Junior Representatives Handbook (Rules, Policies and By-Laws)

Harvey Norman Tarsha Gale Cup
SG Ball Cup
Harold Matthews Cup
Andrew Johns Cup
Laurie Daley Cup

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JUNIOR REPRESENTATIVE COMPETITIONS

INTERPRETATION: In this Handbook a reference to:

- a "club" includes a reference to an organisation participating in the Andrew Johns Cup and / or Laurie Daley Cup.
- 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.

COVID-19

- In addition to this handbook, there are compliance items around COVID-19, that Clubs must complete. These are, but not limited to; COVID Safe Plan, COVID education and adherence to all hygiene and cleaning requirements

1 Admission Charges

1.1. Guideline for admission charges
   1.1.1. Adults: to a maximum of $5.00
   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.

Season Entry Passes

1.4. Each team will receive forty-five (45) NSWRL Players / Officials passes. They are to be used by players and club officials ONLY.

1.5. 2021 season entry passes will be distributed prior to the commencement of the season.

1.6. Additional passes can be requested by application to the Major and Pathways Competitions Manager.
   1.6.1. Refer to www.nswrl.com.au/documents for an example of season entry passes.

2 Accreditation and Team Staff Registration

Coaches

2.1. All coaches, including assistants, must register to their club via MySideline and have a recent photo active on their profile.

2.2. All head coaches must, as a minimum, hold a current NRL Senior Club Coach (Level 2) qualification.

2.3. Assistant coaches must, as a minimum, hold a current NRL Club Coach (Level 1) or International Game Coach (IGC) qualification and added via MySideline to their Clubs Squad Management.

2.4. The NSWRL will check qualifications at each match via the Clubs digital cards available via MySideline.

Sports Trainers

2.5. All sports trainers (blue, yellow and orange) must register with their club via MySideline, and have a recent photo active on their profile.

2.6. Yellow and blue shirt sports trainers must, as a minimum, hold the qualifications specified in rule 2.9 and complete the yearly mandatory updates as per the NRL On Field Policy for Elite Competitions.

2.7. All orange shirt sports trainers must, as a minimum, hold the qualifications specified in rule 2.9 or be a physiotherapist (or other noted) that has completed the criteria set out in the NRL On Field Policy for Elite Competitions and outlined yearly mandatory updates.

2.8. The NSWRL will check trainer's qualification at each match via the Clubs digital cards available via MySideline Clubs must have staff allocated to their Clubs Squad Management.

2.9. The required qualifications for roles specified in these rules are as follows:

PHYSIOTHERAPIST
- 2021 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 (HLTAID007)
- Yearly Copy of completion of the online NRL Elite Head Injury and Concussion Protocols
- Yearly CPR (HLTAID001)

ORANGE SHIRT TRAINER – Head Medical
- Current Level 2 NRL/SMA Sports Trainer Qualification
- Yearly Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A)
- Yearly Provide Advanced Resuscitation (HLTAID007)
- Yearly Copy of completion of the online NRL Elite Head Injury and Concussion Protocols
- Yearly CPR Training (HLTAID001)

YELLOW SHIRT TRAINER – Assistant Medical
- Current Level 1 NRL/SMA 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

BLUE SHIRT TRAINER – Message & Water Runner
- Current Level 1 NRL/SMA Sports Trainer Qualification
- Yearly CPR Training (HLTAID001)

HEAD COACH
- Current NRL Senior Club Coach Accreditation (Level 2)

ASSISTANT COACH
- Current NRL Club Coach Accreditation (Level 1)
- Current NRL International Games Coach (IGC)

3. Ball Persons

3.1. Ball persons must have turned at least ten (10) years of age.

3.2. Ball persons must wear attire that does not clash with the participating teams.
3.3. Each club must supply at least two (2) ball persons for each competition match.
3.4. Home clubs must provide assistance to teams travelling long distances.
3.5. 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.
3.6. 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 twelve (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 twelve (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 interchanged, 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.

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

Hygiene

4.12. Players should be made aware of the potential of transferring infectious disease, such as Hepatitis A, B, C and HIV.

4.13. No spitting is permitted on the field of play.

4.14. Contaminated and blood-stained articles, including dressings, are to be placed in appropriate 'contaminated waste' disposal bags.

4.15. Dressing room floors should be cleaned and swept prior to the team leaving the room.

5. Breaches/Penalties/Sanctions

5.1. The NSWRL/NRL Code of Conduct governs all competitions and accepted / prohibited behaviours.

5.2. All players, coaches, club officials, other participants 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 has an independent conduct and rules breach committee in place that will make determination on any breaches of the rules or conduct matters that arise. These will be managed in conjunction with these rules and the NSWRL/NRL Code of Conduct.

5.3.1. The NSWRL and NRL Code of Conduct is available via www.nswrl.com.au/documents

5.4 Club may be breached for non-compliance of this handbook

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 at risk e.g. lightning, extreme heat.

6.1.3. Where scheduled transport for one (1) 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 as soon as possible. If the original venue is unplayable an alternate venue will be selected by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.

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 ground manager <u>must not</u> permit a match to commence) unless a doctor is in attendance in compliance with Rule 10 prior to the commencement of that match. Further, but without affecting the definite requirement that a doctor 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 this 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 to the original scheduled venue is required, it must first be approved by the NSWRL Major and Pathways Competitions Manager and/or Head of Competitions or their nominee.

6.8. The 'home' club may nominate an alternate venue within their district, provided it has undergone the NSWRL venue audit process.

6.9. 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.

6.10. 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 and Age Criteria

7.1. SG Ball Cup:
7.1.1. Under-19 competition
7.1.2. All player must be 18 or 19 years of age as at 31 December 2021.

7.2. Laurie Daley Cup;
7.2.1 Under 18 competition
7.2.2 All players must be 17 or 18 years of age as at 31 December 2021
7.2.3. In the Laurie Daley Cup, teams will be divided into Northern and Southern pools, and will play a round robin of matches, playing each team in their pool once plus one (1) cross pool game.

7.3. Harvey Norman Tarsha Gale Cup:
7.3.1. Under-19 competition
7.3.2. All players must be 18 or 19 years or under as at 31 December 2021

7.4. Harold Matthews Cup
7.4.1. Under-17 competition
7.4.2. All players must be 16 or 17 years or under as at 31 December 2021

7.5 Andrew Johns Cup
7.5.1 Under 16 competition
7.5.2 All players must be 16 years of age as at 31 December 2021
7.5.3 Teams will be divided into Northern and Southern Pools and will play a round robin of matches, playing each team in the same pool, plus one (1) cross pool game.

7.6 SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup and Harold Matthews Cup players can only play one year above their birth year. Players younger than this will not be permitted to play. Please see Competition Ages Matrix **(Appendix C)**

Player Movement and Final Squad Registrations

7.7 Players registering for the 2021 Andrew Johns Cup and Laurie Daley Cup competitions are only eligible to play for the Regional Academy team that represents the community rugby league competition the player participated in the previous season.

7.8 Andrew Johns and Laurie Daley squads can register a maximum of twenty-five (25) players for the season

7.9 Where there is an agreed/ approved portability (by the NSWRL), players may move between the competitions as long as they adhere to the age limit criteria. Note that Finals Series eligibility will determine where a player is able to play (13.12.2)

Match Duration

7.10	SG Ball Cup and Laurie Daley Cup	2 x 35-minute halves
7.11	Harold Matthews Cup and Andrew Johns Cup	2 x 30-minute halves
7.12	Harvey Norman Tarsha Gale Cup	2 x 30-minute halves

(Half-time in all competitions is 10-minutes whistle to whistle)

Competition Points

7.13 Competition points are awarded as follows:

7.13.1 Win = 2 points

7.13.2 Draw = 1 point

7.13.3 Loss = 0 points

7.13.4 Bye = 2 points

7.13.5 Forfeit = 2 points. For the purpose of for and against differentials, the aggregate average of the competition round shall be used in the following formula:
([sum of points scored by winners in all matches] minus [total number of number of points scored by losers in all games]) divided by the number of matches played.

7.14 In any circumstances where any team scheduled to play a match in any of the SG Ball Cup, Laurie Daley Cup, Harold Matthews Cup, Andrew Johns Cup or Harvey Norman Tarsha Gale Cup does forfeit or otherwise fail to play in a match in the competition which that team is scheduled to play in, the NSWRL reserves the right in its absolute discretion to issue that team's club with a notice requiring the club to show cause, within 48 hours of the service of the notice, as to why the NSWRL should not expel the subject team from the remainder of the competition. The NSWRL retains the absolute discretion to expel a team served with a show cause notice pursuant to this rule, in the event that either no response is received by the NSWRL within 48 hours after the service of the notice or where the NSWRL forms the view that the reasons and explanations contained in the response received by the NSWRL in response to issuing the show cause notice are inadequate, insufficient or where the response does not provide any sufficient basis, justification or explanation as to why the team did forfeit or otherwise fail to play in the subject match.

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 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 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 change 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 an 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 an HIA is to begin from the time at which the player is in the care of the Club Medial Officer. If the player has been cleared by the Club Medial Officer during the HIA timeframe, the player must report immediately to the HIA Interchange official at the completion of the 15-minutes HIA time 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 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 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 (2) players from the same club to be taken from the field of play for a HIA, the Club Medical Officer may request, from the HIA interchange official, an additional 5-minute period for one of the HIA players to complete the necessary assessments. This also applies to two players, one from each club, who require an HIA and there is only one Club Medical Officer in attendance for this fixture.

8.11 If the player has suffered a concussive injury in an incident that was a consequence of foul play, which resulted in the incident being placed on report or player being sent off, 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 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 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 twelve (12) players.

8.16 NSWRL mandates that all clubs complete a base line concussion test for all players pre-season via the CSX App.

8.17 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.

8.18 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, for each suspected head or neck injury that has been sustained by a player or players during the match.

8.19 The HIA interchange official must ensure that the Head Injury Assessment forms for any player who suffered a concussive injury that required an assessment is submitted to the NSWRL by 10.00 am on the first business day following 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 for any reason other than that detailed in the NSWRL HIA 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 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). The RTP sign off, after step 4, must be done via the CSX Headguard App.

8.23 All medical clearances must be completed by a doctor via the CSX Headguard App.

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 purposes of identifying symptoms of Delayed Concussion, 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 then 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 the NSWRL Major and Pathway Competitions Concussion Guidelines

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 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:

9.6.1	SG Ball Cup and Laurie Daley Cup	10 minutes
9.6.2	Harold Matthews Cup and Andrew Johns Cup	10 minutes
9.6.3	Harvey Norman Tarsha Gale Cup	10 minutes

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

10.1 All SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns Cup and Harold Matthews Cup competition matches must have a medical doctor in attendance which is the home team's responsibility to organise and procure the attendance of the doctor. During the final series, when at neutral venues, the clubs are to split the costs of a doctor and arrange one per fixture between each team.

10.2 Doctors must use the CSX Headguard App as part of the NSWRL game day concussion management

Serious Injuries

10.3 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 Match operations officials is to escalate reporting as per the Incident Reporting Flow-Chart in their handbook.

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 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

NSWRL branded Match footballs will be supplied by the NSWRL for each competition and it is the responsibility of the home club to provide footballs on game day and use these footballs.

11.16 Footballs are distributed as follows:

11.16.1 SG Ball Cup, Laurie Daley Cup, Harold Matthews Cup, Andrew Johns Cup and Harvey Norman Tarsha Gale Cup – Six (6) footballs per team.

11.17 The NSWRL will supply all footballs for final series matches, separate and in addition to the above.

On-field Playing Apparel (Uniforms)

11.18 It is the responsibility of clubs to outfit their teams.

11.19 Clubs may source sponsors if so desired, however the NRL and NSWRL guidelines for sizing of sponsor logos must be adhered.

11.20 Approval from the NSWRL for any and all sponsors must be sought prior to the use of logos on playing apparel. NSWRL reserves the right, in its absolute discretion, to approve or refuse permission for the club to display sponsor advertising on playing apparel.

11.21 No alcohol or gambling sponsorship is permitted for teams competing in the SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns Cup and Harold Matthews Cup competitions.

11.22 All playing apparel is subject to the approval of NSWRL, including jerseys, shorts and socks. Complete graphics must be submitted via individual Clubs Smartabase portal for approval.

11.23 If the NSWRL deems a club's uniform is unacceptable, it is the sole responsibility of the club to source an alternative uniform.

11.24 Jerseys must be manufactured in accordance with the NSWRL Licensing guidelines.

11.25 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 clock displaying time remaining in the match, visible to players and spectators.
- 12.6.2 A 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.
- 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 Designated media area.
- 12.6.10 Ambulance access to the area immediately adjacent to the playing field.
- 12.6.11 Filming platform, as per required specifications, as close to the halfway point of the field (50m line) as possible

Public Address System

12.7 Any noise that is under the club control must cease when the match is in progress, including cheerleaders, bands and music.

12.8 The ground announcer must not make comments regarding the match, the players or officials.

Match Recording Specifications/Platform

12.9 Platform Specifications:

- 12.9.1 Platform measurements = 3m x 3m.
- 12.9.2 Platform height – 3m is recommended, minimum accepted will be 2m.
- 12.9.3 Safety rail must be as a minimum, 1m above platform deck.
- 12.9.4 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.
- 12.9.5 Platform entry must be by secured ladder or staircase.
- 12.9.6 Minimum carry weight of the platform is four people (500kg).

12.10 Location/Positioning:

- 12.10.1 To be placed on the western-side of the playing field.
- 12.10.2 To be within 50m of a secure 240 Volt power outlet.
- 12.10.3 To be as close as possible to the midway point of the playing field.
- 12.10.4 To be within a reasonable distance from the sideline so the cameraman has an unimpeded view of the entire playing field.

12.11 Safety:

12.11.1 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

12.12 The following lighting standards shall be required for training and competition matches.

12.12.1	Ball and physical training	50 lux
12.12.2	Match practice	100 lux
12.12.3	Competition matches	200 lux

Medical Facilities

12.13 Each team dressing shed shall:

12.13.1 Contain a table for observing, assessing and treating players with injuries.

12.13.2 Provide facilities for disposal of used materials such as syringes, needles, contaminated waste disposal kit.

12.13.3 Have unobstructed access for any player taken by stretcher from the field.

Ground Signage

12.14 All clubs are required to make advertising and signage space available to the NSWRL at their respective venue.

12.15 The size, type and volume of such signage will be advised to the club by the NSWRL.

12.16 SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns Cup and Harold Matthews Cup are required to make available the following for match signage, if applicable:

12.16.1 Corner post covers x 4

12.16.2 Goal post pad covers x 4

12.16.3 Bolsters x as per agreement.

13 Final Series

13.1 For SG Ball, Tarsha Gale and Harold Matthews the six (6) highest ranked teams, according to the number of competition points, shall compete in the final series in each competition over a three (3) week period (week 1 elimination final, week 2 semi-finals, week 3 grand-final).

13.2 For each of the Laurie Daley Cup and the Andrew Johns Cup competitions, at the conclusion of the regular season matches, 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 the grand final match of the respective competition

13.3 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:

13.3.1 The better differential of the points scored FOR and AGAINST. If equal:

13.3.2 The result of any head to head clash during the competition, the winner of which would be positioned higher, then if equal:

13.3.3 Team with the most points FOR.

Draw

13.4 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

13.5 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 then 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.

13.8 Only the three sports trainers and competing players will have access to the field of play.

13.9 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.

13.10 The normal interchange process will apply for any interchanges that are made during the break (including the two additional interchanges).

Finals Eligibility

13.11 To be eligible for the SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns Cup or Harold Matthews Cup final series, a player must meet the following criteria:

13.11.1 The player must be registered in the squad <u>and</u> have played at least one (1) round competition (regular season) match.

13.11.2 The player has played the majority of regular season matches in the competition the player is seeking eligibility to participate in.

13.11.3 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

13.12 Each club with a team engaged in the NSWRL finals 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.

14 First Aid/Sports Trainers

14.1 Each team may engage and use a maximum of three (3) sports trainers during matches, and a minimum of an “orange shirt” trainer plus a doctor present in accordance with these rules. Further to the provisions of these rules mandating the presence of a doctor

as a necessary precondition to the commencement of a match, a match cannot commence (and the ground manager must not permit a match to commence) unless each team has present at the match a qualified "orange shirt" trainer.

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 and/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 match operations officials.

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 manual.

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 listed on their MySideline profile.

14.9 Photo Identification must be uploaded to the trainers MySideline profile, so that a digital card can be provided as part of the teams accreditation check.

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 facilitating an interchange of players – subject to 14.17 below;
- 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 teams 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.

14.19 May refill drink containers and offer other assistance off the field of play.

14.20 Can be involved in the off-field interchange process.

Orange shirt trainer – Level 2 (Head Sports Trainer)

14.21 Access to the field is unlimited to attend to an injured/ill player and to administer water.

14.22 Must not carry messages.

14.23 Can be involved in the on-field interchange process.

14.24 The head trainer will make the final decision on the player's welfare in the absence of a medical professional.

14.25 Coaches, administrators and players must comply with the decision of the head trainer at all times.

14.26 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.

15 Ground Markings and Dimensions

15.1 The Home club is responsible for ensuring all field lines are marked and painted in strict accordance to the NRL Laws of the Games.

15.1.1 Refer to www.nswrl.com.au/documents for a copy of the Rugby League field markings.

16 Heat Guidelines

16.1 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:

16.1.1 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.

16.1.2 Trainer guidelines will be relaxed so that all three sports trainers can carry water throughout the match.

16.1.3 Half-time break may be extended to 15 minutes

16.1.4 Interchange procedures will be extended to provide three players from a team to interchange at the same time, instead of only two.

16.2 Club doctors, 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.

16.2.1 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

17.1 **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 that benefits will continue indefinitely and keep the matter under review.

17.2 **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.

17.3 **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 (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 SG Ball, Laurie Daley Cup, Harold Matthews Cup, Andrew Johns Cup and Harvey Norman Tarsha Gale Cup.

17.4 **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.

17.5 **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 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.

17.6 **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.

17.7 **Travel**: The NSWRL undertakes corporate travel insurance for all NSWRL major and pathway competitions.

18 Match Officials

18.1 Match officials for all 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. The roles, functions and responsibilities of match operation officials are more fully described in **Annexure A** hereto. 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

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.

Further and for the avoidance of any doubt, under no circumstances shall any match start in any circumstances where the ground manager 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.

18.7 If a Match Operations Official has not arrived at the venue ninety (90) minutes prior to kick-off, please contact the NSWRL Major and Pathways Competitions Manager 0421 186 943.

Interchange and HIA Interchange Officials

18.8 Interchange and HIA Interchange officials for all competitions will be appointed by the NSWRL.

18.9 Interchange and HIA Interchange officials are responsible for managing the interchange process.

18.10 In the event of a concussive event, the HIA Interchange official will work with the club doctor, in the management of this process, including the submission of online reports.

19 Match-Day Administration

Team Lists

19.1 Team lists must be submitted through Statedge by 4:00 pm Tuesday of each week during the competitions, including final series.

19.2 Education, documentation and access will be distributed prior to the season commencing.

Match-Day Team Lists

19.3 Match-day team lists must be completed and returned to the match operations officials no later than 1 hour prior to kick-off as a form of back-up.

19.4 There are five copies in the Team List book for each match which are to be distributed as follows:

19.4.1 Match operations officials – white (original)

19.4.2 Opposition club – blue

19.4.3 Media/PA – green

19.4.4 Broadcast – yellow

19.4.5 Club retains copy in the book – pink.

19.5 Team managers must upload any changes and confirm team on Statedge 1 hour prior to kick-off, via their NSWRL Club issued iPad. This information goes live at www.nswrl.com.au match centre.

19.6 The NSWRL will provide match-day team list books prior to the commencement of the season.

19.7 It is a requirement that clubs list their starting thirteen (13) players in order, as well as four (4) nominated replacements and, at the discretion of the club, one (1) designated concussion substitute (being seventeen (17), and in the case of the inclusion of a concussion substitute a maximum of eighteen (18) players) in all competitions. To start a match both teams must have a minimum of seventeen (17) players listed, stripped and ready to play.

19.8 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.

19.9 In the event that clubs are unable to fulfil these requirements, they should liaise directly with the match operations officials regarding the jersey number.

Match Results

19.10 All scoring is completed by the match operations officials.

19.11 All interchanges are done at the ground by the HIA or Interchange official.

19.12 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 bpigram@nswrl.com.au.

19.13 NSWRL Live Match Centre carries all draws and results: www.nswrl.com.au/draws

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 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 negotiate and confirm with the away team, and then inform the NSWRL Major and Pathway Competitions Manager bpigram@nswrl.com.au. If clubs cannot agree the NSWRL will make the final decision.

21 Match Footage

21.1 All competition matches will be filmed throughout the season.

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 NSWRL Judicial Code of Procedure. Further information is available at:

www.nswrl.com.au/documents.
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.

22.2 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.

22.3 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.

22.4 Players must lodge a Notice of Election by 12.00 pm (noon) on the second business day following the match.

22.4.1 Failure to lodge a Notice of Election within the timeframe, will result in the player receiving a guilty charge with no discount.

23 Player of the Year and Best and Fairest Awards

The NSWRL will recognise a 'Player of the Year' from each of the NSWRL Major and Pathway competitions. The NSWRL will also recognise the NSW Under 16, Under 18 and Under 20 State Player of the Year. Without limitation:

a. SG Ball, Harold Matthews and Harvey Norman Tarsha Gale Cup Players of the Year will be presented at the NSWRL Junior Representative Grand Final Day.
b. The 'Player of the Year' throughout the Andrew Johns Cup and Laurie Daley Cup competitions will likewise be recognised after the conclusion of each competition and presented at the NSWRL Junior Representative Grand Final Day.

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 for each of the NSWRL Junior Representative competitions

24 Policies and Procedures

A full list of NSWRL Policies and Procedures can be found at: www.nswrl.com.au/documents.

Code of Conduct

24.1 The Board of the NSWRL has endorsed both the NSWRL Code of Conduct and NRL Code of Conduct.

24.2 The NSWRL Code of Conduct governs all competitions and accepted behaviours.

24.3 All players, coaches, club officials, other participants 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.

24.4 The NSWRL and NRL Code of Conduct are available via: www.nswrl.com.au/documents

24.5 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

24.6 The NSWRL Child Protection Policy applies to all NSWRL competitions.

24.7 All coaches, managers and sports trainers in the SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns and Harold Matthews Cup competitions must have a valid Working with Children Check (WWCC) if they have players under the age of eighteen (18) years of age.

24.8 Any other coaches, managers or sports trainers who have direct contact with any person under the age of 18 must also have a valid WWCC.

24.9 Clubs are responsible for ensuring staff have a valid WWCC and managing the process, not NSWRL.

Guide for Workers

The Child Protection Policy – Working with Children Check guide for workers, incorporating the process and the relevant documents are located on the NSWRL's website at: www.nswrl.com.au/documents

25 Registration

25.1 All players must be registered and active on your club's MySideline database and placed in the relevant squad list to be eligible to participate, including player clearances and permits as required.

25.2 All players must complete the online registration process each season. Players will be required to be registered as 'Player Representative' directly to your club at Major Competitions level. Penalties may apply should a player take the field without completing all registration components.

25.3 A player named in the 17-person playing list in a NSWRL competition (that is SG Ball Cup, Laurie Daley Cup, Harvey Norman Tarsha Gale Cup, Andrew Johns Cup or Harold Matthews Cup) is not eligible to participate in any Junior League match on the same weekend.

25.4 All players who participate are to be listed on the official Statedge team list one hour prior to the scheduled kick-off time.

25.5 **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 than they will not be permitted to participate that round.

Coach and Trainer Registration

25.6 All coaches, sports trainers, managers and volunteers must complete the online registration (and have a photo placed on the system) each season, via the MySideline System as noted above.

Contracts

25.7 All Junior Representatives players MUST sign a NSWRL Junior Representative Agreement (JRA) to participate, regardless of the value.

25.7.1 JRAs must be submitted for review via your club's NSWRL Smartabase online platform.

25.7.2 JRAs will only be accepted if completed correctly, if incorrect they will be returned and advised of what is required to be rectified.

25.7.3 JRAs will only be accepted from club who have current (active) incorporation status.

25.7.4 Clubs must submit a Variation to JRAs form if there is a variation to an already lodged contract.

25.7.5 Clubs must submit a Termination of JRAs from when a player's contract is terminated during the agreement period. Please note a request for clearance is not a substitute for this process.

25.7.6 Under no circumstances shall a NSWRL Junior Representative Agreement (or any other agreement entered into between a junior representative player and a club) be enforceable by the player or the club unless and until that Junior Representative Agreement is submitted to and approved by NSWRL.

26 Replacements (Interchange)

26.1 An interchange is the replacement of one player in a team for another during the match.

26.2 Only 13 players from each team may be on the field of play at any one time.

26.3 A limited interchange system is used in all NSWRL competitions,

26.4 Each team must list four players as interchange players, and at the discretion of the club one further player as the concussion substitute, on the team list and in Statedge.

26.5 Each team, where limited interchange is used may use up to a maximum of eight interchanges during the match.

26.6 In matches that extend to extra time during the final series, an additional two 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.

26.7 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.

26.8 If a player is fouled by an opponent, who is then dismissed from the field, sin-binned or placed on report and 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, provided that it is made without delay and by the time the referee has acted on the incident.

26.9 If the fouled player subsequently returns to the field later in the match, that interchange will not be included for the purposes of calculating the number of interchanges.

26.10 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.

26.11 A maximum of two interchanges may take place at any one time.

26.12 A replaced player must cross the touchline or dead ball line prior to their replacement taking the field of play.

26.13 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.

26.14 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:

26.14.1 Signalled a stoppage in play.

26.14.2 The sports trainers have first advised the referee that in interchange is to take place.

26.14.3 The scrum is a result of a touchline stoppage.

26.15 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.

26.16 The NSWRL provides interchange cards to each club prior to the start of the season.

27 Respect Protocols

Coin Toss and Team Run-On

27.1 The captains 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. Lowest ranked teams during the final series will take the field first.

27.3 Respect protocols prior to kick-off will require both team captains to walk onto the field to the half-way line together and shake hands with each other and the referee.

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 player 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), sports trainers, team manager and doctor. There can be no more than 13 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 match operations officials until their temporary suspension has expired.

28.2.5 The match operations officials 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 1m away from the field of play.

28.2.7 While 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 coaches 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.

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:

28.2.10.1 be dressed to play in the match;

28.2.10.2 wear a coloured vest (in the 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

SG Ball Cup and Laurie Daley Cup

All SG Ball Cup teams are required to carry the NSWRL SG Ball Cup competition logo on all playing jerseys. All Laurie Daley teams are required to carry the NSWRL Laurie Daley Cup competition logo on all playing jerseys.

The SG Ball Cup teams and Laurie Daley Cup teams may also be required to carry sponsorship requirements of the NSWRL on the playing apparel. If this is requirement eventuates, all clubs will be given ample notice to adhere to the requirement.

Harold Matthews Cup and Andrew Johns Cup

All Harold Matthews Cup teams are required to carry the NSWRL Harold Matthews Cup competition logo on all playing jerseys. All Andrew Johns Cup teams are required to carry the Andrew Johns Cup competition logo on all playing jerseys.

The Harold Matthews teams and Andrew Johns Cup teams may also be required to carry sponsorship requirements of the NSWRL on the playing apparel. If this requirement eventuates, all clubs will be given ample notice to adhere to the requirement.

Harvey Norman Tarsha Gale Cup

All Harvey Norman Tarsha Gale Cup are required to carry the Harvey Norman Tarsha Gale Cup logo on all playing jerseys. The Harvey Norman Tarsha Gale Cup teams may also be required to carry sponsorship requirements of the NSWRL on the playing apparel. If this requirement eventuates, all clubs will be given ample notice to adhere to the requirement.

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 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.

Timekeeping in Relation to Referees

30.5 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.

30.6 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.

30.7 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.

30.8 Timekeepers must have a least one additional time piece when keeping time for use in the event of the match clock malfunctioning.

Sirens

30.9 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.

30.10 If the venue siren fails to operate, the timekeeper must use a standby air horn.

End of Play

30.11 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.

30.12 The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

Sin-Bin Operators

30.13 All clubs must nominate a representative for timing of temporary suspensions and make themselves known to the match operations officials prior to the start of all matches.

30.14 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 Travel Policy www.nswrl.com.au/documents

31.2 The NSWRL will cover the costs of approved travel for a party of twenty five (25) including the club doctor.

31.3 Any club travelling with more than the allocated members or for additional nights, they shall be responsible for all travel, accommodation and associated expenses for those arrangements outside of the policy.

31.4 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 Trial games, together with all development squad trials, are to be sanctioned by the NSWRL (See appendix 2)

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 trials 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.

Doctors

32.6 It is a mandatory requirement that a doctor be present at all trial games. A trial match cannot commence (and a trial match must not be permitted to commence) unless a doctor is in attendance prior to the commencement of that trial match.

33 Welfare and Education

33.1 All players and staff must attend/complete the NSWRL/ NRL compulsory education session as follows; Concussion, Anti-Doping and Code of Conduct. Following the sessions all players must complete the online quiz. Players that have not completed the compulsory units and quiz by round 1 will not be eligible to play until that have completed the requirements.

ASADA

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 ASADA 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 submit their weekly training schedules via the Clubs Smartabase portal.

33.7 For the latest prohibited substance list; https://www.wada-ama.org/en/resources/science-medicine/prohibited-list-documents

Annexure A

Roles and Responsibilities

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

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
- Canterbury 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.

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

Annexure C

Competition Ages

In 2021	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 2006	✗	✗	✗	✗	✗	✗	✗
Turning 16 yrs Born in 2005	✓	✓	✗	✗	✗	✗	✗
Turning 17 yrs Born in 2004	✗	✓	✓	✗	✗	✗	Must have turned 17 to play
Turning 18 yrs Born in 2003	✗	✗	✓	✓	✓	✓	✓
Turning 19 yrs Born in 2002	✗	✗	✗	✓	✓	✓	✓
Turning 20+ Born in 2001	✗	✗	✗	✗	✗	✓	✓