

» Handbook (Rules, Policies
and By-Laws)

NSWRL MAJOR &
PATHWAYS
COMPETITIONS



Introduction:

Purpose and Application

- A. The NSWRL Major and Pathways Competition Handbook is Schedule 6 of the NSWRL Rules and refers, but is not limited to the following competitions:
 - i. The Knock-On Effect NSW Cup
 - ii. Jersey Flegg Cup
 - iii. The Harvey Norman Women's NSW Premiership
 - iv. The Ron Massey Cup
 - v. The Sydney Shield
 - vi. The Denton Engineering Cup
 - vii. The Mojo Homes Cup
 - viii. SG Ball Cup
 - ix. Tarsha Gale Cup
 - x. Laurie Daley Cup
 - xi. Harold Matthews Cup
 - xii. Andrew Johns Cup
 - xiii. Lisa Fiaola Cup
 - xiv. NSWRL Country Championships
- B. It is the intent to help regulate the conduct and compliance of Clubs, Club Officials, Match Officials and Players in order to organise, manage and administer the NSWRL Major and Pathway Competition/s
- C. Every Club and every person bound by the NSWRL Rules must comply in all respects with these provisions
- D. All references to NSWRL shall also apply to all State Representative games, including but not limited to;
 - NSWRL Country v City fixtures
 - NSWRL Presidents Cup Representative fixtures

Enforcement:

- E. Any breach of any of the provisions of this NSWRL Major and Pathways Competition/s Handbook may be enforced by the imposition of a penalty under the NSWRL Rules

NSWRL Rules:

- F. In the event of any inconsistency between a provision of this NSWRL Major and Pathways Competition/s Handbook and a provision of the NSWRL Rules (save for any schedules or Guidelines to the Rules) the NSWRL Rules shall apply

Interactions with other Documents:

- G. Gold/ Silver Shield Compliance
- H. Salary Cap and Contract Guidelines
- I. NSWRL Major and Pathways Competitions Concussion Guidelines
- J. Player Points Index System
- K. NSWRL Community Policies and Procedures Manual
- L. NSWRL Participation Agreement

Definitions:

In this Handbook a reference to:



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- M. a “club” includes a reference to an organisation participating in the Andrew Johns Cup and / or Laurie Daley Cup.
- N. the “Match Operations Official” means a reference to the person conferred with the responsibility for the matches played at that venue, on a particular day.
- O. ‘Major Competitions’ refers to the Presidents Cup, Ron Massey Cup, Sydney Shield, Denton Engineering Cup, Mojo Homes Cup and the NSWRL Men’s and Women’s Country Championships
- P. ‘Pathway Competitions’ refers to the Knock-On Effect NSW Cup, Jersey Flegg Cup, the Harvey Norman Women’s Premiership, SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup and the Andrew Johns Cup.

COVID-19:

- Q. In addition to this handbook, there may be compliance items around COVID-19, that Clubs may have to complete if noted in the NSW Government Public Health Orders and/or directed by the Office of Sport.
- R. In addition to this handbook, club may need to comply with NRL Apollo Protocols. If needed these will be circulated separately.



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1. Admission Charges and Tickets

1.1. Guideline for admission charges

1.1.1. Adults: to a maximum of \$10.00



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- 1.1.2. Concessions: to a maximum of \$5.00
- 1.1.3. Children U16: to a maximum of \$5.00
- 1.2. Where a club chooses to play a fixture or is allocated a live television match aligned with the NRL, admission charges are at the discretion of the NRL club.
- 1.3. Admission charges for the final series fixtures will be determined by the NSWRL.
- 1.4. For all Matches played before an NRL game, the hosting club are required to supply the opposition team with a minimum 50 GA tickets for the team and families to attend, and 8 parking passes for NSWRL match / sideline officials appointed to officiate in these matches.

2. Season Entry Passes

- 2.1. Each team will receive 45 NSWRL Players / Officials passes. They are to be used by players and club officials ONLY.
 - 2.1.1 Men's and Women's Country Championships will not be allocated passes due to change of competition structure.
- 2.2. 2022 season entry passes will be distributed prior to the commencement of the season.
- 2.3. Additional passes can be requested by application to the Major and Pathways Competitions Manager.
 - 2.3.1. Refer to Appendix D for an example of season entry passes.

3. Accreditation and Team Staff Registration

Coaches

- 3.1. All coaches, including assistants, must register to their club via the MySideline
- 3.2. All Head Coaches must, as a minimum, hold a current and valid NRL Senior Club Coach Qualification (or higher)
- 3.3. Assistant Coaches must, as a minimum, hold a current NRL Club Coach qualification and/or Community Coach qualification relevant for the age they are coaching.

Sports Trainers

- 3.4. All sports trainers (blue, yellow and orange) must register with their club via MySideline.
- 3.5. Yellow and Blue shirt Sports Trainers must, as a minimum, hold a current NRL Level 1 Sports Trainers qualification and complete the yearly mandatory updates as per the NRL On Field Policy for Elite Competitions.
- 3.6. All Orange shirt Sports Trainers must, as a minimum, hold a current NRL Level 2 Sports Trainers qualification or be a Physiotherapist (or other noted) that has completed the yearly mandatory updates as per the NRL On Field Policy for Elite Competitions.
- 3.7. The NSWRL will provide a digital identification card for each qualified trainer, once all of their details have been entered in the Clubs Smartabase portal, which must be presented to the NSWRL Match Operations Official prior to each competition Match.
- 3.8. The required qualifications for roles specified in these rules are as follows:

PHYSIOTHERAPIST



- 2023 registration with respective professional bodies
- Must be currently practicing and provide a copy of insurance coverage
- Yearly Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A)
- Yearly Provide Advanced Resuscitation (HLTAID015)
- Yearly Copy of completion of the online NRL Elite Head Injury and Concussion Protocols
- Yearly CPR (HLTAID009)

ORANGE SHIRT TRAINER

- Current Level 2 NRL Sports Trainer Qualification
- Yearly Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A)
- Yearly Provide Advanced Resuscitation (HLTAID015)
- Yearly Copy of completion of the online NRL Elite Head Injury and Concussion Protocols
- Yearly CPR Training (HLTAID009)

YELLOW SHIRT TRAINER – Assistant Medical

- Current Level 1 NRL Sports Trainer Qualification
- Yearly Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A)
- Yearly Copy of completion of the online NRL Elite Head Injury and Concussion Protocols
- Yearly CPR Training (HLTAID009)

BLUE SHIRT TRAINER – Message & Water Runner

- Current Level 1 NRL Sports Trainer Qualification
- Yearly CPR Training (HLTAID001)

HEAD COACH

- Current NRL Senior Club Coach Accreditation

ASSISTANT COACH

Current NRL Club Coach and/or Community Club Coach (for age group they are coaching) Accreditation

Ball Persons

- 3.9. Ball persons must have turned at least 10 years of age.
- 3.10. Ball persons must wear attire that does not clash with the participating teams.
- 3.11. Each club must supply at least 2 ball persons for each competition match.
- 3.12. Home clubs must provide assistance to teams travelling long distances.
- 3.13. Ball persons must place and leave the ball on the touchline at the point where the ball crossed the line and next to the Touch Judge. Ball persons must not throw the ball onto the field of play or to a player close to the touchline.
- 3.14. Written approval must be granted from the NSWRL for the use of motorised vehicles.



4. Bleeding Players

- 4.1. The following procedure will apply in all cases where a player is bleeding on their person, clothing or their equipment has become contaminated by blood:
 - 4.1.1. If the referee notices a bleeding or contaminated player, the referee will immediately stop play, call 'timeout' and signal to the team trainer to attend to the player.
 - 4.1.2. The trainer will immediately enter the field of play to assess the player.
 - 4.1.3. If the trainer indicates that the player can be treated on-field, the referee will instruct the player to drop out behind play for treatment and the match will recommence.
 - 4.1.4. If the trainer advises the referee that the player needs to be treated off-field, the match will not restart until the player has left the field. The player may be interchanged, or alternatively the team can elect to temporarily play on with 12 players.
- 4.2. If the referee stops play twice for the same player and the same wound, the player must be taken from the field for treatment. The player may be interchanged or alternatively the team can elect to temporarily play on with 12 players.
- 4.3. The referee will hold the game up to replace a bleeding player, but a trainer must first advise the referee that an interchange is going to take place.
- 4.4. If a bleeding player has left the field for treatment and is not interchange, the player may return to the field of play at any time, provided they do so from an onside position. If the bleeding player has been interchanged, they may only return to the field through the interchange official as a normal interchange player.
- 4.5. A bleeding player returning to the field of play, who has not been interchanged, is not regarded as a replacement/interchange player and therefore may take a kick for goal. Conversely, a bleeding player returning to the field of play who has been interchanged may not take a kick for goal at that time.

Stitching/Stapling

- 4.6. Any player who is bleeding and requires treatment by way of either stitching or stapling must be taken to the dressing room or shared medical facility.
- 4.7. After treatment, the wound must be bandaged or covered to protect the injury and to eliminate the risk of further bleeding and to prevent the potential risk of transmission of blood-borne infection diseases.

Contaminated Clothing

- 4.8. In any case where a player's person, clothing or equipment has become contaminated by blood, either through a wound to themselves or through contact with a wounded player, the referee shall direct the team trainer to enter the field of play and attend to that player.
- 4.9. The trainer should take immediate steps to ensure the player is free of any blood contamination before that player is permitted, by the referee, to return to play.
- 4.10. All contaminated clothing or equipment will require replacement prior to the player returning to play.



- 4.1.1. Until the above steps have been taken, the player shall as a minimum drop out behind play.

Hygiene

- 4.1.2. Players should be made aware of the potential of transferring infectious diseases, including COVID-19
- 4.1.3. No spitting is permitted on the field of play.
- 4.1.4. Contaminated and blood-stained articles, including dressings, are to be placed in appropriate 'contaminated waste' disposal bags.
- 4.1.5. Dressing room floors should be cleaned and swept prior to the team leaving the room.

5. Breaches/Penalties/Sanctions

- 5.1. The NSWRL and NRL Code of Conduct governs all competitions and accepted behaviours.
- 5.2. All players, coaches, club officials and volunteers are bound by the Code of Conduct. Any misconduct could result in a breach, penalty or sanction being issued to the individual and/or club.
- 5.3. NSWRL will have an independent conduct and rules breach committee in place that will make determination on any breaches of the rules or conduct matters that arise.
- 5.4. The NSWRL and NRL Code of Conduct is available via www.nswrl.com.au/documents

6. Cancellation/Postponement/Abandonment

- 6.1. Emergency circumstances may include:
 - 6.1.1. A natural disaster e.g., earthquake, flood or fire.
 - 6.1.2. A situation whereby the safety of players or match officials is potentially or at risk e.g., lightning, extreme heat.
 - 6.1.3. Where scheduled transport for one of the teams playing in the match is delayed or cancelled.
 - 6.1.4. Serious injury suffered by any person.
 - 6.1.5. Any other circumstances deemed to be an emergency by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.
- 6.2. If any such occurrence arises, the procedure shall be as follows:
 - 6.2.1. The NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee in conjunction with the referee and Match Operations Officials will make a final decision on postponing or cancelling a scheduled match.
 - 6.2.2. If a match is to be delayed due to severe weather conditions, a decision will be made on the length of delay or cancellation by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee at the ground.
 - 6.2.3. Wherever possible, a match which cannot be played or completed on the same day must be played within two weeks. If the original venue is unplayable an



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- alternate venue will be selected by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.
- 6.2.4. If in the event a hosting club venue is unavailable, but the away club is available that weekend the game is to revert to the away club venue before the game is postponed.
- 6.3. Where a match is in progress and is stopped due to an emergency, the following steps must be taken:
- 6.3.1. As the emergency is a 'timeout', then direction will be given by the referee on field position, possession and the number of the tackle at the time of cessation of play.
- 6.3.2. If the match recommences within a reasonable time, play will continue as with any 'timeout', with the same field position, possession, and next tackle count.
- 6.3.3. If the match cannot be continued, the circumstances must be reported to the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions.
- 6.4. A match cannot commence (and the Match Operations Official must not permit a match to commence) unless a doctor and 2 x qualified Orange Shirt Trainers (as per rule 3.8) are in attendance in compliance with rule 10 prior to the commencement of the match. Further, but without affecting the definite requirement that a doctor and 2 x suitably qualified Level 2 Sports Trainers, must be present and in attendance before the commencement of a match.
- 6.4.1. If the doctor has not arrived at the ground within 30 minutes past the scheduled start time, the Match Operations Officials will contact the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee for a determination on whether the game is to be forfeited.
- 6.5. In the event that a match is suspended in accordance with Rule 6, any determination as to the cancellation, postponement, rescheduling or abandonment, and the result of such shall rest with the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.
- 6.6. In the event of any matches being postponed, information will be relayed via the following media platforms and communication:
- 6.6.1. NSWRL website – www.nswrl.com.au
- 6.6.2. NSWRL Twitter – @NSWRL
- 6.6.3. NSWRL Facebook – NSWRL
- 6.6.4. Via email and/or SMS.

Venue Changes

- 6.7. If a change is necessary NSWRL will make the ultimate decision on where and when the game is played, this will be final.
- 6.8. If there is an allocated off weekend this is to be used as a washout weekend and any game washed out previous to this weekend must be reallocated to this weekend, no exceptions the game must be replayed.
- 6.9. The 'home' club may nominate an alternate venue within their district, provided it has undergone the NSWRL venue audit process.



- 6.10. Should the suggested venue not be deemed suitable by the NSWRL, the 'away' club may be given the option to host the game in their district.
- 6.11. In the case that neither club can provide a suitable venue, the NSWRL will reschedule the match to an alternative venue selected by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.

7. Competition Format, Forfeits and Age Criteria

- 7.1. The Knock-On Effect NSW Cup
 - 7.1.1. Open Age competition for male players
 - 7.1.2. A player must have turned 17 years (minimum) of age prior to taking the field.
 - 7.1.3. Played as 2 x 40-minute halves, with a 10-minute half time break.
- 7.2. The Harvey Norman Women's NSW Premiership
 - 7.2.1. Open Age competition for female players
 - 7.2.2. A player must have turned 17 years (minimum) of age prior to taking the field.
 - 7.2.3. Played as 2 x 35-minute halves, with a 10-minute half time break.
- 7.3. The Jersey Flegg Cup
 - 7.3.1. Under 21's competition for male players
 - 7.3.2. All players must be 21 years of under as of 31 December 2023
 - 7.3.3. A player must have turned 17 years (minimum) of age prior to taking the field.
 - 7.3.4. Played as 2 x 35-minute halves, with a 10-minute half time break.
- 7.4. The Presidents Cup, Ron Massey Cup, Denton Engineering Cup, Mojo Homes Cup and Sydney Shield
 - 7.4.1. Open Age competition for male players
 - 7.4.2. A player must have turned 17 years (minimum) of age prior to taking the field.
 - 7.4.3. Played as 2 x 40-minute halves, with a 10-minute half time break.
- 7.5. The SG Ball Cup
 - 7.5.1. 19's competition for male players
 - 7.5.2. A player must be 17 turning 18 years or 18 turning 19 years of age in the 2023 calendar year (by 31 Dec 2023).
 - 7.5.3. Played as 2 x 35-minute halves, with a 10-minute half time break.
- 7.6. The Tarsha Gale Cup
 - 7.6.1. 19's competition for female players
 - 7.6.2. A player must be 17 turning 18 years or 18 turning 19 years of age in the 2023 calendar year (by 31 Dec 2023).
 - 7.6.3. Played as 2 x 30-minute halves, with a 10-minute half time break.
- 7.7. The Laurie Daley Cup
 - 7.7.1. 18's competition for male players
 - 7.7.2. A player must be 16 turning 17 years or 17 turning 18 years of age in the 2023 calendar year (by 31 Dec 2023).
 - 7.7.3. Played as 2 x 35-minute halves, with a 10-minute half time break.
- 7.8. The Harold Matthew's Cup
 - 7.8.1. 17's competition for male players
 - 7.8.2. A player must be 15 turning 16 years or 16 turning 17 years of age in the 2023 calendar year (by 31 Dec 2023).



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- 7.8.3. Played as 2 x 30-minute halves, with a 10-minute half time break.
- 7.9. The Andrew John's Cup
- 7.9.1. 16's competition for male players
- 7.9.2. A player must be 15 turning 16 years of age in the 2023 calendar year (by 31 Dec 2023).
- 7.9.3. Played as 2 x 30-minute halves, with a 10-minute half time break.
- 7.10. Lisa Fiaola Cup
- 7.10.1. 17's competition for female players
- 7.10.2. A player must be 15 turning 16 years or 16 turning 17 years of age in the 2023 calendar year (by 31 Dec 2023).
- 7.10.3. Played as 2 x 30-minute halves, (subject to change in a gala day format) with a 10-minute half time break.
- 7.11. The NSWRL Country Championships – Men's
- 7.11.1. Open Age competition for male players
- 7.11.2. A player must have turned 17, years of age before taking the field of play.
- 7.11.3. Played as 2 x 40-minute halves, with a 10-minute half time break.
- 7.12. The NSWRL Country Championships - Female
- 7.12.1. Open Age competition for female players
- 7.12.2. A player must have turned 17, years of age before taking the field of play.
- 7.12.3. Played as 2 x 30-minute halves, with a 10-minute half time break.
(See Appendix C)
- 7.13. Forfeits
- 7.13.1. Any team that forfeits in any NSWRL Major or Pathway Competitions will be issued with a "show cause" notice requesting them to prove as to why the team should not be removed from the competition immediately. If there is no valid reason or the response is inadequate the team may be removed.
- 7.13.2. In addition to 7.13.1, any team that forfeits will be issued a monetary fine.
- 7.13.3. In NSWRL Major and Pathway Competitions teams must have a minimum 17 fit and ready players to participate in a match and not forfeit.
- 7.14. Competition Points
- 7.14.1. Competition points are awarded as follows:
- Win = 2 points
 - Draw = 1 point
 - Loss = 0 points
 - Bye = 2 points
 - Forfeit = 2 points and the average of the differential points for all games played for the team that has forfeited

8. Concussion

- 8.1. In the event of any one or more of the following signs, listed in rules 8.2 and 8.3, being observed in respect of a player by the club Head Trainer or Club Medical Officer or Match Day appointed Medical Officer during a match, the player must be taken from the field and either prevented from returning to the field of play (if in the case of signs



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listed in rule 8.2) or assessed by the Club Medical Officer (if in the case of signs listed in rule 8.3).

- 8.2. Clear signs of concussion which require immediate removal from the field and no return to play:
 - 8.2.1. Any obvious loss of consciousness (or prolonged immobility of > 2 seconds).
 - 8.2.2. No protective action in fall to ground directly observed (not bracing for impact/floppy or stiff).
 - 8.2.3. Impact seizure (stiffening or shaking of arms or legs on impact).
 - 8.2.4. Memory impairment (e.g., fails Maddocks test).
 - 8.2.5. Confusion or disorientation.
 - 8.2.6. Balance disturbance (loss of control over movements).
 - 8.2.7. Player reports significant, new or progressive concussive symptoms.
 - 8.2.8. Dazed, blank/vacant stare or not their normal self.
 - 8.2.9. Behaviour changes atypical to the player.
- 8.3. The following require assessment, either on the field or off depending on the circumstances for a Head Injury Assessment (HIA) by the attending club Medical Officer:
 - 8.3.1. Loss of responsiveness.
 - 8.3.2. Possible “balance disturbance”, directly observed.

Note: “Balance disturbance” is defined as when a player is unable to stand steadily unassisted or walk normally and steadily, without in the context of a possible head injury.
- 8.4. Subject to the provisions of rule 8.13, if a player is required to leave the field of play as a consequence of the identification of one or more of the above features to complete (in accordance with rule 8.3) a Head Injury Assessment (**HIA**), this interchange will not be included for the purposes of calculating the number of interchanges.
- 8.5. The period of time for a HIA is 15 minutes and no player is allowed to return to the field of play until the 15-minute period has been served. The time cannot be less.
- 8.6. The time period for a HIA is to begin from the time at which the player is in the care of the Club Medical Officer. If the player has been cleared by the Club Medical Officer during the HIA timeframe, the player must report immediately to the NSWRL HIA/Interchange Official at the completion of the 15-minute HIA time period to return to the field of play. This cannot be done before or after, must be right on 15 minutes.
- 8.7. The HIA 15-minute time period will not be assessed against the official match time or clock. The timing of the HIA period will be monitored by the NSWRL appointed HIA/Interchange Official.
- 8.8. If a player is required to be assessed for a period longer than the specified HIA period, then subject to the provisions of rule 8.13 that player would then be adjudicated as an interchange for the purposes of calculating the number of interchanges. The club is required to hand over their next interchange card available, in sequential order, immediately to the NSWRL HIA/Interchange official.
- 8.9. Any player who is required to leave the field of play for any further (that is a second) HIA, in the same match, will not be allowed to return to play in that match.



- 8.10. In the event of an on-field incident which has required two players from the same club to be taken from the field of play for a HIA, the Club Medical Officer and/or Match appointed Doctor, may request, from the NSWRL HIA/Interchange Official, an additional 5-minute period for one of the HIA players to complete the necessary assessments.
- 8.11. If the player has suffered a concussive injury in an incident that was a consequence of foul play, which resulted in the offending player to being sent off or sin-binned, the interchange will take place in accordance with the process and the time limit associated with the HIA will not apply.
- 8.12. In the event that a HIA takes place in the 15-minute period prior to half time, the HIA period will be deemed to have been completed at the end of the half time period. The club must indicate to the NSWRL HIA/Interchange Official immediately at the completion of half time whether the player is to return to the field of play.
- 8.13. Provisions governing the use of the concussion substitute:
 - 8.13.1 In the event that a player is observed to display clear signs of concussion which require immediate removal from the field and no return to play in accordance with rule 8.2; or if a player is not permitted to return to play for the remainder of the match after the completion of a HIA conducted in accordance with this rule 8, then:
 - 8.13.1.1 That team's concussion substitute may be activated as a substitute for the player removed from or not permitted to return to play in the match;
 - 8.13.1.2 The concussion substitute may remove the vest worn in accordance with these rules for the purpose of clearly identifying that player as the concussion substitute;
 - 8.13.1.3 That player, originally named in the team as the concussion substitute, may then take his or her place on the players bench as one of the four interchange players (in substitute for the player removed from or not permitted to return to play in the match);
 - 8.13.1.4 Notwithstanding rule 8.4, the original interchange made for the purpose of the player leaving the field to be administered a HIA will then be included for the purposes of calculating the number of interchanges.
- 8.14. For the avoidance of doubt, a team will be permitted to name no more than one (1) concussion substitute in its team for a match. Under no circumstances will two or more concussion substitute players be permitted for any team for any match, in circumstances where more than one player for a team in a match is observed to display clear signs of concussion which require immediate removal from the field and no return to play in accordance with rule 8.2, or is not permitted to return to play for the remainder of the match after the completion of a HIA conducted in accordance with this rule 8.
- 8.15. When a player returns to the field of play after being cleared from HIA, that player must be interchanged for the player that originally went on the field when the HIA



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- occurred. This interchange is not a 'free' interchange – it is a period of 15-minutes to allow for an assessment of a possible concussive incident.
- 8.16. In the event that a club has used all of its allocated interchanges, while a player is completing a HIA and that player is unable to return to the field of play at the completion of the HIA, the club must immediately remove a player from the field of play and complete the match with 12 players.
 - 8.17. NSWRL mandates that all clubs complete a base line concussion test for all player's pre-season. Baselines for the following Pathways Competitions are to be store on the Clubs Smartabase portal – The Knock-On Effect NSW Cup, The Harvey Norman Women's NSW Premiership, Jersey Flegg, SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup and the Andrew Johns Cup.
 - 8.18. The NSWRL will use the appointed HIA/Interchange Official for each match, who will monitor the application of the time and interchange process throughout all NSWRL Major and Pathway competition matches.
 - 8.19. At the completion of the match, the HIA/Interchange Official is to ensure that the Doctor has completed the NSWRL Head Injury Assessment form, via the online platform provided (Smartabase) for Pathways Competitions, and via paper form for all other Major Competitions, for each suspected head or neck injury that has been sustained by a player or players during the match.
 - 8.20. Clubs must only use the HIA for the reasons detailed in the NSWRL Head Injury Assessment.
 - 8.21. Any club which is proven to have used a HIA interchange for any reason other than that detailed in section 8 of this Handbook, will be deemed to have gained an unfair tactical advantage in the match and be subject to penalty and rules breach under the NSWRL guidelines. A show cause notice will be issued.
 - 8.22. Any player who suffered a concussive injury and was ruled by the Club Medical Officer (to be unable to continue in the match, will not be allowed to play until they have completed the required Graduated Return to Play Steps (GRTP), based on a players age ([CLICK HERE](#))
 - 8.23. All medical clearances must be completed by the Doctor and submitted as per competition requirements.
 - 8.24. Any player found to have received a concussion for the second time within the same season must complete the same process as 8.22, with the only difference being that the clearance to commence the Return to Play protocols must be given by a Concussion Specialist. This will be sent via concussion@nswrl.com.au and will be reviewed by the NSWRL Chief Medical Officer.
 - 8.25. It is recommended that Clubs, for the purpose of identifying symptoms of Delayed Concussion, for any player who is taken from the field for a HIA assessment and subsequently cleared and permitted to return to the field of play by the game day Doctor, must also receive a follow up medical examination within 48 hours. If the player shows any signs of concussion at this stage the player must follow a GRTP, as managed by a general practitioner (doctor).
 - 8.26. Any club, or player found to have breached the concussion rules, as defined above, will be issued with a breach notice and penalties may apply.



- 8.27. For further information, please refer to the NSWRL Major and Pathways Competitions Concussion Policy ([CLICK HERE](#))

9. Dismissed Players

Temporarily Dismissed Players

- 9.1. A player who is temporarily suspended (sin-binned) must immediately retire from the playing field to the dressing room, or an area designated by the NSWRL Match Operations Officials until the period of temporary suspension has expired.
- 9.2. Time of suspension begins only when the referee restarts play or indicates time on.
- 9.3. If more than one player is temporarily suspended in relation to the same incident, the period of time off commences at the same time and players will return to the field together.
- 9.4. When the temporary suspension expires, players must enter the field of play from an onside position.
- 9.5. Temporary suspension does not include time off and half time, the period of temporary suspension is the actual time that the ball is in play.
- 9.6. Periods of temporary suspension is 10 minutes for all competitions to which this Handbook applies.

Permanently Dismissed Players

- 9.7. A player who is permanently dismissed (sent off and not sin-binned) must immediately retire to the teams dressing room, or an area designated by the Match Operations Officials until they have changed out of their playing uniform.
- 9.8. After changing, the player must not re-enter the field of play, under any circumstances.

10. Doctors and Serious Injuries

- 10.1. For all Jersey Flegg Cup and The Knock-On Effect NSW Cup Matches, clubs must each provide a doctor to attend all competition match, including final series matches.
- 10.2. For all Harvey Norman Women's NSW Premiership, Presidents Cup, Ron Massey Cup, Mojo Homes Cup, Denton Engineering Cup, Sydney Shield, SG Ball, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup, Andrews Johns Cup, Lisa Fiaola and the NSWRL Men's and Women's Country Championships, a Match Day Doctor must be supplied by the Home team, to be in attendance for the duration of the Match.
- 10.3. For travel interstate and overseas the NSWRL has made allowances within the NSWRL travel policy for clubs to travel with a doctor.
- 10.4. Only players, match officials and registered sports trainers are permitted on the field.
- 10.4. Doctors are only permitted on the field of play if a serious injury has occurred, and the Head Trainer has notified the touch judge or referee. The referee will stop the match to allow the Doctor to assess the injured player.
- 10.5. The NSWRL Match Operations Official is to escalate reporting of serious injury as per the Incident Reporting Flow-Chart in their handbook.



- 10.6 There must be a working spinal board/ stretcher available and visible on the sideline before the game can start. The doctor, trainers and all sideline officials must be aware of the stretchers location prior to the start of the game.

11. Equipment

- 11.1. A player must not wear any item that may prove dangerous to other players. If in doubt, the player should seek approval for any such item from the Match Operations Officials prior to the commencement of play.
- 11.2. A player's normal playing gear shall consist of a numbered jersey of distinctive colour and/or pattern, shorts and socks of distinctive colour and/or pattern and studded boots or shoes.
- 11.3. A player may wear compression garments, with the following restrictions:
- 11.3.1. The length of the garment must not extend below the elbow or knee of the player, outside the neck/collar of the jersey or length of playing sock.
 - 11.3.2. The colour of the garment may only be black or an approved colour which shall be the colour of the playing shorts. Branding and/or logos, other than the manufacturer's logo are not permitted.
 - 11.3.3. The wearing of full-length compression garments is not permitted unless approved in writing by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee upon medical or religious grounds.
- 11.4. Protective equipment may be worn, provided it contains nothing of a rigid nature. Protective clothing refers to shoulder pads, arm bands, rib covering, head gear and hip pads. The match officials will make a final decision in areas of doubt relating to what is considered rigid.
- 11.5. Studs on boots or shoes shall be no less than 8mm diameter at the apex and, if made of metal, shall have rounded edges.
- 11.6. The playing jersey should be tucked inside the top of the shorts and remain tucked in throughout the match.
- 11.7. The NSWRL will not tolerate written messages on strapping which are against the NSWRL or NRL Code of Conduct.

Dangerous and Prohibited Equipment

- 11.8. The use of gloves is prohibited.
- 11.9. All visible body jewellery must be removed; non-visible jewellery must be taped prior the commencement of the match.
- 11.10. Players with beads in their hair must remove them or must wear head gear which covers them.
- 11.11. Any items of non-standard/modified equipment must be approved in writing by the Head of Competitions or their nominee prior to being used in competition matches.
- 11.12. The referee may order a player to remove any item or any part of equipment which is considered dangerous.

Kicking Tees

- 11.13. Clubs cannot use cut down road or field markers.



- 11.14. A kicking tee may be used provided it is a product that is licensed by the NRL or NSWRL. Such tees include:
- 11.14.1. Reliance
 - 11.14.2. Steeden
 - 11.14.3. Darryl Halligan
 - 11.14.4. Michael de Vere 'Sharpshooter'
- 11.15. Kicking tees must be removed from the field by the sports trainer immediately after the kick has been taken.

Footballs

Match footballs (branded) will be supplied by the NSWRL pre-season, and it is the responsibility of the Home or hosting club to provide the NSWRL match footballs on games day.

- 11.16. The Knock-On Effect NSW Cup team will receive 24 match footballs per team for home games.
- 11.17. The Jersey Flegg, Ron Massey Cup, Sydney Shield, Mojo Homes, Denton Engineering Cup teams will receive 12 match football per team for home games
- 11.18. The Harvey Norman Women's NSW Premiership teams will receive 8 match footballs per team for home games
- 11.19. The SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup and Andrew Johns Cup teams will receive 6 match footballs per team for home games.
- 11.20. The NSWRL will supply all footballs for final series matches, separate to the above.

On-field Playing Apparel (Uniforms)

- 11.21. It is the responsibility of clubs to outfit their teams.
- 11.22. Clubs may source sponsors if so desired, however the NRL and NSWRL guidelines for sizing of sponsor logos must be adhered.
- 11.23. Approval from the NSWRL for any and all sponsors must be sought prior to the use of logos on playing apparel. NSWRL may grant or refuse to grant its approval in its absolute discretion.
- 11.24. All playing apparel is subject to the approval of NSWRL, including jerseys, shorts and socks. Complete graphics must be supplied of each team playing apparel before the start of the season and uploaded for approval via the Clubs Smartabase portal.
- 11.25. If the NSWRL deems a club's uniform is unacceptable, it is the sole responsibility of the club to source an alternative uniform.
- 11.26. Jerseys must be manufactured in accordance with the NSWRL Licensing guidelines.
- 11.27. Each club must display the NSWRL competition logo on their playing apparel as per instructions. Refer to www.nswrl.com.au/documents for logo instructions.

12. Facilities

- 12.1. All competition matches must be played at a venue approved by the NSWRL.
- 12.2. All venues proposed by clubs will be subject to the NSWRL venue audit prior to the commencement of the season.
- 12.3. The NSWRL reserves the right to deem a venue unfit to play and either move or postpone the match.



- 12.4. Clubs are asked to have an alternative venue for when their main venue is unavailable due to wet weather, etc.
- 12.5. Current NRL venues are not subject to the venue audit.

Match Venues

- 12.6. All clubs must ensure that the venue provides, as a minimum, the following amenities, and services:
 - 12.6.1. A working clock displaying time remaining in the match, visible to players and spectators.
 - 12.6.2. A working scoreboard, visible to players and spectators.
 - 12.6.3. A public-address system and ground announcer.
 - 12.6.4. Lockable, separate home and away team dressing sheds.
 - 12.6.5. Lockable match officials dressing sheds, including separate “male” and “female” facilities.
 - 12.6.6. Sanitary toilets and showers with running hot and cold water.
 - 12.6.7. Medical officer’s room.
 - 12.6.7.1. Sharps bin
 - 12.6.8. Drug testing room.
 - 12.6.9. Spinal board (must be visible on the sideline before game can commence)
 - 12.6.10. Designated media area.
 - 12.6.11. Ambulance access to the area immediately adjacent to the playing field.
 - 12.6.12. Filming platform with access to power, as per required specifications as outlined in 12.11.

Public Address System

- 12.7. The Host club must supply a ground announcer for all NSWRL Major and Pathways Competition Matches
- 12.8. The Ground Announcer is to announce team lists, scores, sponsors and/or other relevant information
- 12.9. Any noise that is under the club control must cease when the match is in progress, including cheerleaders, bands and music.
- 12.10. The ground announcer must not make commentary regarding the match, the players or officials.

Match Recording Specifications/Platform

- 12.11. Platform Specifications:
 - 12.11.1. Platform measurements = 3m x 3m.
 - 12.11.2. Platform height – 3m is recommended, minimum accepted will be 2m.
 - 12.11.3. Safety rail must be as a minimum, 1m above platform deck.
 - 12.11.4. A covered roof of a minimum height of 2m above the safety rail. Roofing scaffold should protrude a minimum distance of 1 metre out from the front edge of the platform.
 - 12.11.5. Platform entry must be by secured ladder or staircase.
 - 12.11.6. Minimum carry weight of the platform is four people (500kg).
- 12.12. Location/Positioning:



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- 12.12.1. To be placed on the Western side of the playing field.
 - 12.12.2. To be within 50m of a secure 240 Volt power outlet.
 - 12.12.3. To be as close as possible to the midway point of the playing field.
 - 12.12.4. To be within a reasonable distance from the sideline so the cameraman has an unimpeded view of the entire playing field.
- 12.13. Safety:
- 12.13.1. Any platform erected for use by cameramen to record NSWRL sanctioned competition matches must conform to all WH&S, statutory authorities and Work Safe Codes of Practice and Regulations. It is the responsibility of the club having the platform erected to ensure that it meets all of the above requirements.

Lighting Standards

- 12.14. The following lighting standards shall be required for training and competition matches.
- 12.14.1. Ball and physical training 50 lux
 - 12.14.2. Match practice 100 lux
 - 12.14.3. Competition matches 200 lux
 - 12.14.4. If the lux level cannot be independently provided in the form of a certificate NSWRL has the right to change the venue to a suitable venue.

Medical Facilities

- 12.15. Each team dressing shed shall:
- 12.15.1. Contain a table for observing, assessing and treating players with injuries.
 - 12.15.2. Provide facilities for disposal of used materials such as syringes, needles, contaminated waste disposal kit.
 - 12.15.3. Have unobstructed access for any player taken by stretcher from the field.

Ground Signage

- 12.16. All clubs are required to make advertising and signage space available to the NSWRL at their respective venue as per the NSWRL Participation Agreement.
- 12.17. The size, type and volume of such signage will be advised to the club by the NSWRL.
- 12.18. The Knock-On Effect NSW Cup Clubs are required to make available the following for match signage:
- 12.18.1. Corner post covers x 4
 - 12.18.2. Goal post pad covers x 4
 - 12.18.3. Bolsters x as per agreement.

13. Final Series

- 13.1. For all The Knock-On Effect NSW Cup, Jersey Flegg, Ron Massey, Sydney Shield, and Denton Engineering Cup competitions, the five (5) highest ranked teams, according to the number of competition points, shall compete in the final series.
- 13.2. For the Harvey Norman Women's NSW Premiership competition, the four (4) highest ranked teams, according to the number of competition points, shall compete over a two (2) week final series (week 1 – Semi-final and week 2 Grand-Final)



- 13.3. For the Mojo Homes Cup competition, the four (4) highest ranked teams, according to the number of competition points, shall compete in a three (3) week finals series.
- 13.4. For the SG Ball Cup, Tarsha Gale Cup and Harold Matthews Cup competitions, the six (6) highest ranked teams, according to the number of competition points, shall compete a three (3) week period (week 1 elimination final, week 2 semi-finals, week 3 grand-final).
- 13.5. For the Lisa Fiaola Cup competitions will be subject to the competition structure.
- 13.6. For the Laurie Daley and Andrew Johns Cup competitions, the two (2) highest ranked teams from each Northern Zone and Southern Zone at the conclusion of the regular season matches will move through to the finals-series which will be played across two (2) weeks; week one (1) two semi-finals will be played, they being the teams finishing in Northern Zone Position 1 v Southern Zone Position 2, and Northern Zone Position 2 v Southern Zone Position 1. The winner of each of those matches shall advance to week 2, for the grand final match of the respective competition
- 13.7. For the NSW Men's and Women's Country Championships, the four (4) highest ranked teams, according to the number of competition points, shall compete in the final series
- 13.8. At the conclusion of competition round matches, if two or more teams are equal in competition points, the final series rankings will be determined according to the following criteria:
 - 13.8.1. The better differential of the points scored FOR and AGAINST. If equal:
 - 13.8.2. Teams with the most points scored FOR, then if equal;
 - 13.8.3. Most tries scored; then if equal;
 - 13.8.4. Most drop goals kicked, then if equal;
 - 13.8.5. Most wins of the current season head-to-head matches. If equal:
 - 13.8.6. By the toss of a coin.

Drawn Finals Series Games

- 13.3 If scores are equal at the conclusion of normal time in any final series match, then in such matches, including the Grand Final a period of extra time will follow.

Extra Time

- 13.4 There will be a 2-minute break between full time and extra-time commencing
- 13.5 The commencement of the period of extra time shall be determined by the toss of a coin as described under the Laws of the Game.
- 13.6 Extra time shall be 2 x 5-minute periods, after the initial 5-minutes of play the referee will cease play and teams shall immediately change ends. The team that did not kick-off to commence the initial period of extra time, will kick-off to recommence the second period.
- 13.7 If scores are equal at the conclusion of extra time, play shall stop.
- 13.8 There will be a 1-minute break
- 13.9 Gold Point Extra Time will commence with a toss of a coin.
- 13.10 Then play will continue on an unlimited basis until the first point or points have been scored (e.g., field goal, penalty goal or try) to determine the winner of the match. If a try is scored to determine the winner, the conversion kick will not be permitted.



- 13.11 Only the three sports trainers and competing players will have access to the field of play.
- 13.12 Each team will receive two additional interchanges during extra time, interchange cards 1 and 2. These are in addition to any remaining interchanges a team may have.
- 13.13 The normal interchange process will apply for any interchanges that are made during the break (including the two additional interchanges).
- 13.14 These timings may be altered for broadcast games

Finals Eligibility

- 13.10. For a game to be counted towards a player eligibility, the player must take the field for a game to be counted. Note: The replacement player will only have the match counted if they are activated into the match.
- 13.11. There 5 eligibility categories for final series qualifications:
 - 13.11.1. Level 1 – NRL Telstra Premiership
 - 13.11.2. Level 2 – The Knock-On Effect NSW Cup and Qld Cup
 - 13.11.3. Level 3 – Ron Massey Cup
 - 13.11.4. Level 4 – Jersey Flegg/ Sydney Shield
 - 13.11.5. Level 5 – District club/junior league
- 13.12. To be eligible for the Jersey Flegg Cup or The Knock-On Effect NSW Cup final series a player must meet the following criteria:
 - 13.12.1. The player has played the majority of, or equal number of matches in The Knock-On Effect NSW Cup or Jersey Flegg prior to the final series commencing, or;
 - 13.12.2. The player has participated in a minimum of 8 matches in the Jersey Flegg or The Knock-On Effect NSW Cup prior to the final series commencing, or;
 - 13.12.3. The player's higher level team is still competing in the competition or designated final series, NB: if the higher grade is eliminated on the same weekend prior to your clubs match, players who do not qualify under any other category apart from others listed above will be permitted to play on that weekend only e.g. if the NRL team is eliminated on Friday or Saturday and The Knock-On Effect NSW Cup match is on the Sunday, players who do not qualify under any other clause will be permitted to play on that Sunday only.
 - 13.12.4. The player has qualified in a lower level, or;
 - 13.12.5. The player has failed to gain selection in the NRL final series, these players will be required to have played in 2 matches throughout the lower-level competitions final series to be eligible to continue playing in that final series, therefore eliminating any of the previous eligibility criteria.
- 13.13. A starting player is not eligible to play in 2 levels of final series scheduled on the same weekend, other than where the lower-level team has played earlier than the higher-level team on that weekend and there are extenuating circumstances i.e., last-minute player withdrawal or injury.
- 13.14. If a player has participated in an equal number of matches in a higher level or lower-level competition at the conclusion of the regular season, the player will then qualify



for the lower-level final series and therefore be eligible to play in the higher-level final series.

- 13.14.1. The player has played the majority of regular season matches in the competition the player is seeking eligibility to participate in.
- 13.14.2. Where a player has played equal games in two (2) competitions, the NSWRL will make the final decision as to where the players eligibility lies
- 13.15. To be eligible for the Ron Massey Cup, Sydney Shield, Denton Engineering Cup and the Mojo Homes Cup players must meet the following criteria:
 - 13.15.1. The player must have played a minimum of 3 matches in the competition the player is seeking eligibility for – for example. 3 matches in Ron Massey Cup or 3 matches in Sydney Shield, in addition to at least 1 of the below criteria:
 - 13.15.2. The player will be eligible for the competition in which they have played the majority of, or equal number of matches prior the final series commencing, or;
 - 13.15.3. The player will be eligible for the competition in which they last accumulated 5 competition matches; or
 - 13.15.4. The players club or affiliated club is still competing in the immediate higher grade.
 - 13.15.5. A player is eligible to play in the grand final or remaining finals matches if they have played 1 match in the grade’s final series for RMC and SS.
- 13.16. To be eligible for the Harvey Norman Women’s Premiership players must meet the following criteria:
 - 13.16.1. The player must have played a minimum of three (3) matches in the HNWP competition
- 13.17. To be eligible for the Harold Matthews Cup, SG Ball, Andrew Johns Cup, Laurie Daley Cup, Tarsha Gale Cup and Lisa Fiaola Cup players must have participated in two (2) matches to be eligible for finals series.
 - 13.17.1. Any player participating in the HNWP as well as the TGC, the player must have played an equal amount as HNWP or majority in TGC to be eligible.
- 13.18. Each club with a team engaged in the NSWRL final series will receive an email by 5.00 pm on the Monday following the conclusion of the last round of competition matches advising player eligibility to play in each level.
- 13.19. Any application outside of these eligibility requirements must be sent to the NSWRL Major Competitions Manager or Regional Manager as required.

14. First Aid/Sports Trainers

- 14.1. Each team may engage and use a maximum of three sports trainers during matches.
- 14.2. Coaches must not act as a trainer in any match.
- 14.3. In all cases, when Sports Trainers enter the field of play to either: attend to an injured player, carry water or deliver individual messages, they must immediately leave the field once their assigned task has been completed.
- 14.4. Sports Trainers must comply with any direction or instruction from the match officials or NSWRL Match Operations Officials.



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- 14.5. Sports Trainers must not make argumentative, disparaging, derogatory or offensive comments to any match official or Match Operations Officials.
- 14.6. Sports Trainers must not become involved in any match, including approaching or having contact with players, other than in strict compliance with their specific role and responsibility, as detailed in this handbook.
- 14.7. Under no circumstances are Sports Trainers permitted to approach or become involved in an altercation or melee involving players from either team, this includes not attempting to separate or restrain players.
- 14.8. All Sports Trainers who enter the field of play must possess proof of accreditation in the form of digital photo identification card provided by the NSWRL.
- 14.9. NSWRL Photo Identification must be presented to the NSWRL Match Operations Officials prior to the commencement of the match for that Sports Trainer to be able to act in their on-field role.
- 14.10. All sports trainers must be identified with the following shirt/vest:
 - 14.10.1. Level 1 Sports Trainer – Blue (PMS 801) and Yellow (PMS 803)
 - 14.10.2. Level 2 Sports Trainer (head trainer) – Orange (PMS 804)
- 14.11. Branding and sponsorship of Sports Trainers clothing must comply with the dimensions specified in the NSWRL branding guidelines.
- 14.12. Sports trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player.
- 14.13. The use of 'walkie-talkies' or other electronic devices on the field of play is prohibited.

Blue Shirt Trainer – Level 1 (Messages)

- 14.14. Is allowed access to the playing field:
 - 14.14.1. When their team is in possession;
 - 14.14.2. When a try has been scored;
 - 14.14.3. While waiting for a video referee decision, in relation to a try;
 - 14.14.4. During a time-out called by the referee for an injury.
 - 14.14.5. On three (3) occasions per half to carry messages to individual players, when their team is in possession of the ball
- 14.15. The blue shirt trainer's duties are limited to:
 - 14.15.1. Interchange of players – subject to 14.17
 - 14.15.2. Provision of water;
 - 14.15.3. Carrying messages to individual team members – subject to 14.16
- 14.16. Each Blue Shirt trainer will be supplied with three (3) interchange cards for each half. On each occasion the Blue Trainers must hand a card to the NSWRL Match Operations Official prior to entering the field of play after their team gains possession of the ball and leave the field by the completion of the fourth (4th) tackle, immediately returning to their team bench area, without interfering with the play or running behind the opposition team's defensive line.
- 14.17. When facilitating an interchange of players, Blue Shirt Trainer must only access the playing field when the player entering the playing field is with the NSWRL Interchange Official and about to take the field. The Blue Shirt trainer must immediately leave the field of play once the interchange is complete.



Yellow Shirt Trainer – Level 1 (Medical Assistant)

- 14.18 May sit with the head trainer but can only enter the field of play as listed below, and in the following emergencies, at the discretion of the head trainer:
- 14.18.1 To help the head trainer assist an injured player from the field;
 - 14.18.2 To treat an injured player if there is more than one injured player and the head trainer is occupied;
 - 14.18.3 To carry water when a try (including video referee decisions) has been scored or the club doctors agree that the extreme weather conditions require each team to have an additional water carrier. If competing clubs cannot agree, the Match Operations Officials will make the final decision on whether additional sports trainers are permitted to carry water. If agreed, the yellow shirt trainer duties are limited to carrying water when their team is in possession. They cannot carry messages under any circumstances.
 - 14.18.4 During a stoppage in play called by the Referee
- 14.19 May refill drink containers and offer other assistance off the field of play.
- 14.20 Can be involved in the off-field interchange process.
- 14.21 Can run the kicking tee on and off at the commencement/ recommencement of play and/or when attempting goals

Orange Shirt Trainer – Level 2 (Head Sports Trainer)

- 14.22 Access to the field is unlimited to attend to an injured/ill player and to administer water.
- 14.23 Must not carry messages.
- 14.24 Can be involved in the on-field interchange process.
- 14.25 The head trainer will make the final decision on the player's welfare in the absence of a medical professional.
- 14.26 Coaches, administrators and players must comply with the decision of the Head Trainer at all times.
- 14.27 The head trainer is the only person of the training team who may approach the referee or touch judge in relation to player welfare. This should be done in a respectful manner and only occur during technical stoppages of play.
- 14.28 If a Head Trainer (Orange Shirt) requests that the referee stop play due to an injury, the player that play was stopped for must either be replaced via the interchange process (and be recorded within the interchange count) OR move off the field of play for a full defensive set of 6 (once the injured players team has completed a defensive set of 6 and are in attacking possession the player may re-enter the field of play from an on-side position)

15 Ground Markings and Dimensions

- 15.16 The Home club is responsible for ensuring all field lines are marked and painted in strict accordance with the NRL Laws of the Games, including the correct colouring i.e., red line for 20m and 40m lines.
- 15.16.1 Click on link for the [NSWRL Field Line Marking](#) guide



16 Heat Guidelines

- 16.16 In the event of extreme heat for any competition match, the following concessions may apply, in accordance with the NRL Heat Policy should the club doctor/s agree:
- 16.16.1 Referees will call a 1-minute timeout approximately 20 minutes into each half of the match to allow players to take a fluid break. Players will remain on the field and may only be tended to by the three sports trainers. No coaching staff will be permitted on the field. After the break, play will resume in the normal manner.
 - 16.16.2 Trainer guidelines will be relaxed so that all three sports trainers can carry water throughout the match.
 - 16.16.3 Half-time break may be extended to 15-minutes
 - 16.16.4 Interchange procedures will be extended to provide three players from a team to interchange at the same time, instead of only two.
- 16.17 Club Doctors and/or Match Doctor, team managers, NSWRL Match Operations Officials, in conjunction with the NSWRL Major and Competitions Manager or Head of Competitions or their nominee may postpone matches in the case of severe heat, in accordance with the NRL Heat Policy.
- 16.17.1 Refer to www.nswrl.com.au/documents for the NRL Heat Policy.

17 Insurance

Rugby League involves an element of body contact. Should an injury be sustained, any costs associated with treatment of that injury are the responsibility of the player.

Notwithstanding the above, certain levels of insurance cover are available to assist to mitigate the costs associated with treatment incurred. The provisions of any contracted arrangements between the player and the club need to be acknowledged and considered. This may extend to the provision of financial support to the player by the players club, as agreed, in relation to the cost of medical cover and/or the cost of expenses.

Levels of Insurance

- 17.16 **Public Medicare benefit:** this cover is extended to all holders of a Medicare card. Medicare benefits are payable in accordance with legislation governing Medicare and there is no discretion to pay benefits outside of this legislation. The Federal Government previously foreshadowed changes to Medicare legislation that may affect the ability to certain sportspeople to claim under the Medicare provisions. An undertaking has been given by the Federal Government those benefits will continue indefinitely and keep the matter under review.
- 17.17 **Private medical:** it is strongly recommended that all players undertake an appropriate level of private hospital, medical and associated cover. This cover will supplement any medical rebate paid by Medicare. *NB. It is mandated in the NSWRL standard Playing Agreement that “the player must, for the duration of the term, take out and maintain the highest level possible...” cover.*
- 17.18 **Sports Injury/Group Personal Accident:** All registered players will be covered by this policy, either through their junior league registration or the NSWRL Registration/Playing Agreement. This cover extends to certain benefits including Capital Benefits



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(permanent injury or death), Weekly Benefits (loss of earnings/student assistance/home help) and additional benefits (non-Medicare benefits). The NSWRL undertakes the cover for all major and pathway competitions including UNE SG Ball, UNE Harold Matthews and Harvey Norman Tarsha Gale Cup.

- 17.19 **Workers Compensation/Sporting Injuries:** The NSWRL is a declared organisation under the Sporting Injuries Insurance Scheme. Participation in the scheme means that a registered participant of the NSWRL competition is not deemed to be a 'worker' under the NSW Workers Compensation Legislation. This provides an exemption from requirement to undertake Workers Compensation Insurance.
- 17.20 **The Sporting Injury Insurance Scheme:** Provide cover for serious injuries (permanent loss of use) and death insurance for participants under a benefits table: <https://www.icare.nsw.gov.au/injured-or-ill-people/sporting-injuries/who-we-care-for>
- 17.21 The scheme does not provide benefits for minor injuries, dental injuries nor reimbursement of medical expenses, loss of wages or legal expenses. The NSWRL and the NRL undertakes the cover for its registered participants and passes the cost on to member clubs on an annual basis.
- 17.22 **Public Liability:** The NSWRL undertakes Public Liability Insurance for major and pathway competitions. This level of cover extends to game day activities and venue risks on a limited basis and in respect to the playing of Rugby League. This cover does not extend to other undertakings of clubs and promotional undertakings. All clubs should consider their own requirements for cover associated with the conduct of their respective activities.
- 17.23 **Travel:** The NSWRL undertakes corporate travel insurance for all NSWRL major and pathway competitions.

18 Match Officials

- 18.1. Match officials for all NSWRL Major and Pathways Competition Matches, including final series will be appointed by the NSWRL.
- 18.2. The Home team will be responsible for providing adequate security for the dressing room used by match officials and their entry and exit from the playing field and venue.
- 18.3. Under no circumstances are match officials to be approached, questioned or harassed in any way by club officials, players, or spectators either during or after a match.
- 18.4. Any feedback and complaints regarding the performance of referees shall be lodged in writing to the NSWRL Referees High Performance Manager (sraper@nswrl.com.au) prior to 9.00 am on the second business day following the match.

Match Operations Officials

- 18.5. Match Operations Officials for all competition matches, including final series shall be appointed by the NSWRL.
- 18.6. Match Operations Officials are responsible for managing the match day operations at each venue and fixture. Further and without limitation, the Match Operations Official is ultimately responsible for:
 - 18.6.1. Ensuring compliance in all respects with the requirements of these rules; and



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- 18.6.2. The formal recording of all compliance reporting, as required by these rules and as otherwise directed by NSWRL; and
- 18.6.3. Post- game day reporting to NSWRL on all matters required by these rules and as otherwise directed by NSWRL.
- 18.7. Further and for the avoidance of any doubt, under no circumstances shall any match start in any circumstances where the Match Operations Official has for any reason whatsoever directed that the match not commence. Any conduct contrary to this requirement shall be dealt with in accordance with these rules and other applicable NSWRL rules and policies.
- 18.8. If a Match Operations Official has not arrived at the venue 90 minutes prior to kick-off, please contact the NSWRL Major and Pathways Competitions Weekend Support Number – 0412 493 440.

Interchange and HIA Interchange Officials

- 18.9. HIA/Interchange Officials for all NSWRL Major and Pathways competitions will be appointed by the NSWRL.
- 18.10. HIA/Interchange Officials are responsible for managing the interchange process and HIA process.
- 18.11. In the event of a concussive event, the HIA Interchange official will work with the club Doctor and/or Match Doctor, in the management of this process, including the submission of online reports.

19. Team Lists

Mid-Week Team Lists

- 19.1. For The Knock-On Effect NSW Cup, Jersey Flegg Cup, Harvey Norman Women's NSW Premiership, SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup and Andrew Johns Cup team lists must be submitted through NRL Sideline by 4.00 pm Tuesday of each week during the competitions, including final series.
- 19.2. For Ron Massey Cup, Denton Engineering Cup, Mojo Homes Cup, Sydney Shield and the NSWRL Country Championships there is no requirement for a mid-week team list
- 19.3. Education, documentation and access for the NRL Sideline system will be distributed prior to the season commencing.

Match-Day Team Lists

- 19.4. Match day team lists for all NSWRL Major, and Pathways Competitions must be completed and returned to the ground manager no later than 1 hour prior to kick-off.
- 19.5. There are 5 copies in the Team List book for each match and are to be distributed as follows:
 - 19.5.1. Ground Manager – white (original)
 - 19.5.2. Opposition club – blue
 - 19.5.3. Media/PA – green
 - 19.5.4. Broadcast – yellow
 - 19.5.5. Club retains copy in the book – pink



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- 19.6. The Knock-On Effect NSW Cup, Jersey Flegg Cup, Harvey Norman Women's NSW Premiership, SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup and Andrew Johns Cup team managers must upload any changes and confirm the team list via NRL Sideline 1 hour prior to kick-off, using their NSWRL Club issued iPad. This information goes live at www.nswrl.com.au.
- 19.7. For Ron Massey Cup, Denton Engineering Cup, Mojo Homes Cup, Sydney Shield and the NSWRL Country Championships, team lists will be entered into MySideline by the NSWRL Match Operations Manager once the paper copy team list and team iPad has been handed into them 1 hour prior to kick off.
- 19.8. The NSWRL will provide match day team list books and team iPads prior to the commencement of the season.
- 19.9. It is a requirement that clubs list their starting 13 players in order, as well as four nominated replacements and, at the discretion of the club, one designated concussion substitute (being 17, and in the case of the inclusion of a concussion substitute a maximum of 18 players) in all competitions.
- 19.10. If there is a need to alter a player's name from the original team list submitted on Tuesday, the player must be given a playing number not nominated and wear the corresponding number on the field of play.
- 19.11. Should a club start the game with a nominated bench player on the field and one of the listed starting players on the bench, this will count as an interchange
- 19.12. In the event that clubs are unable to fulfil these requirements, they should liaise directly with the ground manager regarding the jersey number.

Match Results

- 19.13. All scoring is completed by the Match Operations Officials.
- 19.14. All interchanges are done at the ground by the HIA/Interchange Official.
- 19.15. Clubs are requested to check the result and game day data i.e., scorers, etc. on the website: www.nswrl.com.au/draws and advise any corrections. This can be done via email to lcallaghan@nswrl.com.au.

20. Match Days/Times

- 20.1. All competition matches will be scheduled by the NSWRL in conjunction with clubs, by requesting home teams preferred venues, days and times.
- 20.2. Where teams are required to travel (regional + interstate) matches are required to be scheduled on Saturdays or Sunday at times that suit the opposition with regards to travel.
- 20.3. Early or late kick-offs in the months of February and March should be considered due to the possibility of extreme heat.
- 20.4. All times and venues need to be confirmed before the start of the season. If a change needs to be made to a time or venue, the HOME team is to inform the Away team. Once the Away team agrees to the change/s the HOME team is to inform the NSWRL Major and Pathway Competitions Manager lcallaghan@nswrl.com.au. If clubs cannot agree the NSWRL will make the final decision.



- 20.5. The Harvey Norman Women's NSW Premiership has the allocation of a Monday Night Football live-stream game

21. Match Footage

- 21.1. All competition matches will be filmed throughout the season by Sportsfilm.
21.2. Match footage is available to both clubs and referees at a minimum 3 hours post-match via the Hudl platform which all clubs have access too.
21.3. No hard drives will be accepted by camera operators on game day.
21.4. All opposition footage will be able to be viewed via the HUDL platform.

22. Match Review/Judiciary

- 22.1. All NSWRL competition and trial matches are governed by the NRL Judicial Code of Procedure.
22.1.1. For Judicial Penalties see Appendix I
22.1.2. NSWRL has specific amendments to the NRL Code of Procedure see Appendix E
22.2. *NB: Clubs have the right to request an extension to review the Notice of Charge prior to returning the Notice of Election. Requests should be sent to the Judiciary secretary via reports@nswrl.com.au.*
22.3. Clubs may submit any incidences that they wish to be reviewed by the NSWRL Match Review Committee in writing via email to reports@nswrl.com.au by 10:00am on the first business day following the match.
22.4. Charges from the Match Review Committee will be issued to the club of the offending player via email before 6.00 pm on the first business day following the match.
22.5. Players must lodge a Notice of Election by 12.00 pm (noon) on the second business day following the match.
22.5.1. Failure to lodge a Notice of Election within the timeframe, will result in the player receiving a guilty charge with no discount.
22.6. The NSWRL reserves the right to review and /or charge incidents outside timeframes in the event of a severe injury or similar.

23. NSWRL Club Championships

- 23.1. The NSWRL awards the NSWRL Club Champions the Flowers Memorial Pennant. The Club Championship is calculated across NSWRL Major and Pathway competitions. To be eligible to win this award clubs must be a member club of the NSWRL.
23.2. The award is calculated as follows:
23.2.1. 3 points/club for each win in The Knock-On Effect NSW Cup;
23.2.2. 2 points/club for each win in the Harvey Norman Women's Premiership NSW;
23.2.3. 2 points/club for each win in the Ron Massey Cup;
23.2.4. 2 points/club for each win in the Sydney Shield;
23.2.5. 2 points/club for each win in the Jersey Flegg Cup
23.2.6. 2 points/club for each win in the UNE SG Ball Cup; and



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- 23.2.7. 2 points/club for each win in the UNE Harold Matthews Cup.
- 23.2.8. 2 points/club for each win in the Harvey Norman Tarsha Gale Cup.
- 23.2.9. 2 points/club for each win in the Lisa Fiaola Cup.
- 23.3. Points are calculated for the season proper ONLY – final series games do not count.
- 23.4. The Flowers Memorial Pennant will be awarded to the NSWRL Club Champions at the NSWRL Grand Final day.

Player of the Year Awards

- 23.5. The NSWRL will recognise a ‘Player of the Year’ from each of the NSWRL Major and Pathway competitions. The league will also recognise representative player of the year awards.
- 23.6. Clubs will be asked to nominate their players. Once all clubs have nominated, the NSWRL Talent ID Group will vote on the Player of the Year.

Policies and Procedures

- 23.7. A full list of NSWRL Policies and Procedures can be found at:
www.nswrl.com.au/about/documents
- 23.8. The NSWRL Major and Pathways competitions also reference NSWRL and NRL Policies that can be found in the NSWRL Policies and Procedure Manual at:
www.nswrl.com.au/about/majorcompetitions

Code of Conduct

- 23.9. The Board of the NSWRL has endorsed both the NSWRL and NRL Code of Conduct.
- 23.10. The NSWRL Code of Conduct governs all competitions and accepted behaviours.
- 23.11. All players, coaches, club officials and volunteers are bound by the Code of Conduct. Any misconduct could result in a breach notice, penalty or sanction for the person and/or club.
- 23.12. The NSWRL and NRL Code of Conduct are available via: www.nswrl.com.au/documents
- 23.13. Individual clubs are responsible for making sure that all of their players, coaches, club officials and volunteers have read and understood the Code of Conduct prior to the commencement of the season.

Child Protection

- 23.14. The NSWRL Child Protection Policy applies to all NSWRL competitions.
- 23.15. It is the clubs responsibility to verify any and all Coaches, Managers or Trainers who have direct contact with any person under the age of 18 must have a valid WWCC. The Child Protection Policy – Working with Children Check guide for clubs, incorporating the process and the relevant documents are located on the Office of Children’s Guardian website at: <https://ocg.nsw.gov.au/>
- 23.16. WWCC Club obligations applies to Senior team, where they may still have players under the age of 18 years of age.
- 23.17. The Child Protection Policy – Working with Children Check guide for workers, incorporating the process and the relevant documents are located on the NSW Government website – Office of the Children’s Guardian – <https://ocg.nsw.gov.au>



24. Registration

- 24.1. For the Knock-On Effect NSW Cup, Jersey Flegg Cup, Harvey Norman Women's NSW Premiership, Ron Massey Cup, Mojo Homes Cup, Denton Engineering Cup and the Sydney Shield, all players MUST be registered via the MySideline system (as Player Tackle) and have a valid/lodged contract (via DocuSign and uploaded to the Clubs Smartabase portal) prior to playing.
- 24.2. For SG Ball Cup, Tarsha Gale Cup, Laurie Daley Cup, Harold Matthews Cup, Andrew Johns Cup, Lisa Fiaola Cup and the NSWRL Men's and Women's Country Championships, all players MUST be registered via the MySideline system (as Player Representative) prior to playing. A player can be cleared but will still need to be registered as player representative as well.
- 24.3. Where a player is moving from another club to your club permanently, they will require an online clearance via the MySideline system. This clearance must be fully approved and completed at all levels prior to the player taking the field. Penalties may apply should a player take the field without a fully approved clearance.
- 24.4. Where there is an approved portability between higher and lower-level Clubs, players must have an approved and completed Permit, requested via the MySideline system, prior to them being able to take the field for that Club.
- 24.5. Players MUST be registered and active in MySideline by 5:00pm on Fridays prior to the commencement of that round. Clearances and permits will not be actioned past this point in time. If a player is NOT cleared and deemed an active player in MySideline at this point in time then they will not be permitted to participate that round.
- 24.6. Any player who is deregistered by the NRL or otherwise refused registration with the NRL or is the subject of an NRL stand down pursuant to NRL Rule 22A, shall not be eligible to participate in any NSWRL controlled competition, unless the NRL rule otherwise.

Club Official Registration

- 24.7. All Coaches, Trainers, Managers must complete online registration each season via the MySideline system

Contracts

All players participating in The Knock-On Effect Cup, Harvey Norman Women's NSW Premiership, Jersey Flegg Cup, Ron Massey Cup, Denton Engineering Cup, Mojo Homes Cup and Sydney Shield must have a signed and registered contract prior to taking the field in any NSWRL Major and Pathway Competitions. The NRL contract is applicable to competitions conducted by the NSWRL.

- 24.8. Contracts, terminations and variations must be completed via DocuSign and submitted for review via your club's NSWRL Smartabase online platform.
- 24.9. A NSWRL Standard Playing Agreement will only be accepted once the player turns 17 years of age. No contract will be accepted by the NSWRL for players under this age.
- 24.10. All female players must use the correct NSWRL Female Standard Playing Agreement. These contracts will have a set expiry relevant to that competition.
- 24.11. Contracts will only be accepted if completed correctly, if incorrect they will be returned.



- 24.12. Contracts will only be accepted from club who have current (active) incorporation status.
- 24.13. All contracts must have a value, which can be the value of in-kind, for them to be deemed binding
- 24.14. Clubs must submit a Variation to Contract form if there is a variation to an already lodged contract.
- 24.15. Clubs must submit a Termination of Contract form when a player's contract is terminated during the contract period. Please note: a request for clearance is not a substitute for this purpose.
- 24.16. The NSWRL does not recognise the NRL Training contract as a valid playing contract. Any person who is a party to such a contract must also lodge and have registered with the NSWRL a NSWRL Standard Playing Agreement in order to be eligible to play in any match to which this Handbook applies.

Player Movement

- 24.17. Players may move between higher and lower grades throughout the competition season, however during finals series, qualifications and eligibility will apply.
- 24.18. Should a player be selected to play in a Major Competition as one of the starting 13 and another Major Competition game is subsequent to this match, that player is not eligible to compete on that same weekend. However, the 4 interchange players may play in the other Major Competition game on the same weekend in whichever grade they are eligible.
- 24.19. A player named in the 17-person (or replacement player that enters the field) playing list in a NSWRL Major and Pathway Competitions is not eligible to participate in any junior league match on the same weekend.
- 24.20. For Mojo Homes Cup, Denton Engineering Cup and Sydney Shield, players returning to play a lower level, i.e., reserve grade, NSWRL Conference Competitions, etc, must adhere to the rules of the competition they are returning to play in
- 24.21. All players who participate are to be listed on the official match day data sheet.

Portability

- 24.22. Portability is the arrangement between clubs which allows a player to play within 2 or more competitions. Clubs can only have portability to 1 club ranked above and below to specific competitions. Imported players must be allocated to a 'local' club, prior to the start of the season. Clubs within the following major competitions are able to apply for portability, if required:
 - 24.23. District clubs in NRL
 - 24.24. Clubs participating in NSWRL Major and Pathway Competitions.
 - 24.25. NSWRL Regional Members and/or divisions; and
 - 24.26. NSWRL district junior leagues.
- 24.27. Request for portability must be submitted on the Portability Request Form and signed off by all required parties prior to submission to the NSWRL. Portability arrangements can only be approved by the Board of the NSWRL and covers a period of 12 months. Clubs will be notified in writing of the Board of the NSWRL's decision.
- 24.28. Clubs who have been granted portability approval must adhere to the following:



- 24.29. Players moving up/down must abide by the NSWRL's portability and permit rules.
- 24.30. Player portability will continue beyond June 30 each year.
- 24.31. Players/clubs using portability will abide by the qualification rules of each specific competition.
- 24.32. Insurance is to be paid by the player's senior club (NRL/NSWRL).

25. Replacements (Interchange)

- 25.1. An interchange is the replacement of one player in a team for another during the match.
- 25.2. Only 13 players from each team may be on the field of play at any one time
- 25.3. A limited interchange system is used
- 25.4. Each team must list 4 players as interchange players on the team list and where required on NRL Sideline and/or MySideline Manager, and at the discretion of the club one further player as the concussion substitute.
- 25.5. Each team may use up to a maximum of 8 interchanges during the match.
- 25.6. In matches that extend to extra time, an additional 2 interchanges will be permitted, where limited interchange is used, to each team. Any unused interchanges during normal time may also be utilised during extra time.
- 25.7. A replaced player must have left the field of play prior to the interchange player taking their place on the field. If a team elects to interchange a bleeding player, who leaves the field, this interchange will be included for the purposes of calculating the number of interchanges.
- 25.8. If a player is fouled by an opponent, who is then dismissed from the field or sin-binned the fouled player is caused to leave the field as a direct result of an injury sustained in that incident, this interchange will not be included for the purposes of calculating the number of interchanges (free), provided that it is made without delay and by the time the referee has acted on the incident.
- 25.9. In addition to this the next available interchange, after the foul play, will not be included for the purposes of calculating the number of interchanges (free). Giving two free interchanges for the incident.
- 25.10. Where a team used a HIA interchange and the HIA player returns to the field of play, they must be replaced again by the player that went on for them when the HIA occurred; i.e., if player #10 comes for a HIA and is replaced by player #17, when player #10 returns to the field player #17 must come off.
- 25.11. Interchanges may only occur during general play e.g., when the ball is in motion, after any scoring has been completed or if play has been temporarily suspended by the referee e.g., injury or caution.
- 25.12. A maximum of 2 interchanges may take place at any one time.
- 25.13. A replaced player must cross the touchline or dead ball line prior to their replacement taking the field of play.
- 25.14. The player coming on to the field must hand the interchange official the interchange card, and only when the interchange official has taken the card is the player permitted to take to the field of play. If the player throws the card on the ground, they will be asked to come back and hand it to the official.



- 25.15. Interchanges must not be made after the referee has ordered a scrum, until the scrum has been completed, unless it is to replace a bleeding player and the referee has:
- 25.15.1. Signalled a stoppage in play.
 - 25.15.2. The trainers have first advised the referee that in interchange is to take place.
 - 25.15.3. The scrum is a result of a touchline stoppage.
- 25.16. The phrase “causing a player to leave the field immediately” means without having taken any further part in the game after the incident before they leave the field. If play continues while the player is still out of play being treated, this does not negate access to a free interchange.
- 25.17. The NSWRL provides interchange cards to each club.

26. Player Points Index System (PPIS)

- 26.1. The following competitions are governed by Player Points Index Systems; The Harvey Norman Women’s Premiership, The Ron Massey Cup, The Sydney Shield, The Denton Engineering Cup and The Mojo Homes Cup.
- 26.2. For the Harvey Norman Women’s Premiership, the Ron Massey Cup and the Sydney Shield PPIS see appendix E and F
- 26.3. For the Denton Engineering Cup PPIS refer to the Newcastle Rugby League
- 26.4. For the Mojo Homes Cup PPIS refer to the Illawarra Rugby League (NSWRL Statewide PPIS)
- 26.5. Players are graded each season based on their competition PPIS and allocated a grading. The grading is locked into the profile on MySideline for the season.
- 26.6. Each competition has an allocated total value based on the 17 players that can be used each round:
- 26.6.1 Harvey Norman Women’s Premiership: 220 points/ 17 players
 - 26.6.2 Ron Massey Cup: 170 points/ 17 players
 - 26.6.3 Sydney Shield: 85 points/ 17 players
 - 26.6.4 Denton Engineering Cup: 120 points/ 17 players
 - 26.6.5 Mojo Homes Cup: 115 points/ 17 players (deduction based on previous season may apply)
- 26.7. The PPIS is checked retrospectively on the first business day after the competitions by the following governing body:
- 26.7.1 Harvey Norman Women’s Premiership: NSWRL Major Competitions Team
 - 26.7.2 Ron Massey Cup: NSWRL Major Competitions Team
 - 26.7.3 Sydney Shield: NSWRL Major Competitions Team
 - 26.7.4 Denton Engineering Cup: Newcastle Rugby League
 - 26.7.5 Mojo Homes Cup: Illawarra Rugby League
- 26.8. The 18th player concussion sub may only carry a value of 6 points or less and this will be added to your points cap over the allowable limit.
- 26.9. Teams must field 17 players. If they field less than 17 for each player missing, they must deduct 6 points from the total cap value.
- 26.10. If a Club doesn’t agree with the assigned value of a player, they must submit a request in writing through to achristodoulou@nswrl.com.au to have the player reviewed.



27. Respect Protocols

Coin Toss and Team Run-On

- 27.1. The captain's or their nominated player representative are required to take part in the coin toss in the presence of the match referee prior to warm-up.
- 27.2. In all cases, the away team will take the field first, when directed by match officials, followed by the home team.
- 27.3. Respect protocols prior to kick off will require both team captains to walk onto the field to the halfway line together and shake hands with each other and the referee.
- 27.4. Teams will then be allowed a moment to get into kick-off formation; once they are ready the referee will signal kick-off.

28. Sideline Area and Bench Locations

- 28.1. Both the home and away team benches must be on the same side of the field.
- 28.2. Where team benches are located within the playing area e.g., inside the fence, the following provisions must be adhered to:
 - 28.2.1. Under no circumstances is "barracking" or abuse from the bench permitted. This also refers to advice or assistance to the match officials in relation to their performance or how they should carry out their duties.
 - 28.2.2. Personnel on the bench may comprise only those people directly related to the conduct of the match itself e.g., coaches, reserve players, the concussion substitute (if any), trainers, team manager and doctor. There can be no more than 12 persons on the bench from each team.
 - 28.2.3. Under no circumstances is a suspended player permitted on the sideline or bench area.
 - 28.2.4. A player who is temporarily suspended must immediately retire from the playing field to the dressing shed or area designated by the ground manager until their temporary suspension has expired.
 - 28.2.5. The ground manager may request any person on the bench to leave at any time.
 - 28.2.6. Players and officials on the bench must, at all times, remain at the bench allocated to their team (except for warm-ups). Any player warming up must remain at least 1 metre away from the field of play.
 - 28.2.7. Whilst officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances.
 - 28.2.8. Coaches may view the match from the coach's box, bench or behind the goal posts at the end of the field. At all times, the coach must stay an adequate distance from the field of play.
 - 28.2.9. No members of the general public are permitted within the playing area.



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- 28.2.10. The player designated as the concussion substitute must at all times, and unless and until that player is substituted into a match in accordance with the provisions of rule 8:
- 28.2.11. Be dressed to play in the match and wear a coloured vest (in colour of, and of the design of which is designated by and approved by NSWRL, and which bears any words printed on it which are required by NSWRL) which clearly identifies that player as the concussion substitute.

29. Sponsor and Logo Requirements

The Knock-On Effect NSW Cup

The Knock-On Effect NSW Cup clubs must strictly adhere to the following sponsorship requirements and responsibilities:

- 29.1. All third-party sponsors are required to use the integrated The Knock-On Effect NSW Cup logo.
- 29.2. All players to have The Knock-On Effect NSW Cup logo on all playing jerseys and shorts as per the NSWRL brand guidelines.
- 29.3. All players to have the NRL logo attached to all jerseys on the bottom left-hand side of the jersey.
- 29.4. All The Knock-On Effect NSW Cup club websites are to display The Knock-On Effect NSW Cup logo prominently
- 29.5. The Knock-On Effect NSW Cup Clubs are to follow the branding guidelines supplied by NSWRL.
- 29.6. A detailed branding document is circulated to clubs.

For all other NSWRL Major and Pathway Competition/s, each team must carry the required competition logo on their playing apparel. And placed using the brand guidelines.

30. Timekeeping

Official Match Time

- 30.1. The home team, in conjunction with the away team, if they so wish will be responsible for the keeping of match time. If the away team does not nominate anyone for this purpose, they must accept the timekeeping of the home team.
- 30.2. All decisions of the official timekeeper shall be final and not open to review or appeal, unless the NSWRL Major and Pathway Competitions Manager/ Head of Competitions determines so.

Time Clocks

- 30.3. Time clocks should be in good working order and showing a second hand, if analogue or indicating seconds if digital.
- 30.4. A back-up system should also be available at all venues.
- 30.5. Where a home Club does not have a working visible clock on game day, they may receive a breach notice.



Timekeeping in Relation to Referees

- 30.6. When a referee starts play, they will blow their whistle and indicate with one arm above their head and order the ball to be kicked off.
- 30.7. If for any reason e.g., injury or caution the referee orders time-off by indicating with both arms above their head, vertical to their body, timekeepers must immediately stop their watches and time clocks.
- 30.8. When play is to recommence, the referee will indicate by waving one arm over their head. Timekeepers must recommence match clocks immediately. This procedure is to be carried out throughout the match.
- 30.9. Timekeepers must have a least one additional time piece when keeping time for use in the event of the match clock malfunctioning.

Sirens

- 30.10. At the completion of each half, the timekeeper must continue to sound the siren until such time as the match referee signals that they have heard it, by raising their arm above their head. The referee will indicate a cessation (after the siren has sounded) by blowing the whistle and waving both arms across their body.
- 30.11. If the venue siren fails to operate, the timekeeper must use a standby air horn.

End of Play

- 30.12. In all cases, the referee will be the sole judge of when play shall cease after the half-time or full-time siren has sounded.
- 30.13. The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

Sin-Bin Operators

- 30.14. All clubs must nominate a representative for timing of temporary suspensions and make themselves known to the ground manager prior to the start of all matches.
- 30.15. All sin-bin operators must have their own stopwatches.

31. Travel and Accommodation

- 31.1. The NSWRL shall be responsible for the management and cost of transport, accommodation and meal allowances for teams travelling as outlined in the NSWRL Travel Policy www.nswrl.com.au/documents
- 31.2. Any Club travelling with more than the allocated members shall be responsible for all travel, accommodation and associated expenses for those arrangements. These can be made via the NSWRL Travel company at the time of club booking, credit card details for payment will need to be provide upfront for anything outside of the NSWRL Travel Policy.
- 31.3. Any Club that schedules a match at any venue, other than its nominated home venue, will be responsible for the cost of all additional travel.

32. Trial Matches

- 32.1. All trial games are to be sanctioned by the NSWRL (See appendix B).



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- 32.2. All NSWRL registered players will be covered by their junior/senior league insurance when games have been sanctioned. All players who participate in trial games, which are not sanctioned, will not be covered by insurance. All clubs are advised of the importance of taking out a cover-note for these events, for those players who are not NSWRL registered players.
- 32.3 All trial game applications must be submitted via a Clubs Smartabase portal at least 21 days prior to the game and receive an approval from NSWRL noting the game is sanctioned. Following the game, the host club is responsible for uploading the team list of participating players for both teams.
- 32.4 Any trials which involved travelling teams i.e., teams outside of the NSWRL, must seek approval to travel/play from their relevant governing body and have signed off by the NSWRL prior to being given approval to play. This approval is to be submitted with the application.
- 32.5 Any trial game must have the appropriately qualified trainers (as per section 2 of this handbook) and cannot commence without a doctor AND a qualified Orange Shirt trainer in attendance for each team.
- 32.6 All sanctioned trial games must be filmed – the host club is to arrange the filming – and upload the vision to the Hudl Trail Exchange by 9am the first business day following.

Doctors

- 32.3. Further to any other provision of this Handbook, it is a mandatory requirement that a doctor be present at all games, including trials. All trial and competition matches cannot commence (and a trial/competition match must not be permitted to commence) unless a doctor is in attendance prior to the commencement of a trial match.

33. Welfare and Education

- 33.1. All players must attend/complete the compulsory education session as set out in the NSWRL/ NRL Wellbeing guidelines. Refer to www.nswrl.com.au/documents for guidelines.

Anti-Doping

- 33.2. All registered players will be subject to the NRL/NSWRL Anti-Doping Policy and Procedures.
- 33.3. Clubs must ensure that all players are familiar with the policy and should ensure that a copy of the document is made available to each player.
- 33.4. Each club is required to appoint an 'Anti-Doping Officer' who is to be available at all times to assist in the coordination of testing, in conjunction with Sports Integrity officials.
- 33.5. The name of each clubs 'Anti-Doping Officer' must be provided to the NSWRL prior to the commencement of the season.
- 33.6. All clubs are required to send their weekly training schedules into Smartabase this will automatically notify Sports Integrity Australia.
- 33.7. For more information, please refer to the Anti-Doping Education Policy at: www.sportintegrity.gov.au/



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Annexure A

Roles and Responsibilities

HOME Club – Ground Manager / Venue Manager	Team Manager	Match Operations Official (MOO)	Head Injury Assessment (HIA) Official	Interchange	Doctor
<p>Responsibilities:</p> <p>HOME facility – venue should have canteen, scoreboard, filming platform, PA + clock</p> <p>Arrange for ground to be open 2 hours prior to kick off</p> <p>Manage crowd and spectator behaviour</p> <p>Opening of ambulance access if needed</p> <p>Liaise with AWAY club to assist with needs</p> <p>Assign warm-up areas</p>	<p>Responsibilities:</p> <p>Enter Tuesday (mid-week) team list</p> <p>Submit the starting 17 players (only) 1 hour before game and confirm with MOO once complete</p> <p>*Note – players must remain in same jersey as named on Tuesday mid-week list</p>	<p>Responsibilities:</p> <p>Confirm the team lists in Statedge 1 hour prior to kick off</p> <p>Confirm doctor is present BEFORE game can kick off</p> <p>Check identification of Coaches + 3 x trainers per team (Note – game cannot proceed without each team having an Orange shirt trainer)</p> <p>Start the game via Statedge system at commencement/ conclusion of each period</p> <p>Manage the input of try scorers via Statedge system in real time</p> <p>Monitor trainers interchange and that they are adhering to rules</p> <p>Manage the bench behaviour</p>	<p>Responsibilities:</p> <p>Take the player that has come from the field to the doctor to commence the HIA process</p> <p>Time the HIA process</p> <p>Provide paperwork to the doctor for each assessment</p> <p>Send Concussion paperwork through to NSWRL within 24hrs of game</p> <p>Assist with interchange while no concussions</p>	<p>Responsibilities:</p> <p>Manage interchange for both teams as per the rules of the competition</p> <p>Note HIA official will assist with Interchange for 1 x team while there are no HIA incidents</p>	<p>Responsibilities:</p> <p>Arrive at venue 30mins prior to kick off</p> <p>Conduct SCAT 5 tests were players are identified with concussive injuries</p> <p>Assist with other major injuries where required</p>



Annexure B

NSWRL Major & Pathways Competitions Trials Matrix

Major and Pathway Competitions include:

- Junior Representatives: Andrew Johns, Harold Matthews, Laurie Daley, SG Ball and Tarsha Gale
- Jersey Flegg
- Ron Massey
- Sydney Shield
- Harvey Norman Women's
- KOE NSW Cup

Definitions: -

Internal Trial - Players from outside the designated boundaries of the district or region that they are trialling for may still take part in "internal" under invitation. The key parameter is that all activity (training, contact or playing) takes place within the squad that is currently trialling.

External Trial - When a squad of players have been selected to represent one district or region in a game against another district or region, often referred to as a NSWRL Official Trial Match. It does not matter if places have been confirmed, players have been offered JRA's or if final squads have not been selected.

c	Internal Opposed	Internal Invitational	External Official
	An internal 'opposed' session for training purposes	An internal selection or invitational trial to select	Pre-season game against another team in an official format
Notification to NSWRL?	As per training session submission via Smartabase	Yes <i>trial application via Smartabase</i>	Yes <i>trial application via Smartabase</i>
Are team lists required?	No	Yes <i>trial application via Smartabase</i>	Yes <i>trial application via Smartabase</i>
Is a doctor required?	No	No	Yes
Is a referee required?	No	Yes <i>Club to arrange via local association</i>	Yes <i>NSWRL will appoint</i>
Are trainers required?	Yes <i>As per policy</i>	Yes <i>As per policy</i>	Yes <i>As per policy</i>
Is filming required?	No	Yes <i>Copy retained by the District/ Region and available to NSWRL upon requests. At the cost of the club, not NSWRL</i>	Yes <i>Uploaded to Hudl post game. NSWRL to pay for a maximum of two (2) external trial filming per Club per competition season</i>



Annexure C

Competition Ages

In 2023	Andrew Johns U16	Harold Matthews U17	Laurie Daley U18	SG Ball U19	Tarsha Gale Cup U19	HNWP	SS, RMC, Flegg & NSW CUP
Turning 15 yrs. Born in 2008	✗	✗	✗	✗	✗	✗	✗
Turning 16 yrs Born in 2007	✓	✓	✗	✗	✗	✗	✗
Turning 17 yrs Born in 2006	✗	✓	✓	✗	✗	Must have turned 17 to play	Must have turned 17 to play
Turning 18 yrs Born in 2005	✗	✗	✓	✓	✓	✓	✓
Turning 19 yrs Born in 2004	✗	✗	✗	✓	✓	✓	✓
Turning 20+ Born in 2003	✗	✗	✗	✗	✗	✓	✓



Annexure D



This card is not transferable.

It will admit the holder to all NSWRL competitions during the season. This does not include NSWRL Major & Pathway Competition Grand Final Days or Representative fixtures.

DOES NOT ADMIT TO TELSTRA PREMIERSHIP MATCHES



This card remains the property of the New South Wales Rugby League (NSWRL).



NSWRL changes to NRL Judiciary Code of Procedures

Monetary Fines:

The NSWRL will not allow the payment of monetary fines in lieu of a charge.

The charge summary sheet below details the penalties for each charge as it will be administered in all NSWRL Major and Pathways Competitions.

Time Frames for Match Review and allocation of Charges:

The NSWRL Match Review Committee (MRC) will meet to review charges the first business day following the weekends round matches; that being each Monday. Where a competition match is played on a weekday following the weekends round matches, the MRC will review any incidents the following business day.

Charges from the MRC will be sent by 5pm each Monday. Unless they are from a match played outside of normal time frame and will therefore be sent the following business day.

All pleas must be in by 12pm Tuesday. Where a plea is not received in time the player will be deemed as pleading guilty, however they will not be extending the reduction in penalty via the 'early plea'.

Clubs can ask for an extension in review if needed.

Chairman's Summary:

The chairman will provide a summary of panels decisions at the conclusion of the hearing. The Chairman will NOT be required to complete a written summation.



Revised NRL Table with aligned Amalgamated Penalties

Offence	Grade	1st Offence (early plea in brackets)	2nd Offence (early plea in brackets)	3rd & Subsequent Offence (early plea in brackets)
High Tackle - Careless	1	1 match (Warning)	2 matches (1)	3 matches (2)
	2	2 matches (1)	3 matches (2)	4 matches (3)
	3	3 matches (2)	4 matches (3)	5 matches (4)
High Tackle – Reckless	4 (1) #	4 matches (3)	5 matches (4)	6 matches (5)
	5 (2)	5 matches (4)	6 matches (5)	7 matches (6)
	6 (3)	6 matches (5)	7 matches (6)	8 matches (7)
Dangerous Contact	1	1 match (Warning)	2 matches (1)	3 matches (2)
	2	2 matches (1)	3 matches (2)	4 matches (3)
	3	3 matches (2)	4 matches (3)	5 matches (4)
Dangerous Throw	1	1 match (Warning)	2 matches (1)	3 matches (2)
	2	3 matches (2)	4 matches (3)	5 matches (4)
	3	5 matches (4)	6 matches (5)	7 matches (6)
Striking	1	2 matches (1)	3 matches (2)	4 matches (3)
	2	3 matches (2)	4 matches (3)	5 matches (4)
	3	4 matches (3)	5 matches (4)	6 matches (5)
Crusher Tackle	1	2 matches (1)	3 matches (2)	4 matches (3)
	2	3 matches (2)	4 matches (3)	5 matches (4)
	3	4 matches (3)	5 matches (4)	6 matches (5)
Contrary Conduct	1	1 match (Warning)	2 matches (1)	3 matches (2)
	2	2 matches (1)	3 matches (2)	4 matches (3)
	3	3 matches (2)	4 matches (3)	5 matches (4)
Shoulder Charge	1	2 match (1)	3 matches (2)	4 matches (3)
	2	3 matches (2)	4 matches (3)	5 matches (4)
	3	4 matches (3)	5 matches (4)	6 matches (5)

High Tackle Reckless is effectively treated as a grade up from High Tackle Careless
Note – markings in blue denote changes from NRL penalties