 rd	22 nd
9	25 th	26 th	27 th
10	30 th	29 th	28 th
11	31 st	32 nd	33 rd
12	36 th	35 th	34 th
13	37 th	38 th	39 th
14	42 nd	41 st	40 th
15	43 rd	44 th	45 th
16	48 th	47 th	46 th

TEAM UNIFORM

- Official Oztag Shorts and Playing Shirts purchased through “Oztag equipment Supplies” will be the only team uniform permitted to be worn by players.
- 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).
- No football boots with screw in studs or cleats will be permitted. Molded sole boots (e.g. blades) and sandals are permitted.
- No Jewelry is permitted to be worn.
- Refer to Qld Oztag Tournaments Policy and Procedure Manual for further guidance.

REFUNDS

- Registration is not transferable to another event
- Non-attendance does not qualify for a refund
- An injured/pregnant 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
- Non-attendance due to suspension will not entitle you to a refund regardless of timing to event
- Shadow/Development players will receive a refund for their registration if they are not brought into the team. Any gear ordered will be provided

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 Tournament Director.
3. All games will be of 40 minute’s duration. 20 minutes each way, with 2 minutes break at half time.
 - a. Teams must be at 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 kick off 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 minutes 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:

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

FORFEITING AND LATE TEAMS

- 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.
- 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.
- 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.
 - Penalties are:
 - From Start of Kick off whistle – 59 seconds = 1 Try
 - From 1 minute – 1 minute 59 seconds = 2 Tries
 - From 2 minutes – 2 minutes 59 seconds = 3 Tries
 - From 3 minutes – 3 minutes 59 seconds = 4 Tries
 - From 4 minutes – 5 minutes = 5 Tries
 - Referees will keep the time in this situation
- 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.
- 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.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- 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

The following rules will apply if two or more teams finish on the same points within a division:

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

BEHAVIOUR AND DISCIPLINE

General

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

Spectator and Coach Behavior

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators, unfair treatment of players in relation to game time.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators team.
 - **Should behaviour continues then next step is taken**
 2. Head Official called and observes behaviour of person in question.
 - **Should behaviour continues then next step is taken**
 3. Head official will advise the games official to stop the game and head official will then address the unruly person.
 - **Should behaviour continues then next step is taken**
 4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
 - **Should behaviour continues then next step is taken**

5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

Note: For any person who is removed from a coaching position The Venue Manager is engaged to look after the team or find a person to do this be it the Assistant Coach or Manager. If there is no one else then this falls to the Venue Manager and they must organize to be there for that team for the remainder of the tournament.

Player Send Offs

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

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

- It is a player's and coach's'/manager's responsibility to know and abide by the Qld Oztag Policy and Qld Oztag Tournament Policy manuals.
- 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

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 & miss games. 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

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

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 Manager in the following ways.

Breach	# Of Games Trainee Referee
Player removed themselves from a team after selection	10 Senior games
Player missed an official training session without a legitimate reason	
Played another sport during an Oztag event & missed games	

Note:

- 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.
- 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.
- 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

- Ground staff can be identified by their official Qld Oztag shirts. 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

- **No alcohol is to be brought into the event.** This is a requirement of the Venue Licence. If teams bring alcohol into the Venue they will be asked to leave and may face disqualification from future tournaments.

SMOKING

- **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. Anyone found smoking will be asked to stop immediate, will be asked to leave the venue and if required the police will be called.

SPECTATORS

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

RUBBISH

- Every year plenty of time is spent by ground staff picking up rubbish left behind by players at the completion of play. Please take your empty water bottles and rubbish with you and place in a bin.

INSURANCE

- For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet (complete with Oztag registration number).

- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

REFREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.
- Protests/appeals must be written and must be in the hands of the Tournament Director within 20 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

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

INJURIES

- All injuries should be reported to the Tournament Director, as well as the Referee, immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!

Appendix 3.3 – Super Series Conditions of Entry



Super Series Conditions of Entry



GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Qld Oztag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy Manual and Tournament Operations Manual.
- A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
- Super Series Teams are selected from the Queensland Oztag Senior and Junior State Cups.
- Teams from other States may be invited to attend however Queensland Oztag reserves the right to not accept any teams should they not meet the tournament conditions of entry guidelines.
- No team sheet will be accepted unless all individual player registration numbers are entered.
- A maximum of 16 players per team will be allowed to participate in the tournament. This is with the exception of Men's 40, 45, 50, and Ladies 37+ Divisions who will be allowed to participate in the tournament with players 18. All 18 can play in any game.
- A FULLY completed team sheet must be submitted to the Tournament Director 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.
- Coaches of Queensland Oztag Super Series teams will be appointed by Queensland Oztag
- 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 the Venue Manager.

Refunds

- Registration is not transferable to another event
- Non-attendance does not qualify for a refund
- An injured/pregnant 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
- Non-attendance due to suspension will not entitle you to a refund regardless of timing to event
- Shadow/Development players will receive a refund for their registration if they are not brought into the team. Any gear ordered will be provided

PLAYER ELIGIBILITY

- All players must be currently registered Australian Oztag Players. Any players not currently registered may cause their team to be disqualified.
- 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.

- Teams eligible for entry are those that have been selected at the Queensland Ozttag Senior and Junior State Cups or accepted by Queensland Ozttag.
- Players are only allowed to compete in the one division as per their selection.
- Proof of age (licence, Birth certificate or passport) must be supplied upon request.
- 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
U18's	18	15
Open	NA	15
30's	NA	30
40's	NA	40
45's	NA	45
50's	NA	50
27+ Ladies	NA	27
37+ Ladies	NA	37
Senior mixed	NA	Women = 30 Men = 35

- Players under the age of 16 will need to have a Player Indemnity form signed prior to taking part in the Senior Tournaments.
- 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

- Official Ozttag Shorts and Playing Shirts purchased through "Ozttag equipment Supplies" will be the only team uniform permitted to be worn by players.
- Each Super Series Team 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).
- No football boots with screw in studs or cleats will be permitted. Molded sole boots (e.g. blades) and sandshoes are permitted.
- No Jewellery is permitted to be worn.
- Refer to Qld Ozttag Tournaments Policy and Procedure Manual for further guidance.

GENERAL RULES

- Players must abide by the Qld Ozttag Players Code of Conduct
- The official Rules of Ozttag will be used during this Tournament. Any complaints should be directed to the Tournament Director.

3. All games will be of 40 minute's duration. 20 minutes each way, with 2 minutes break at half time.
 - c. Teams must be at field ready to play at least 5 minutes prior to end of the last game.
 - d. Teams should take the field and be ready for the kick off 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 (in a mixed team you will then drop a female player), teams will change sides and teams will play a 5 minutes 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:

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

FORFEITING AND LATE TEAMS

- 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.
- 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.
- 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.

- Penalties are:
 - From Start of Kick off whistle – 59 seconds = 1 Try
 - From 1 minute – 1 minute 59 seconds = 2 Tries
 - From 2 minutes – 2 minutes 59 seconds = 3 Tries
 - From 3 minutes – 3 minutes 59 seconds = 4 Tries
 - From 4 minutes – 5 minutes = 5 Tries
- Referees will keep the time in this situation
- 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.
- 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.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- 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

The following rules will apply if two or more teams finish on the same points within a division:

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

BEHAVIOUR AND DISCIPLINE

General

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

Spectator and Coach Behavior

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators, unfair treatment of players in relation to game time.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators team.
 - **Should behaviour continues then next step is taken**
 2. Head Official called and observes behaviour of person in question.
 - **Should behaviour continues then next step is taken**
 3. Head official will advise the games official to stop the game and head official will then address the unruly person.
 - **Should behaviour continues then next step is taken**
 4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
 - **Should behaviour continues then next step is taken**
 5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

Note: For any person who is removed from a coaching position Queensland Oztag Tournament Staff are engaged to look after the team or find a person to do this be it the Assistant Coach or Manager. If there is no one else then this falls to the Queensland Oztag Tournament Staff and they must organize to be there for that team for the remainder of the tournament.

Player Send Offs

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

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

- It is a player's and coach's'/manager's responsibility to know and abide by the Qld Oztag Policy and Qld Oztag Tournament Policy manuals.
- 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

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 & miss games. 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

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

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 Manager in the following ways.

Breach	# Of Games Trainee Referee
Player removed themselves from a team after selection	10 Senior games
Player missed an official training session without a legitimate reason	
Played another sport during an Oztag event & missed games	

Note:

- 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.
- 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.
- 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

- Ground staff can be identified by their official Qld Oztag shirts. 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

- **No alcohol is to be brought into the event.** This is a requirement of the Venue Licence. If teams bring alcohol into the Venue they will be asked to leave and may face disqualification from future tournaments.

SMOKING

- **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. Anyone found smoking will be asked to stop immediate, will be asked to leave the venue and if required the police will be called.

SPECTATORS

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

RUBBISH

- Every year plenty of time is spent by ground staff picking up rubbish left behind by players at the completion of play. Please take your empty water bottles and rubbish with you and place in a bin.

INSURANCE

- For players to be covered by insurance, it is necessary for them to be registered on the team registration sheet (complete with Oztag registration number).
- Team Managers are required to complete the Registration Form correctly and lodge it with the Tournament Director prior to the event commencing.

REFEREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.
- Protests/appeals must be written and must be in the hands of the Tournament Director within 20 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

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

INJURIES

- All injuries should be reported to the Tournament Director, as well as the Referee, immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!!

Appendix 3.4 – All Schools Conditions of Entry



All Schools Conditions of Entry



GENERAL INFORMATION

- The Tournament will be run under the auspices of Queensland Oztag Sports Association (Qld Oztag).
- Tournament administration (Tournament Director and Head Official) reserve the right to allow exceptions to the below points in the conditions of entry should extenuating circumstances occur to players or teams participating at the tournament.
- Qld Oztag will appoint a Tournament Director. The Director will be tasked with the general running of the competition within the guidelines of the Conditions of Entry and the Tournament Policy and Procedure Manual.
- A Referees Director will be appointed by Qld Oztag and be responsible for the appointment of referees, responding to refereeing disputes and any on-field issues relating to officials.
- All teams must abide by the Code of Conduct and event rules published by Qld Oztag.
- Schools are able to provide more than 1 team per division.
- No team sheet will be accepted unless all individual player names are recorded, and the team sheet is signed by the teacher/coach.
- A minimum of 8 and maximum of 16 players per team will be allowed to participate in the tournament.
- A FULLY completed team sheet must be submitted to the Tournament Director 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.

REFUNDS

- Registration is not transferable to another event
- Non-attendance does not qualify for a refund
- Teams who withdraw post the event draw being completed and released will be ineligible for a refund.

PLAYER ELIGIBILITY

- Teams eligible for entry are those representing individual schools as identified by Qld Oztag after confirmation of payment by the due date.
- Teams that are short on player numbers & need to borrow another student from a different school must notify Qld Oztag of this prior to the tournament commencing. The team will be allowed to participate in the tournament however in doing so you will be ineligible to make the finals.
- Any Team caught playing a student from another school will be forfeited and no points will be allocated to the offending team for the games played. Points that have been deducted will not be returned.

- Players can play no more than 2 year levels up. i.e. Yr 8 student can play in the Yr 10 division etc
- For players that are in a year level above but their DOB is that of a younger division then this player will be allowed to play down. Documentation will need to be provided to Qld Oztag prior to the tournament for proof of age.
- Players are able to participate in two teams across two divisions for the same school. Players participating in two teams can only nominate for Merit selection in one team. This must be reflected in the nomination process as per the team registration sheet submitted to the Tournament Director at All Schools. If this is breached it may result in disqualification from the Qld All Schools Merit team.
 - Players who wish to subject themselves to playing in 2 teams for the All Schools can do so only if they are on both team sheets before the tournament begins.
- Players competing in the All Schools will be considered as having confirmed their nomination for selection for the Qld All Schools Merit team. Teachers/Coaches must notify Qld Oztag of a player's choice not to be considered for selection and in what division via indication on the Team Sheet submitted.
 - If a player plays in two divisions at the All Schools and Qld Oztag were not notified by the teacher of the player's choice of Non-Selection the player must play for the Qld All Schools Merit team they were first selected for.

TEAM UNIFORM

- Players are required to wear a shirt with their school branding with a number on the back. Exception to this is given to teams not supported by schools however a number is still needed.
- If a school wishes to get custom sublimated school shorts/tights produced for their teams these items must be produced by QLD Oztag. No other external company can produce uniforms for insurance reasons.
- Velcro is not to be attached onto schools shorts. Only official Oztag Shorts or Velcro Belts can be worn.
- Qld Oztag will provide belts for schools, or players, who do not have Official Oztag Shorts at each field.
- No football boots with screw in studs or cleats will be permitted. Moulded sole boots (e.g. blades) and sandals are permitted.
- No Jewellery (including watches) is permitted to be worn.
- 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 Tournament Director.
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 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 kick off 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 minutes 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.
5. 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.
6. 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:

- FORFEITING Teams will receive 0 points and 5 tries against.
- Teams with incorrect uniform design will be penalised in the following manner:
 - 1 try allocated to the opposing team for each player in the incorrect uniform.
 - 1 try allocated to the opposing team for each player with a double up number.

FORFEITING AND LATE TEAMS

- 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.
- 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.
- Teams not on the field and ready at the kick off whistle will be penalised one (1) try, and continue to be penalised one (1) try thereafter for up to five (5) minutes. Penalties are:
 - From Start of Kick off whistle – 59 seconds = 1 Try

- From 1 minute – 1 minute 59 seconds = 2 Tries
- From 2 minutes – 2 minutes 59 seconds = 3 Tries
- From 3 minutes – 3 minutes 59 seconds = 4 Tries
- From 4 minutes – 5 minutes = 5 Tries
- Referees will keep the time in this situation.
- 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.
- 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.
- Forfeits for any reason in the final series negate the forfeiting team's right to participate further in the tournament.
- 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

The following rules will apply if two or more teams finish on the same points within a division:

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

PLAYER BEHAVIOUR AND DISCIPLINE

General

- 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.
- The "Breach of Policy – Disciplinary Process" (contained within the Qld Oztag Policy manual) will apply for any player discipline matter deemed necessary.
- Offences committed and suspensions received at the tournament may affect the player's eligibility for other Qld Oztag competitions or events.

Spectator and Coach Behavior

- Spectator or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators, unfair treatment of players in relation to game time.
 1. Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators team.

- **Should behaviour continue then next step is taken**
- 2. Head Official called and observes behaviour of person in question.
 - **Should behaviour continue then next step is taken**
- 3. Head official will advise the games official to stop the game and head official will then address the unruly person.
 - **Should behaviour continue then next step is taken**
- 4. Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
 - **Should behaviour continue then next step is taken**
- 5. Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.

Note: For any person who is removed from a coaching position the School Coordinator is engaged to look after the team or find a person to do this be it the Assistant Coach or Manager. If there is no one else then this falls to the School Coordinator and they must organize to be there for that team for the remainder of the tournament.

Send Offs

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

Sin Bins

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

GROUND STAFF

- Ground staff can be identified by their official Qld Oztag vests. 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

- **No alcohol is to be brought into the stadium or outer grounds.** If teams are caught with alcohol brought into the venue they will be asked to leave and may face disqualification from future tournaments.

SMOKING

- **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. Anyone found smoking will be asked to stop immediate, will be asked to leave the venue and if required the police will be called.

SPECTATORS

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

RUBBISH

- At the completion of play all players, coaches, team managers and spectators should ensure that the field area is clean for the following game. Please ensure that you take your empty water bottles and rubbish with you and place in a bin.

INSURANCE

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

REFEREE COMMUNICATION

- Coaches / Players / Managers must not approach the Referees who officiate their games.
- All Referee inquiries are to be directed to the Referee Director or Tournament Director.

PROTEST/DISPUTES

- Protest and Dispute matters will be heard and determined by the Tournament Director.
- Protests/appeals must be written and must be in the hands of the Tournament Director within 40 minutes of the game being completed (please note protest regarding referee perceived errors will NOT be accepted).
- All protests will be adjudicated by a tournament committee consisting of the Tournament Director, Referee Director and one other person invited by the Tournament Director, if required.

BLOOD BIN

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

INJURIES

- All injuries should be reported to the Tournament Director, Referee and Ground Staff allocated to the field immediately following the conclusion of the game in which the injury is sustained.

GET YOUR TAG ON!

Appendix 3.5 – All Schools Nomination Sheet



2022 All SCHOOLS Team Nomination Form



- Cost: \$650.00 per team.
- Expression of Interest must be submitted by **COB 9th June 2022**.
- All team final nominations and registration fees must be paid by **7th July 2022**.

School:		
Contact Name:		
Contact Email:		
Phone Number:		
Division	Number of Teams	
Boys Divisions		
Year 5 Boys (Primary)		
Year 6 Boys (Primary)		
Year 7 Boys (Secondary)		
Year 8 Boys (Secondary)		
Year 9 Boys (Secondary)		
Year 10 Boys (Secondary)		
Year 11 Boys (Secondary)		
Year 12 Boys (Secondary)		
Girls Divisions		
Year 5 Girls (Primary)		
Year 6 Girls (Primary)		
Year 7 Girls (Secondary)		
Year 8 Girls (Secondary)		
Year 9 Girls (Secondary)		
Year 10 Girls (Secondary)		
Year 11 Girls (Secondary)		
Year 12 Girls (Secondary)		
Mixed Divisions		
Year 5 Mixed (Primary)		
Year 6 Mixed (Primary)		
Year 7 Mixed (Secondary)		
Year 8 Mixed (Secondary)		
Year 9 Mixed (Secondary)		
Year 10 Mixed (Secondary)		
Year 11 Mixed (Secondary)		
Year 12 Mixed (Secondary)		
Comments:		

Appendix 3.6 – All Schools Nomination Email

4 November 2015

Dear Sports Coordinator,

RE: 2016 Qld Oztag All Schools Tournament

The Qld Oztag All Schools tournament is Qld Oztag's premier school-based event and is open to teams representing both public and private secondary schools throughout the state. Prizes will be presented to winning teams of each division. If you are up for the challenge to be declared Queensland State Champion, we would love to see teams represented from your school at the tournament.

DATE:

- Saturday 25th & Sunday 26th June 2016

TOURNAMENT VENUE:

- Sunshine Coast Stadium, 320 Nicklin Way, Kawana, QLD 4575

TOURNAMENT COST:

- A cost of \$650 per team (min 12 players per team).
- Please note – All tournament fees are to be made online:

<http://qld-oztag-all-schools-2016.mysportsedge.com.au>

TOURNAMENT DIVISIONS:

- 20 Oztag divisions will be played at the tournament.

BOYS & GIRLS							
Yr5	Yr6	Yr7	Yr8	Yr9	Y10	Yr11	Yr12

Mixed			
Yr5 & Yr6	Yr7 & Yr8	Yr9 & Yr10	Yr11 & Yr12

Important: We will be in contact with regards to how your region is tracking with each division so you are fully aware and well informed leading into the Regional Events.

AGE ELIGIBILITY:

- Divisions will be based on the year level of the students
- Students to have the ability to play up a year level with the school and parents' permission

FORMS AND FEES:

- If your school would like to participate, please send through an expression of interest email to Queensland Oztag.

- Expressions of interest are to be sent to tournaments@queenslandoztag.com.au using the expression of interest form by **27th November 2021**. This will give us a good idea of school that are interested before we break up for holidays in 2021
- ALL Fees for the Queensland All Schools event are due on the **7th July 2022**, No exceptions.
- If teams are not financial by the due dates, they will not be allocated into the draw.
- All teams will now pay through the one link for the event:
<http://qld-oztag-all-schools-2016.mysportsedge.com.au>

TEAM UNIFORM:

- Students can wear their normal sports uniforms. However Official Oztag shorts can be purchased at the event.
- If schools would like to purchase sublimated Oztag playing tops and shorts/tights for the event this can be arranged by calling Qld Oztag Head Office (1300 4 Oztag).
- Cost for standard shorts and fully sublimated uniforms are:
 - Standard black and red Oztag playing shorts = \$25
 - Available at the event or prior to the event
 - Sublimated playing shirt (\$45) and shorts (\$45) – Total = \$90
 - An additional \$5 exists for female players wanting to order tights (total of \$95)
- **Note:** Teams DO NOT have to wear Oztag shorts and can use official Oztag belts that will be supplied at the event. However, if shorts have pockets they will have to be taped up before each game.

DRAWS, GAMES RESULTS & LADDER:

- Find all your information for the tournament online before you get there. Get updates and game results live to your phone. Two options exist for results
 - **Direct Draw Link:** <http://qld-oztag-all-schools-2016.mysportsedge.com.au>

TOURNAMNET/VENUE INFORMATION:

Canteen: Catering will be made available throughout the tournament.

Presentation: A presentation will be conducted immediately after the completion of last games on Sunday:

- Winning teams will be presented with medallions
- Runner up teams will be presented with medallions
- MVP players from each division will be presented with a trophy
- All winning, runner up teams and MVP will have photos taken.

Photos: Photographer will be present over the weekend:

- Individual actions shots will be taken over the course of the weekend.
- Photos will be available for pick up during the course of the Tournament as well as the official photographers' website after the tournament.

First Aid: Sports medicine personnel will be in attendance during the Championships. However, it is the individual's responsibility to provide strapping tape if preventative strapping is required.

- Shade and Seating:** Shade and seating is limited, however a limited amount of portable shade tents will be available for player and spectator use. Please note that players and officials have priority in this regard. It is advised that spectators bring their own seating and teams are advised to be Sun Smart. It is also advised if you do have a tent to bring it along.
- Change Rooms/Toilets:** Separate Boys and Girls Change rooms will be available at the grounds along with adequate toilet facilities.
- Insurance:** All players are covered under Queensland Oztag insurance policy with **Sports Underwriting Australia**. For more information on this cover please visit www.queenslandohtag.com.au
- Accommodation:** **Sunshine Coast Destinations**
Click on the link below to check out these great Stay and Play accommodation packages available through Sunshine Coast Destinations Limited.
- Individuals – search on website and make own booking.
<http://www.visitsunshinecoast.com.au/events/stay-and-play-event-packages>
 - Groups – email request to groups@scdl.com.au. Sunshine Coast Destination Limited will be in contact to identify details. Sunshine Coast Destination Limited will then provide multiple quotes.

ATTACHMENTS:

Please find attached all the information that you will need to secure your teams in the event:

- Conditions of entry
- Venue Map
- No Punch policy
- Team registration form
- Program of Events
- Anti-Discrimination Policy

If at any time we can be of assistance, please do not hesitate to contact us. We look forward to seeing you at the event.

Yours in Sport,

[illegible]

Appendix 3.8 – Coach/Spectator Behaviour Process



Process Document - Unruly Spectator and Coach Behaviour



Spectators or coaches who behave outside of the code of conduct will receive the following actions. This includes but is not limited to the following behavior. Constant bad language, abuse towards oztag officials, abuse to players and coaches, abuse to fellow spectators.

- 1) Games official issues a verbal warning is issued to the person who is behaving in an unruly way by the games official. In issuing this warning they will advise both coaches that should the action continue points may be removed from offending coach/spectators' team.
"Excuse me but you need to change your behaviour and the example you are setting, if it continues it may lead to your team losing points should further action need to be taken"
 - **Should behaviour continue then next step is taken**
- 2) Head Official called and observes behaviour of person in question
 - **Should behaviour continue then next step is taken**
- 3) Head official will advise the games official to stop the game and head official will then address the unruly person.
"Ok we have now had to stop the game because of your behavior. This is on you and you alone. The next step should you continue is that a point will be removed from your team, we suggest you make a decision right now as to how you will change your behavior as you are affecting this game"
"Coaches unfortunately we have gotten to the stage that we now need to hold the game to issue warnings based on certain behavior being shown. The next step will result in points being removed from teams"
 - **Should behaviour continue then next step is taken**
- 4) Head Official notifies coaches and unruly person that their actions have now caused a point from the team they are supporting will be removed.
"We have warned you already and also had to stop the game and your behavior has not changed so now you will have a point removed from your teams score. You are not setting the correct standard and this is the result of that"
"Coaches unfortunately we have gotten to the stage that a point is being removed from a team it's not what we like to do but we cannot have this behavior any longer and we have given warnings already"
 - **Should behaviour continue then next step is taken**
- 5) Head official will advise the referee that the game will no longer be going ahead any further. The team in which the person is supporting will be recorded as forfeiting the game.