



**ST GEORGE OZTAG SPORTS ASSOCIATION**

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**ST GEORGE OZTAG SPORTS ASSOCIATION**  
**CONDITIONS OF PLAY, EXPLANATORY NOTES**

**TEAM SUBMISSIONS:**

- All players must have an active OZTAG registration number in order to participate in an SGO competitions
- It is the responsibility of the delegate to ensure all players have an active OZTAG registration number
- A deposit of 5 players fees must be paid prior to the commencement of Round 1 for any SGO competition
- All players must have paid the necessary funds by Round 3 in order to play in SGO competitions
- Delegates are eligible for registration refunds at the end of SGO competitions (Terms and Conditions apply – see Delegate Section)
- Players must be of 15 years or older to play in SGO competitions
- No registrations will be taken after Round 5 of any SGO competition
- If players wish to de-register prior to Round 5, a refund will be calculated depending on the length of the SGO competition. This refund amount is determined by the competition convenor.
- Teams must have a minimum of 10 players registered in any SGO competition.
- No refunds will be granted to players who leave their team with less than 10 players.
- Players must register for each individual team they play for. One registration does not cover entry into two teams.
- Photo ID may be required upon request to check the identity of any player.
- Teams may play at any timeslot during the season. SGO will take every avenue necessary to meet time requests however it is never guaranteed.
- Players may register in more than one team. SGO will take every avenue necessary to avoid game clashes however it is never guaranteed
- SGO reserves the right to deny the registration for any player
- Suspended players are not permitted to play in SGO competitions until the suspension period is complete
- If full team payment is made on or prior to Round 1 of SGO competitions, a free football will be given to the team delegate
- All players must sign-on using their OZTAG registration number prior to taking the field for their selected game during the SGO competitions
- If a team has less players sign on than actually play on any given night, the game will be declared a forfeit. E.g only 5 players sign on and 8 players played. ALL PLAYERS that play MUST SIGN ON

**INJURY PROCEDURE/INSURANCE POLICY**

- Players injured whilst competing in SGO competitions are eligible to claim on our Sports Insurance under the following conditions
  1. Are registered and paid players in the SGO competition in which they are injured

2. Have an active OZTAG registration number
  3. Report the injury to officials on the night of the injury through an official form
  4. Have signed on using their OZTAG registration number, prior to getting injured on the day of the SGO competition
- If players are eligible to claim through insurance, they are to contact SPORTS UNDERWRITING AUSTRALIA (Number of Website)
  - Complete the form sent by the insurance company
  - Send to the SGO competition convenor for permission to submit an insurance claim

## **SHIRT POLICY**

- Teams must be in complete, identical, numbered shirts by Round 3 of any SGO competition
- By Round 3, only one player is permitted to be out of uniform. They must wear a bib collected from the canteen, at a cost \$5 (non-refundable) and exchange a valuable (phone, keys, license) which will be returned upon the return of the bib.
- By Round 3, no more than one person can participate without the correct team shirt on.
- Players cannot swap shirts on the sideline, nor bibs
- SGO will permit a game to be played as a forfeit if more than one person is out of jersey and the teams wish to play.
- If team shirts have not arrived by Round 3, due to a delay from the SGO selected supplier, SPORTSWEAR3000, then leniency will be granted to teams whereby the convenor sees fit.

## **DELEGATE RESPONSIBILITY**

- Delegates are responsible for
  1. Advising teammates of game times. Game times are posted on our website [www.oztag.com/stg](http://www.oztag.com/stg) each week under the selected venue/game time tab
  2. Ensuring only registered players participate in your team
  3. Ensuring that forfeits are advised to the convenor prior to 12pm on game day
  4. Ensuring players sign on using their OZTAG registration number prior to play in any SGO competition on each night of play.
  5. Checking their email and phone number they provide for information from the competition convenor such as team forfeits or game cancellations due to weather.
- Delegates are entitled to receiving their registration fee back at the end of the season under the following conditions
  1. No late forfeits after 12pm (this will incur a \$25 deduction from total refund)
  2. Allowing only registered players to play (this will incur a \$10 deduction from total refund)
  3. Ensuring all players have an active OZTAG number (this will incur a \$5 deduction from total for every round after round 3 it isn't fulfilled)

## **UNREGISTERED PLAYERS**

- Only registered players in each individual team can participate for that team
- If teams are caught playing unregistered players, the game will be declared a forfeit immediately
- Repeat offenders may have competition points lost and also risk team removal from the competition without refund
- Players who are registered in other teams but fill in for team/s they are not registered in, not only will the team they are cheating for, but the team they are registered in will be penalised.
- Unregistered players are not covered by insurance

## **SUSPENSIONS**

- Players who are sent off by referees will have their matter reviewed. The SGO competition convenor will decide the suspension length for less serious issues
- Striking of any form is not tolerated and may result in being removed from the SGO competition.
- SGO reserves the right to remove any player that sees fit in extreme circumstances. The SGO Advisory Board will convene on whole team issues
- Any suspension handed down by SGO is final.
- Any appeals must be made through AUSTRALIAN OZTAG

