

Oztag:

This Competition is conducted in accordance with the rules of [Australian Oztag](#), except where these differ from Arc Sports rules; in which case the latter shall take precedence.

1. **Uniform requirements:**
 1. Teams must wear matching coloured shirts.
 2. Comfortable sporting attire.
 3. Sports shoes. NO Cleats/ football boots.
2. **Team size:**
 1. Minimum team numbers to take the field is 6 with two females at all times.
 2. There must be at least four players able to take the field in order to avoid a forfeit.
3. **Substitutions:**
 1. Substitutions can be made at any time during the match.
 2. Substitutions are unlimited.
4. **Game Play:**
 1. Defender must remove one tag to stop an attacker's progress. He or she then holds up the tag and drops it to the ground marking where the play the ball should occur.
 2. There is a marker in the play the ball.
 3. The game is non-tackle – the attacker cannot deliberately bump into a defender. A defender cannot change direction and move into attacker's path. Whoever initiates contact will be penalised. The onus is on the attacking player to avoid defender.
 4. The pass: all passes must be made backwards to a player who is behind the current player with the ball.
 5. The ball carrier is not allowed to protect his tag or fend off the defenders.
 6. A try is awarded to the attacking team when they ground the ball on or over the try line. There are no dead ball lines
 7. Defence must be back 7 metres away from a play the ball and penalties restart. This is usually in line with the referee.
 8. KICKING
 1. The ball may not be kicked until after the fourth tag and before the initial tag.
 9. Kicks in General play cannot be above the shoulder height of the referee. Attacking team cannot dive on a kicked ball in any situation but can kick on.
 10. Kick offs and line drop outs. If the ball lands in the field of play and then rolls across the try line whether touched or not a line drop out occurs. Try line becomes the dead ball line for all kicks and the defending team will receive the ball to restart ten (10) metres out from the try line.
 11. Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed - play on. The advantage goes to attacking team.)
 12. If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.
 13. If a players knee's hit the ground whilst diving for a try and a defender is within tagging distance a try is disallowed and a tag is counted.
5. **Match duration:**
 1. Each match will be in 40 min timeslots consisting of 35 min playing time and 5 min change over time between matches.
 2. Halves will be approximately 17 min with no half time break. Teams will swap sides after the first stoppage after 17 min.