

UniSport Australia Guideline

Oztag

Mixed

UniSport Australia (UniSport) Oztag competitions are conducted in accordance with the rules of [International Tag Federation](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 12
- Maximum registered players – 16
- Maximum cross registrations – 3
- Minimum number of players that can take the field without incurring a forfeit – 5
- In a mixed gender competition, a maximum of 4 male players can be on the field at any one time but there can be any number of female players between 1 and 8.

2. Competition format

2.1. Substitutions

Teams may make unlimited substitutions during each match in accordance with the ITF substitutes box rules.

2.2. Scoring

- One point is awarded for a try. In mixed gender competitions, a female try is two points

2.3. Game Duration

- a) All games will be 2 x 20-minute halves with 5 minutes for half time.
- b) There will be no time out for injury unless the safety of the player is at risk. The referee with consultation with the competition manager will determine the extra time to be played in this situation.

2.4. Drawn matches

- If preliminary pool matches are drawn at full time, both teams will be awarded two competition points as per section 2.5.
- If progression matches or bronze medal matches are drawn at the end of normal time, an extra period of five minutes will be played with five players (minimum two female in mixed competitions). The Golden Try, Right of Reply (ROR) rule in place. If no result after five minutes, the highest qualifying team will advance.
- If a gold medal match is drawn at the end of normal time, the extra time will be capped at 10 minutes. After five minutes, play is halted at the next change of possession. There will be a one-minute break for teams to make replacements if they choose to. Teams will then change ends and play will resume from the same position where play was halted.
- There is no interchange during extra time unless a player is injured and requests to be replaced. In this instance, the opposition must also be given the opportunity to replace a player. In mixed competitions, the replacement must be of the same gender as the injured player.
- In all matches requiring extra time, the highest qualifying team will receive the tap off and choose the direction the team will run. If a try is scored in the first set of six tags, the opposition will be given the same opportunity (Right of Reply). If the opposition score, the ROR is repeated.

- The tournament official keeping time will remain at the halfway line and will count down each minute loud enough for the team officials to hear them. They will announce 30 seconds left then move to a position so the referee will hear them.
- The official will place themselves on the field but in a position to never intrude on the game. From 10 seconds they will down loudly, finally calling TIME REF.

2.5. Pool points scoring

Points for each match shall be awarded as follows:

- a) Winning team: 3 points
- b) Drawn match: 2 points per team
- c) Losing team: 1 point
- d) Forfeited team: 0 points

2.6. Pool tiebreakers

In the event 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) Point difference (for and against)
- b) Percentage (tries scored divided by tries conceded x100)
- c) Head-to-head result(s) between the teams concerned
- d) Toss of a coin

3. Misconduct

3.1 All misconduct by players or team officials that occurs during the normal proceedings of a game will be actioned as according to section 10 of the [International Tag Federation](#) rules.

4. Forfeits, delays and abandonments

6.1 A forfeit will be declared five minutes after the scheduled start of play where either team is unable to commence play.

6.2 The forfeit score is five (5) tries to nil (0).

6.3 Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), 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. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.

6.4 In the event of a game being abandoned due to no fault of either team, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

5. Uniform requirements

5.1 Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform to the organiser at the sport specific team managers meeting or before if requested.

5.2 Specific sport uniform standards - The uniform requirements for Oztag are as per the International Tag Federation standard with the following UniSport uniform requirements:

- Shirt or singlet of distinctive colours and/or patterns (must be numbered).
- Only authorised ITF shorts / tights to be worn.
- The shorts must have a waist cord and tightened appropriately.
- Shorts must be correct fitting & kept at waist level. (Not too large for the player)
- Only one pair of shorts to be worn. Call a tag for any breach of above.
- Footwear (plastic studded boots or runners), No metal studs permitted.

- Two ITF approved Tags. A team shall receive a maximum of 16 tags. All tags must be attached directly to the shorts and hang straight down and cannot be folded, twisted, or misaligned to cause an unfair advantage.
- No jewellery, watches, fitness devices or other object on the wrist or arm. Wrist bands may be worn to cover fitness devices.
- Hard peak baseball caps need to be turned backwards during play.
- Mouthguards are highly recommended.

5.3 All players must have their shirts tucked in, so it does not obstruct their tags. If an attacking player receives the ball with their shirt out the referee will call a tag.

6. Team duties

6.4. Team duty requirements for Oztag are:

a) Teams may be required to assist with scoring or other sideline duties.

6.5. 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.

Previous amendments

New in 2023

*All competitions will be held in accordance with the UniSport competition guidelines.

