SWISSA OZTAG BY-LAWS

- 1. Games are to be played at:
 - a. Redeemer Baptist School 2 Masons Drive, North Parramatta, NSW 2151.
 - i. Week 5 23/8/22
 - b. Doyle Grounds, North Parramatta (corner Of Isabella St. and Macarthur St.).
 - i. ALL other rounds
- 2. All games are to be 15 min halves with a no half time break, unless mutually agreed under special circumstances by both coaches to play shorter halves (minimum 10min halves should be played).
- 3. All players are required to wear Oztag shorts and will not be allowed to enter the field after week 1 if they are not wearing them.
- 4. The times for the games are as follows:
 - a. Set 1
 - i. 1st half 1:20pm 1:35pm
 - ii. 2nd half– 1:35pm 1:50 pm
 - b. Set 2
 - i. 1st half 1:55pm 2:10pm
 - ii. 2nd half– 2:10pm 2:25 pm
- 5. If a school is late there will be a penalty of 1 try for every 3 minutes of play completed.
- 6. A forfeit will be recorded as an 8-0 loss.
- 7. When a try is scored the scoring team shall kick-off to restart play. If a team is losing by 5 tries then the losing team will restart the game by a tap from the centre. This change in playing conditions will remain until the team losing is losing by less than 5 tries.
- 8. All teams should check in with the competition coordinator on arrival to find out which field they will be playing on.
- 9. It is the responsibility of each team to be at the right field at the right time.
- 10. If teams finish on equal competition points the place will be decided firstly on the point's differential and then head to head. If still equal then the team that conceded that least number of tries will proceed.
- 11. If any semi-final game is level at full time then the team finishing higher on the league table will progress to the grand final.
- 12. If any grand finals game is level at full time then the game will go into extra time with a player removed from each team every five minutes until a try is scored. If a try is scored on the first set from the kick-off then the defending team has one set right of reply.