

South Western Sydney Junior Championships Competition Guidelines - Spring 2015

Player Eligibility

- All participants must be a registered & paid up member of their team.
- Competition registration provides limited Personal Injury Insurance coverage.
- Team sheets must be completed in full by each participant & handed in to officials before start of play.
- Teams will be given a quantity of non-removable wrist bands matching the number of registered players in their team which must be worn to demonstrate their eligibility. Referees will be instructed to verify eligibility of each player before the start of each game.
- All participants in the South Western Sydney Junior Championships must be less than 17 years of age in the 2015 calendar year.
- Participants may be requested to show certified birth certificates to verify their age.
- As a general rule, participants must be in the relevant year at school for the division they are playing in. The only exception is that Year 9/10 division teams may have a maximum of 2 participants from year 11.
- Each team must have a minimum of 10 fully paid players to be eligible to compete, with a maximum of 12 participants per team.
- All games are played 8 a side, unlimited substitution.
- We encourage teams to play all their games, but there are occasions where a team may be short of players due to unforeseen circumstances. Teams can play short, but must have a minimum of 5 players to be eligible to start their game.
- Females cannot participate in Boys Teams, Males cannot participate in Girls teams.
- Teams not meeting minimum requirements will be forced to forfeit. Teams cannot use unregistered players in their team for any reason.
- Teams found to be using unregistered players will forfeit any match points for that Round with winning competition points awarded to their opposing team.

Medical Conditions

- The safety of participants is paramount. Pre-existing medical conditions need not be an impediment to playing, but must be reported at time of registration or when the participant becomes aware of such condition. For people with pre-existing conditions, a form needs to be completed with questions answered that allow the determination of whether someone is fit to play. Personal Accident insurance coverage may also be waived.
- Female participants who are pregnant can play if they so choose in their first trimester & depending on their circumstance into their second trimester. The decision to play is a personal choice & participants who are pregnant should consult their physician as to whether they should play.
- Whilst Tag League is a low contact non-tackling sport, participants understand that playing any sport can result in injuries. Whilst every precaution is taken in the administration of games to prevent injury, circumstances can occur where injuries are sustained. These include but are not limited to heat stroke, bruising, muscle sprains & tears, joint dislocations, broken bones, concussion & in rare cases death. Participants can reduce the risk of injury by the use of protective equipment.

Personal Injury Protection

- Tag League is a non-tackling sport. However, injuries do occur from time to time. The following will assist in the prevention of injury.
 - Mouthguards – Mouthguards help prevent tooth damage or loss, reduce cuts to the lip, mouth & tongue & decrease susceptibility to jaw fractures & risk of concussion.
 - Bracing/Strapping - Preventative taping has been found to:
 - Give the most support while limiting backward bending
 - Reduce severity of injury to ligaments
 - Lower recurrence of injury by as much as 75%
- Supporting garments such as “Skins” are considered useful, as they can provide support & reduce risk of abrasion.
- Players are not permitted to take the field in a metal brace, casts or using any supporting appliance that may cause another player injury.
- Warm Up/Stretch & Warm Down. Cold muscles, tendons & ligaments are more vulnerable to injury. Stretching improves flexibility, which allows you to move your joints through their full range of motion.



Fees

- All participants in each team must each pay a \$10 fee to register for the competition. Fee's assist in covering the cost of running the competition which includes the cost of Administration, Staff & Referee's, Insurances, Ground Hire, Line Marking, Equipment, Prizes.
- Each team must have a minimum of 10 fully paid players to be eligible to compete.
- All Fee's are payable prior to the start of the competition, must be paid prior to taking the field for Round 1 by all participants.
- People who play or attempt to play without paying in full are considered not registered & are not covered for injury insurance. Teams who field players who have not fully paid will face penalties ranging from loss of competition points, suspension from or disqualification from the competition.
- Refunds are only available in the following circumstances;
 - Withdrawal prior Competition Draw developed – 100%
 - Withdrawal prior Competition Start once draw developed – 80%
 - Withdrawal once the Competition Starts – No Refund
 - Withdrawal due to Injury – No Refund
 - Suspension or Disqualification from Competition – No Refund
 - Compassionate Grounds – will vary by circumstance

Addition or Replacement of Players

- Teams are unable to add or swap players during the competition.

Equipment

- Official Tag League shorts or tights should be worn, some alternative Tag Sports Shorts (Oztag) may be worn. Please check with the competition supervisor if yours are suitable. Home made shorts or official shorts that have been modified in any way are not permitted. If someone is injured playing in non-official shorts or modified shorts, insurance cover is waived.
- For players who do not have shorts, Belts will be provided. However it is a requirement that only shorts without pockets be worn in conjunction with belts. This is for safety to avoid finger and hand injuries. Belts remain the property of the association and should be left at the venue at the conclusion of the day.
- No screw in studded footwear can be worn, nor can any metal studded boots. Boots with plastic moulded studs, Blades or Runners are required. You cannot play bare footed.
- Team shirts are not mandatory, however it is helpful if teams can wear shirts of uniform colour, & must be of a length that can be tucked into shorts or tights. Unique 1 or 2 digit numbers are also of benefit.
- Players may NOT share / swap shirts with another player/s during a game.
- An official Tag League match ball & tags will be provided for the use of players in their game, but remains the property of the association & must be left on the field following their game.
- Practice balls & tags can be loaned for the purposes of warm up by teams. A deposit or surety may be required & given back when equipment is returned.

Weather

- The event is scheduled for Friday the 27th November. In the event of poor weather, a backup date of Friday 4th December is in place.
- If wet weather is experienced, the Local Council generally will determine if grounds are open for use or not. This can at times extend for a period following wet weather to allow time for grounds to dry for the purpose of avoiding damage.
- Where grounds are open at users discretion, the Tag League Association will conduct a field inspection to determine suitability for play.
- In the event that grounds are closed or deemed unsuitable for play, an update will be posted on the Tag League Association Facebook page, as well as on the home page of the Tag League Association web site as early as possible on the event day, earlier if a major weather system is active or wet weather has been experienced in the days prior.
- If foul weather is experienced during play, it will at the discretion of the competition supervisor to continue, suspend or abandon play. As a general rule, play will continue in Drizzle Rain, but if rain is heavy & standing water is apparent on the fields, play will be abandoned. In the event of stormy conditions such as high wind or lightning, play will be suspended until conditions ease, with any incomplete games concluded where possible. Any unplayed games will be rescheduled.



- Where play is abandoned, games that have played a full first half will be considered complete, with the half time score being recorded for that round. Games abandoned before half time will be rescheduled.

Competition Format

- Teams in each division will play a round robin with other participating teams
- Top of the table wins
- Results will be determined by;
 - Leading "Competition Points", or if drawn;
 - Leading Points "For & Against", or if drawn;
 - Leading "Points For"

Game Start

- Teams are to collect their tags & be ready for play before the scheduled start time.
- All games should start at their scheduled time. This will be brought to the teams attention by the sounding of the referee's whistle.
- Timing of games is usually by the sounding of a horn, but players must play to the referee's whistle.
- Teams who are late to arrive will be given 3 minutes grace. At the 4th minute a one point penalty will be awarded against the late team. A further point will be awarded every two minutes up to the tenth minute (4 point penalty).
- The game will be called a forfeit at the tenth minute, with a 5-0 score line recorded & no competition points awarded to the forfeiting team.
- If the game starts late, the first half will be shortened by that amount of time.
- Teams who know they will run late or are running late should contact the local competition supervisor & advise them of the circumstances.
- Teams who know they will not be able to participate in any given game should contact the competition manager & advise them that the team will forfeit well before their game time. This is a sign of courtesy to the competition & the opposing team. Teams who do so will receive 1 match point & 1 competition point.

Team Conduct & Responsibilities

- Participants are to play with a spirit of Fun & Fair Play at all times.
- No player is to take the field under the influence of drugs or alcohol. Referee's or supervisors will instruct players suspected of being intoxicated to leave, exercising their duty of care in the process.
- No jewellery is to be worn, including but not limited to neck laces, watches or bracelets, piercing rings or studs & rings (other than simple bands). Security of items that need to be removed is the responsibility of the player. Items that cannot be removed will need to be taped for the protection of participants.
- Players should trim finger nails to not extend beyond the length of the finger. This is for the protection of the player from injury as well as the other participants from scratching.
- Participants should familiarise themselves with the rules & play in accordance with rules.
- Participants must conduct themselves in a civil manner, & not engage in anti-social behaviour such as intimidating behaviour, sledging, swearing, spitting, fighting.
- Participants are reminded that Australian law specifically prohibits behaviours such as;
 - **Bullying**, which is unwelcome & offensive behaviour that intimidates, humiliates &/or undermines a person or group. Bullying involves a persistent pattern of behaviour over a period of time & may include verbal abuse, physical assault, unjustified criticism, sarcasm, insult, spreading false or malicious rumours about someone, isolating or ignoring a person, & sabotaging someone's efforts or their ability to contribute.
 - **Discrimination**, which is treating someone unfairly or unequally simply because they belong to a group or category of people. Equal opportunity laws prohibit discrimination on the grounds of sex, marital status, pregnancy, family responsibility, family status, race, religious beliefs, political conviction, gender history, impairment, age or sexual orientation.
 - **Harassment**, which is any unwelcome & uninvited comment or action that results in a person being intimidated, offended, humiliated or embarrassed. Equal opportunity laws prohibit harassment on the grounds of sex & race.
 - **Racial Harassment**, which occurs when a person is threatened, abused, insulted or taunted in relation to their race, descent or nationality, colour, language or ethnic origin, or a racial characteristic. It may include derogatory remarks, innuendo & slur, intolerance, mimicry or mockery, displays of material prejudicial to a particular race, racial jokes, or singling someone out for unfair treatment.

- **Sexual Harassment**, which is any verbal or physical sexual conduct that is unwelcome & uninvited. It may include kissing, embracing, patting, pinching, touching, leering or gestures, questions about a person's private or sexual life, requests for sexual favours, smutty jokes, phone calls, emails, or messages, offensive noises or displays of sexually graphic or suggestive material.
- **Assault**, which is a person who strikes, touches, or moves, or otherwise applies force of any kind to another person, either directly or indirectly, without the other person's consent, or with the other person's consent if the consent is obtained by fraud, or who by any bodily act or gesture attempts or **threatens** to apply similar force under such circumstances that the person making the attempt or threat has actually or apparently a present ability to effect the threat, is said to assault that other person.
- Coaches, supporters & participants who attend a game but are off field must conduct themselves in an equally civil manner or will be asked to leave. The referee can stop a game & / or sanction a team based on the behaviour of team members & supporters off field.
- All participants, supporters & coaches should show respect to the supervisors & referee's who are there for the sole purpose of facilitating games for the benefit of participants.
- Supervisors & Referee's will show respect & care for all participants & spectators.
- All coaches, supporters & participants must follow the direction of supervisors & referee's.
- The Referee can issue penalties on field in accordance with rules & with the conduct of players. Players may be asked to leave the field for a period of time nominated by the Referee, known commonly as the Sin Bin, allowing the offending player time to cool off. If the offence warrants further action, the player may be Sent Off. In both cases a replacement cannot take the field & the team must continue short that player for either the period of time the player is in the Sin Bin or for the balance of the match if Sent Off.
- All players Sent Off face an automatic suspension and can take no further part in the competition. The incident will be placed on review by the convenor with an incident report completed by the Referee. If the offence is found to warrant further action, the player may face additional penalties including but not limited to further suspension & disqualification from future events.
- Individuals will be advised of any disciplinary action via their team delegate & must comply or the team will face disqualification from the competition.
- Players & Teams will not be victimised by the convenor as a result of disciplinary action. Once a penalty has been served the matter will be deemed concluded with no further consequences.
- A record of a person or teams behaviours will be kept & will be referenced in the event of any further incident. Repeat offenders can expect higher penalties.

Penalties

- Players may be sent off for the following offences;
 - Foul Play
 - Player Abuse
 - Referee Abuse
 - Violent Conduct (either instigated or in retaliation)
 - Threat to a Referee or Official.
- All players Sent Off face an automatic suspension and can take no further part in the competition.
- Any team which incurs 3 send offs in the competition will be disqualified.
- If a game is called off due to an incident, the team who is judged to have caused the incident may be imposed a penalty forfeit depending on the circumstances.
- Penalties can be awarded against players & teams for their behaviour on & off the field. This includes the behaviour of relatives, supporters & coaches who accompany teams. This can be in the form of match points, competition points, suspension for a period, or disqualification from the competition.
- Individuals or teams who are disqualified are not eligible for refund of any fees paid.
- Teams who are disqualified forfeit all opportunity to any potential prizes.
- The convenor of the competition is the arbitrator in penalty decisions. Individuals & teams can request a review by the Tag League Association if they feel they have been unfairly treated. The Tag League Association charges a \$200 fee to review a penalty. This fee is refundable should the review find in favour of the complainant.

Report All Injuries

- If a player sustains an injury, this must be brought to the attention of the match referee & reported to the local competition supervisor.
- The local competition supervisor will complete an incident report.



- To be eligible for insurance coverage, a player MUST;
 - Be a registered & fully paid up member of a team in the competition
 - Their details must be completed on the team registration form
- Failure to meet all of the above conditions may result in the player not being covered by the Tag League Association insurance policy.

Prizes

- The South Western Championships has prizes for the Schools and Individual participants in each division;
 - Participants in winning teams receive Individual Trophies
 - Schools with winning teams receive Trophies
- Prizes will be presented at a presentation function following the last games, expected to be at 2pm on the event day.

