












# OZTAG RULES AT A GLANCE


## SUMMARY OF THE BASICS

-  Maximum of 8 players on the field 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.
-  If a player propels the ball in a forward direction with their hand or arm and the ball comes into contact with the ground, an opponent or the referee, a knock on will be awarded. A changeover will be awarded to the non-offending team. The referee may allow the non-offending team to take possession and gain an advantage. If they are tagged, it will be a zero tag.
-  The game is non-tackle – the attacker cannot deliberately bump into a 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. There are no dead ball lines
-  Defence must be back 7 metres.

## KICKING

-  The ball may not be kicked until after the fourth tag and before the initial 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.
-  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.

## OTHER IMPORTANT ISSUES

-  Defensive line can move forward only when dummy half touches the ball. Dummy half can run and be tagged with the ball. Dummy half may score a try.







## Rule change for the following age groups:

### U8's & U10's Boys & U10 Girls:







- Play the ball with No Marker

- Defence cannot move until 1st receiver has the ball unless Dummy half runs with the ball.
- Dummy Half cannot score

**All other Divisions have a marker and defence can move as soon as Dummy Half touches 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 is 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 attacking team.)
-  If the ball is kicked or passed into the referee, the referee will order a changeover where he was struck.
-  If a player's 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.
-  Unsportsmanlike conduct covers the behaviour and attitude of players on the field and may result in penalty, sin bin or dismissal.

## **SCORING**

-  1 Point will be awarded for each try
-  Winning Team will receive 3 points
-  Drawn Game will receive 2 points
-  A loss will receive 1 point
-  In mixed divisions: 2 points for try scored by a female
-  Any team forfeiting the game will be given 1 point for notifying the Competition Convenor and 0 points if they don't.

**Please contact Australian Oztag Sports Association  
02 9522 2777 to purchase a full copy of the rule  
book.**