



GET TAGG'D AUSTRALIA - COMPETITION PLAYING CONDITIONS

Last updated: 1st August 2025

1. Registration & Eligibility

- 1.1 All players must be registered and have agreed to these Playing Conditions prior to taking the field.
- 1.2 Teams must have a minimum of 10 registered players before the start of round 4 to continue to earn competition points
- 1.3 Players must be a minimum of 14 years of age to participate unless otherwise approved by Get Tagg'd Australia.
- 1.4 Players may only play for the team in which they are registered unless prior approval is given by competition management.
- 1.5 Teams may only play with the number of players registered in their team
- 1.6 Refunds will not be issued once the draw has been released

2. Player Code of Conduct

- 2.1 All players must conduct themselves in a respectful, fair, and sportsmanlike manner at all times.
- 2.2 Abusive, aggressive, or discriminatory behaviour (towards referees, players, or spectators) will not be tolerated and may result in suspension or expulsion.
- 2.3 Players must comply with referee decisions without dispute. Referee decisions are final.
- 2.4 Glass bottles, smoking, vaping & the use of e-cigarettes are strictly prohibited on or near the playing fields. Teams will be penalised competition points for any breach.
- 2.5 The Team Manager is responsible for all players and any spectators in attendance. Teams will be penalised for any abusive, aggressive, or discriminatory behaviour towards referees, players, staff or other spectators

3. Game Rules & Structure

- 3.1 Games will be played in accordance with the official Get Tagg'd rules.
- 3.2 Game duration, team sizes, and field dimensions will be determined by the competition format and communicated prior to the start of the season.
- 3.3 A minimum of five (5) players per team is required to start a game.
- 3.4 Any team failing to field the minimum number of players within 5 minutes of the scheduled start time will forfeit the match.

4. Uniforms & Equipment

- 4.1 All players must wear clearly identifiable numbered shirts in the same or similar colour or design. Teams will be penalised 1pt per opposition player that does not meet this requirement. This must be claimed by the opposition prior to kick-off.
- 4.2 Players must wear appropriate footwear (no metal studs or screw-in sprigs permitted). Barefoot is strictly not permitted.
- 4.3 Only approved tags and footballs supplied or endorsed by Get Tagg'd Australia are to be used in competition games.

5. Injuries & Insurance

- 5.1 All players participate at their own risk.
- 5.2 Get Tagg'd Australia provides public liability insurance and limited personal injury cover. There is no cover for loss of income.
- 5.3 Players are strongly encouraged to arrange their own personal health and injury insurance.
- 5.4 Any injury sustained during a game must be reported as soon as practicable through the online injury report system

6. Forfeits, Results & Points

- 6.1 Teams unable to field a side must notify competition management before 5pm on the day of their scheduled game.
- 6.2 Teams that forfeit after 5pm will be fined \$50. The fine must be paid prior to the next round, or teams will also be penalised competition points.
- 6.3 Teams that do not show up without notice will be fined \$100 and penalised 3 competition points. The fine must be paid prior to the next round or teams will also be further penalised competition points.
- 6.4 All forfeits must be notified by SMS to 0433178592. Email or message via social

media is not accepted.

6.5 A forfeit will result in a recorded score of 5–0 awarded to the opposing team.

6.6 Teams who forfeit 3 times will be asked to prove their ability to remain in the competition or be removed.

6.7 Competition ladders & results will be updated immediately following the completion of each game

6.8 Teams will receive 3pts for a win, 2pts for a draw & 1pt for a win. There will be 0 points awarded for a bye.

6.9 Finals formats will be determined by Get Tagg'd Australia and communicated prior to the commencement of the finals series.

7. Finals Eligibility

7.1 To be eligible to play in finals, players must be registered and have played in at least 5 games during the season.

7.2 Fill-in players are not permitted in finals matches unless granted approval by competition management.

7.3 Replacement players may be used due to injury or any other absence. All replacements must be approved no later than 24 hours prior to the scheduled finals game

8. Weather & Match Cancellations

8.1 Matches may be cancelled or postponed due to unsafe weather or field conditions, as determined by Get Tagg'd Australia.

8.2 All notifications will be made via the Get Tagg'd Australia social media pages. Final updates will be made no later than 4pm.

8.3 Cancelled matches may be rescheduled at the discretion of competition management; however, not all games are guaranteed to be replayed.

8.4 Updates will be communicated via official Get Tagg'd Australia channels.

9. Discipline & Disputes

9.1 Referees and competition officials reserve the right to caution, sin-bin, or dismiss any player for misconduct.

9.2 Serious breaches of conduct may result in suspension or expulsion from the competition.

9.3 Disputes or appeals must be lodged in writing to competition management within 48 hours of the incident.

9.4 The decision of Get Tagg'd Australia management is final.

10. Privacy & Media Consent

- 10.1 By registering, players consent to Get Tagg'd Australia collecting and storing personal information for the purposes of administering the competition.
- 10.2 Players acknowledge and consent to photographs and video recordings being taken during competition games and used for promotional purposes.

11. Acceptance of Conditions

By completing the registration process, all players acknowledge that they have read, understood, and agreed to abide by the Get Tagg'd Australia Competition Playing Conditions.