**Competition Guidelines**

**Updated policies for Summer 2020/21**

**NO FILL INS AT ALL**

We have tried numerous versions of allowing fill ins to no fill ins with penalties but teams still play fill ins. It’s not fair on the opposition & it has led to this latest policy. It’s our number 1 complaint each season.

*If you play a fill in, the fill in will be suspended for a week, regardless of how many teams they play in for the week.*

*The team delegate will also be suspended for a week.*

Please register enough players & simply don’t do it.

**COVID – 19 Safety Plan**

We had to submit to NSW Sport & Fairfield City Council our Return to Play Covid Safety Plan.

It was approved & we must adhere to it or face shutdown & possible fines.

Part of the plan is No Spectators which reduces the size of the gathering. It’s the teams responsibility to ensure they have no spectators. If they turn up ask them to leave. Your game will be stopped or abandoned if spectators are present.

This policy stays in place until government lift the restrictions.

**Player Eligibility**

- All players must be at least 15 years of age to play seniors.

- No player is to take the field until rego has been paid.  Automatic team forfeit for breach.

- Rego is $100 or $110 if not paid before round 1.

- No player registrations will be taken after Round 8.

- No player transfers after Round 8.

- No REFUNDS after round 5.  If you are going to miss some of the season for any reason please consider whether you play or not.

**RULES for Team Shirts**

- Teams will have to play in Team shirts.  If you play in multiple teams on a night you may nominate a shirt from that night & play in that shirt for all teams on that night.  This must be noted on the registration form.  Column provided.

- If you play on multiple nights you will need a team shirt from each of those nights. eg A shirt from a Monday night team for Monday night.  A shirt from a Tuesday night team for Tuesday night comp.

- By round 5, each player without a team shirt will forfeit 1 try. (Obviously there may be an exceptional circumstance, but the night manager will reserve the right to say yes or no)

- Shirts must have a number or a name and correspond with the rego sheet.

- If a player forgets their shirt on the night, see night manager before playing. However, they will still be penalised one point as stated above in 2.

**SHORTS:**

**-** Australian Oztag will only allow former Oztag Merchandise, OES, STAG or SAS  shorts /tights to be played in.  This is a mandatory policy to allow the same grade of Velcro and material in all playing shorts/tights.

- The referee will not allow a player to take the field without the proper shorts/tights.

**Sign On conditions:**

-ALL players will need to sign on before their game.  This is not a request but compulsory.  **Running late is no excuse.**

- The night manager will conduct a head count during the game.

-  Before kick off the referee will conduct a shirt check. Wrong shirt will result in a minus try.

-  If the referee cannot verify any player or has any doubts, the player will be asked to see the manager on duty to sort it out before they play.

**-You must play 5 games to be eligible to play finals.** Extenuating circumstances considered.

* FORFEITING your game must be done **via text or call before 4pm on the day of the game.**
* This allows us to notify the opposition & try to organize a friendly and inform the referee.  Notice later than 4pm will result in minus 2 competition points.  Three forfeits in one season means disqualification.

**PENALTIES**

**‘RING INS’ -**A RING IN is an unregistered player.  (not currently registered in the FFCO competition).  Loss of 6 competition points plus forfeit the game.  May impact on your inclusion in future seasons.

FILL INS – Player & Delegate/Captain suspended from FFCO for a week.

UNAUTHORISED TEAM SHIRT - Forfeit 1 try per shirt.

FORFEIT -    May cost team 2 competition points

LATE FORFEIT NOTICE -     -2 competition points