

OZTAG (men and mixed)

2016

AUS Oztag competitions are conducted in accordance with the rules of the [Australian Oztag Sports Association](#) except where these differ from AUS sports rules; in which case the latter shall take precedence.

1. Team/squad size

- Minimum registered players – 8
- Maximum registered players – 16
- Maximum cross registrations – 3
- Minimum number of players that can take the field without incurring a forfeit – 5
- Maximum number of males on the field (in mixed games) at any one time – 4
- Minimum number of males on the field (in mixed games) at any one time – 1

1.1. Players who register in a mixed team are ineligible to register in the men's division and vice versa.

2. Substitutions

2.1. Teams may make unlimited substitutions at any time in accordance with the Oztag interchange procedure.

3. Game time/duration

3.1. All games will be 2 x 20 minutes in duration with 5 minutes for half time.

3.2. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

4. Point score

4.1. Points for each match shall be awarded as follows;

- Winning team: 3 points
- Drawn match: 2 points per team
- Losing team: 1 point
- Forfeited team: 0 points

4.2. In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:

- a) Difference in points (for and against) in all pool matches
- b) Percentage in points (for/against) in all pool matches
- c) Result of the round game(s) where the teams played each other
- d) The team with the best result against the top team in their pool. The best result to be determined by applying the following in order until the teams are separated:
 - largest winning margin
 - highest scoring draw
 - lowest losing margin

5. Drawn matches

5.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 4.1.

5.2. If progression or medal matches are drawn at the end of normal time, a drop off procedure will apply.

6. Forfeits

- 6.1. Oztag is run under the [AUS Guideline – forfeit of competition requirements](#).
- 6.2. A forfeit will be declared 5 minutes after the scheduled start of play where either team is unable to commence play.
- 6.3. A try will be awarded against a team for every minute they are late in taking the field until the forfeit time is reached.
- 6.4. The forfeit score is 10 points to nil (0).
- 6.5. Should the commencement of a game be delayed due to no fault of either team (as determined by the sport officials), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams.
- 6.6. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

7. Uniform requirements

- 7.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 7.2. The specific uniform requirements for Oztag are as per the national sporting organisation standard with the following AUS uniform requirements:
 - Shirts and authorised Oztag shorts
 - Numbers on the front and back of shirts to be a minimum of 16cm high. Numbers can be on both sleeves, at a minimum of 8cm high
 - No screw in studs allowed. Boots with soft moulded soles are permitted, provided individual studs are no longer than 13mm in length
- 7.3. Minimum uniform requirements for AUS events must be met:
 - A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
 - Long or sharp fingernails are to be trimmed short
 - All participating competitors are to be correctly attired in appropriate, matching team uniforms
 - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are the same colour, and the extra clothing does not cover up any identification numbers or colours
 - All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
 - Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
 - All participants must retain the one number throughout the tournament (if numbered jerseys are used)
 - Numbers on shirts are restricted to one or two digit numbers
 - Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

8. Team duties

- 8.1. Team duty requirements for Oztag are:
 - Teams may be required during the pool games to assist with scoring or other sideline duties
- 8.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.
- 8.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

9. Award ceremonies

9.1. Medal ceremonies will be held at the completion of the competition.

9.2. Gold, silver and bronze medals will be presented to those teams finishing 1st, 2nd or 3rd in the competition.

9.3. Pennants will be presented at the closing presentation to the following teams:

- For regional university games events
 - Mens champion
 - Mixed champion
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Previous rule amendments

April 2013 | May 2014 | February 2015