

# TE AROHA TAG CLUB MODULE

## RULES & REGULATIONS

1. All players must obey the Code of Conduct outlined by the Te Aroha Tag Club Module at all times.
2. Teams are required to pay the full registration fee of \$350 by 26th October 2007. If unpaid by the said date, allowances will be made at the discretion of the Committee for payment.
3. A maximum of 20 players can be registered with any one team, and 16 of those players can play in any game.
4. Each team can only make 2 changes in one season. No team changes will be permitted 4 weeks before playoffs (semi-finals) begin.
5. Each player must play at least 4 games before being eligible to part take in playoff (semi-final) games.
6. Any team playing unregistered players will need to be brought to the attention of the Committee and verified before any action is taken up by the Committee and the team manager.
7. Once registered in a team, you cannot transfer to another team unless the original team withdraws from the competition. It is the responsibility of each team to check that their players are only registered in one team and that the full names of the players are completed and spelt correctly on the registration form.
8. If a team defaults a game it is expected that a reasonable and realistic timeframe is given to the Committee for notification purposes.
9. All teams are expected to be receipt of regulation shorts by the 3<sup>rd</sup> week of competition. All shirts are expected to be of uniform standard and numbered. The number/s must be a different colour and on the back of the shirt.
10. BELTS – it is the intention of the Committee to phase these out by the end of 2007.
11. Velcro on shorts must be standard 50x50mm and short lengths must not be shorter than the length of the tag and must not have pockets (NOTE: Pants cannot be worn underneath the shorts. Tights can be worn).
12. No jewellery is to be worn during a game.
13. Nails are to be kept short at all times.

14. Players participating in all games controlled by Te Aroha Tag Club Module play at their own risk. Te Aroha Tag Club Module takes no responsibility for any accidents or injuries sustained during the module.
15. A win shall count as two (3) points. A draw shall count as one (2) point and a loss shall count as (1) point.
16. Any player with blood on any part of their body must leave the field and cannot return until the blood is cleaned.
17. PLAYERS are not to give their own opinions on rulings to the referees. It is the duty of your captain to clarify decisions with the ref.
18. All complaints or disputes are to be put in writing and addressed to the Te Aroha Tag Club Committee. You will be invited to meet with the Committee to discuss the complaint. This will be a minuted meeting and notification of the outcome will be put in writing once the Committee has reviewed the dispute and agreed on an outcome.
19. When the fields are closed, teams are not to play or train on the fields.
20. If Players or Teams are identified as playing intoxicated or under the influence of drugs, you will be asked to leave the vicinity of the playing fields immediately. At the Committee's discretion a decision will be made on the future of the team.