

Werrington Zone S.S.S.A

OZTAG

Grade Rules (26/11/04)

(to be read in conjunction with General Zone Rules)

(a) The Basics

- Maximum of 8 players at any one time.
- Defender must remove one tag to stop attackers 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.
- A knock back is play on, knock on **advantage rule applies** – same as league
- The game is non-contact – the attacker cannot deliberately bump into defender. A defender cannot change direction and move into attackers path. Whoever initiates contact **will be penalised. The onus is on the attacking player to avoid defender.**
- 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.

(b) Kicking

- A team may kick the ball before the initial tag is made (e.g. a team picks up the ball in general play from a kickoff, knock-on, loose ball etc may kick the ball before being tagged). Once a tag has been made, the ball may not be kicked again till after the fourth tag.
- 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.
- Kickoffs 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.

(c) Other important rules

- Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball.
- An attacker must stop and play the ball if he is in possession with only one tag on.
- 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).
- Simultaneous tag is play on. (If the referee is unable to decide, the pass is allowed – play on. The advantage goes to the attacking team).
- If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.
- An attacker may pass the ball over his/her try line to a team mate who may run the ball out. If the ball is dropped, the ball is deemed dead. A player in possession may run behind his try line and back out into the field of play.
- If a players knees hit the ground whilst diving for a try and a defender is within tagging distance a try is disallowed and a tag is counted.
- Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may resulting penalty, sin bin or dismissal.

For further information or clarification on the Rules of Oztag, you may contact Bill on billh@oztag.com