



ACT OZTAG GALA DAY INFORMATION

IMPORTANT INFORMATION:

- Teams should arrive by 8:30am with games kick off at 9:00am.
- The duration of the games is 20 minutes, NO HALF TIME BREAK.
- There are 4/5 round games to be played before the finals.
- The top 4 teams based on points (countback on for & against if teams are on the same points) will progress to the finals.
- Junior referees will be prominent; we should all strive to be patient. If you have any concerns, please speak to an ACT Ozttag Official.

EQUIPMENT

- **Ozttag official shorts or belts are allowed to be worn when playing - school needs to provide the belts for their teams.**
- Moulded sole football boots, sandshoes or specific rubber soled grass sport shoes can be worn – NO screw-in studs.

WET WEATHER

- Please be advised that ACT Ozttag will make a decision on the grounds by 8:30am and a text message will be sent to all teachers.
- Announcements will also be made on ACT Ozttag social media.

FIRST AID:

- Sports medicine personnel will be in attendance during the day.
- It is the individual's responsibility to provide strapping tape if preventative strapping is required.

BASIC RULES

- Defender must remove one or both tags to stop attacker's progress. He/She then holds up the tag and drops it to the ground marking where the play the ball should occur.
- There is a marker in the play the ball.
- Defence must be back seven metres.
- Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball.
- Six tags/plays to promote ball before changeover.
- The only persons able to promote the ball with one tag on are the dummy half, and the player taking the tap (as long as they do not take more than one step with the ball).

- A knock back is play on, knock on advantage rule applies – same as league.
- The ball carrier is not allowed to protect his tag or fend off defenders.
- A try is awarded to the attacking team when they ground the ball on or over the try line.
- Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed – play on. The advantage goes to attacking team.)
- Players can dive to score a try, however, if this player touches the ground with the knees or arms before the try line or slides across the line and a defender is within tagging distance a try is disallowed and a tag is counted.