

# JERSEY FLEGG CUP





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## 1. Admission Charges

- 1.1 Guideline for admission charges:
  - 1.1.1 Adults: to a maximum of \$10.00
  - 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 competition, or is allocated a live television match with the NRL, admission charges are at the discretion of the NRL club.
- 1.3 Admission charges for final series matches will be set at the discretion of the NSWRL.

## Season Entry Passes

- 1.4 Each team will receive 45 NSWRL Players / Officials passes.
- 1.5 2018 season entry passes will be distributed at pre-season competition meetings.
- 1.6 Extra passes can be requested in writing via [bpigram@nswrl.com.au](mailto:bpigram@nswrl.com.au).
  - 1.6.1 Refer to [www.nswrl.com.au/documents](http://www.nswrl.com.au/documents) for an example of season entry passes.

## 2. Accreditation

### Coaches

- 2.1. All coaches / assistant coaches must register with their club via an online link, which will be provided at the beginning of each season. All coaches and assistant coaches must, as a minimum, hold a current NRL Senior Club Coach / Level 2 accreditation. The NSWRL will produce, once accreditation has been confirmed, an identification card which must be worn at all times whilst on the sideline.

### Trainers

- 2.2 All trainers must register with their club via an online link, which will be provided at the beginning of each season. Yellow and blue shirt trainers must, as a minimum, hold a current NRL Level 1 Sports Trainers accreditation. All orange shirt trainers must, as a minimum, hold a current NRL Level 2 Sports Trainers accreditation. The NSWRL will produce, once accreditation has been confirmed, an identification card which must be worn at all times.
  - 2.2.1 Written approval must be sought from the NSWRL to appoint a person with an alternate qualification.
  - 2.2.2 The NSWRL will be conducting a compulsory session for all Head trainers before the start of the season.

## 3. Ball Persons

- 3.1. Ball persons must have turned at least 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 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 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.
- 4.11. 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 or 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 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.
  - 5.2.1 The NSWRL Code of Conduct is available via [www.nswrl.com.au/documents](http://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 actually 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 Major 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 Competitions Manager and/or Head of Competitions or their nominee in conjunction with the referee 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 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 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 Head of Competitions.
- 6.4. A match cannot commence without a doctor in attendance.
  - 6.4.1. If the doctor has not arrived at the ground within 30 minutes past the scheduled start time, the ground manager will contact the NSWRL Major 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 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:
  - 6.6.1. NSWRL website – [www.nswrl.com.au](http://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 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 Competitions Manager and/or Head of Competitions or their nominee.



## 7. Competition Format and Age Criteria

- 7.1. Jersey Flegg Cup
  - 7.1.1. Under 20's competition
  - 7.1.2. All player must be 20 years or under as at 31 December 2018
  - 7.1.3. A player must have turned 17 years (minimum) of age prior to taking the field

### Match Duration

- 7.2. Jersey Flegg will be played as 2 x 35 minute halves, with a 10 minute half time break

### Competition Points

- 7.3. Competition points are awarded as follows:
  - 7.3.1. Win = 2 points
  - 7.3.2. Draw = 1 point
  - 7.3.3. Loss = 0 points
  - 7.3.4. Bye = 2 points
  - 7.3.5. Forfeit = 2 points and the average of the FOR points for that round of competition where the forfeit occurred.

## 8. Concussion

- 8.1. In the event of any one or more of the following being observed by the club Head Trainer or Club Medical Officer during a match, the player must be taken from the field and assessed by the Club Medical Officer or in the case of the NSWRL Women's Premiership competition, the head trainer:
- 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. 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 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.
- 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 Medical Officer. If the player has been cleared by the Club Medical 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.
- 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, 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 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 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 1 of the HIA players to complete the necessary assessments. This also applies to 2 players, 1 from each club, who require an HIA and there is only 1 Club Medical Officer in attendance.
- 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. In the event that a club has used all of its allocated interchanges, whilst 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.
- 8.14. NSWRL recommends that all clubs complete a base line concussion test for all players pre-season.



- 8.15. 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 competition matches and final series.
- 8.16. 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, for each suspected head or neck injury that has been sustained by a player or players during the match.
- 8.17. 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 11.00 am on the first business day following the match.
- 8.18. Clubs must only use the HIA for the reasons detailed in the NSWRL Head Injury Assessment.
- 8.19. 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 under the NSWRL guidelines.
- 8.20. 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 for a further 10 days unless a written medical clearance by their doctor is sent to the NSWRL (via [concussion@nswrl.com.au](mailto:concussion@nswrl.com.au)).
- 8.21. All Head Trainers must complete the top section of the Head Concussion injury Form (questions 1 to 6) and print their name and sign before handing to the player who was removed from the field with a concussive injury.
- 8.22. Any player found to have received a concussion for the second (2<sup>nd</sup>) time within the same season will not be permitted to participate for a period of twenty-one (21) days after the second concussion (compulsory stand down period) and must obtain a medical clearance from their club doctor clearly stating the player is cleared from a repeated concussion and are cleared to return to a contact sport. Application for early return to play can be submitted to the NSWRL Major Competitions Manager for consideration.
- 8.23. It is the responsibility of each club to ensure that any player that has been concussed during a match receives the Head Concussion Injury Form before they leave the ground.
- 8.24. All written medical clearances must be on the NSWRL Head Concussion Injury Form which provides the doctor with evidence of the injury.
- 8.25. It is the clubs responsibility to ensure that the player takes the Head Concussion Injury Form to the doctor and either the doctor or player must return the form back to the club, who in turn will send through to the NSWRL prior to player being able to take the field.
- 8.26. Any club, or player found to have breached the concussion rules, as defined above, will be issued with a breach notice.



## 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 ground manager 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

### 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 ground manager 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 Jersey Flegg clubs must provide a doctor for each competition match, including final series matches.
- 10.2. NSWRL will cover the cost of the doctor's travel and accommodation to and from New Zealand (Jersey Flegg), which is included in the travelling party of 24.
- 10.3. By arrangement with the travelling club and the NSWRL Competition Manager, either club may provide a doctor for the travelling team when playing the NZ Warriors (Jersey Flegg). The NSWRL will cover the costs and the travelling party will be reduced to 23.

### Serious Injuries

- 10.4. Only players, match officials and registered trainers are permitted on the field.
- 10.5. 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.
- 10.6. Ground manager 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 ground manager 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 Competition Manager and/or Head of Competitions 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 their 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 to 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. Players are permitted to wear power bands/wrist bands on the field during matches; however they must be covered by tape.
- 11.12. 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.
- 11.13. The referee may order a player to remove any item or any part of equipment which is considered dangerous.

### Kicking Tees

- 11.14. Clubs cannot use cut down road or field markers.
- 11.15. A kicking tee may be used provided it is a product that is licensed by the NRL or NSWRL, such tees include:



- 11.15.1. Reliance
- 11.15.2. Steeden
- 11.15.3. Darryl Halligan
- 11.15.4. Michael de Vere 'Sharpshooter'
- 11.16. Kicking tees must be removed from the field immediately after the kick has been taken.

## Footballs

- 11.17. Match footballs (branded) will be supplied by the NSWRL pre-season and it is the responsibility of the home club to provide the NSWRL match footballs on games day.
- 11.18. Jersey Flegg will receive 24 footballs per team
- 11.19. The NSWRL will supply all footballs for final series matches.

## On-field Playing Apparel (Uniforms)

- 11.20. It is the responsibility of clubs to outfit their teams.
- 11.21. Clubs may source sponsors if so desired, however the NRL and NSWRL guidelines for sizing of sponsor logos must be adhered.
- 11.22. Approval from the NSWRL for any and all sponsors must be sought prior to the use of logos on playing apparel.
- 11.23. No alcohol or gambling sponsorship is permitted for teams competing in the SG Ball Cup, Harvey Norman Tarsha Gale Cup and Harold Matthews Cup competitions.
- 11.24. All playing apparel is subject to the approval of NSWRL, including jerseys, shorts and socks. Complete graphics must be supplied of each teams playing apparel by 15 December each year to the NSWRL Major Competitions Manager for approval (via [bpigram@nswrl.com.au](mailto:bpigram@nswrl.com.au)).
- 11.25. If the NSWRL deems a clubs 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 instruction. Refer to [www.nswrl.com.au/about/documents](http://www.nswrl.com.au/about/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.

### 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 = 3 metres x 3 metres.
  - 12.9.2. Platform height – 3 metres is recommended, minimum accepted will be 2 metres.
  - 12.9.3. Safety rail must be as a minimum, 1 metre above platform deck.
  - 12.9.4. A covered roof of a minimum height of 2 metres 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 4 persons (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 50 metres 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. Jersey Flegg clubs 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. The 8 highest ranked teams, according to the number of competition points awarded, shall compete in the final series for the relevant competition.

13.2. At the conclusion of competition round matches, if 2 or more teams are equal in competition points, the final series rankings will be determined according to the following criteria:

- 13.2.1. Greater positive difference between points scored for and against, then if equal;
- 13.2.2. Greater percentage of points scored for and against, then if equal;
- 13.2.3. Most tries scored; then if equal;
- 13.2.4. Most drop goals kicked, then if equal;
- 13.2.5. By the toss of a coin.

## Draw

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. 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.



- 13.5. 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.
- 13.6. 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.
- 13.7. Only the 3 trainers and competing players will have access to the field of play.
- 13.8. Each team will receive 2 additional interchanges during extra time (interchange cards 1 and 2 will be returned to each team). These are in addition to any remaining interchanges a team may have.
- 13.9. The normal interchange process will apply for any interchanges that are made during the break (including the 2 additional interchanges).

## Eligibility

- 13.10. There are 5 eligibility categories for final series qualifications:
  - 13.10.1. Level 1 – NRL Telstra Premiership
  - 13.10.2. Level 2 – Intrust Super Premiership NSW and Qld Cup
  - 13.10.3. Level 3 – Ron Massey Cup
  - 13.10.4. Level 4 – Jersey Flegg/ Sydney Shield
  - 13.10.5. Level 5 – District club/junior league
- 13.11. To be eligible for the Jersey Flegg final series a player must meet the following criteria:
  - 13.11.1. The player has played the majority of, or equal number of matches in the Intrust Super Premiership NSW prior to the final series commencing, or;
  - 13.11.2. The player has participated in a minimum of 8 matches in the Jersey Flegg prior to the final series commencing, or;
- 13.12. 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.
- 13.13. 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. 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.

## 14. First Aid/Trainers

- 14.1. Each team may engage and use a maximum of 3 trainers during matches.
- 14.2. Coaches must not act as a trainer in any match.



- 14.3. In all cases, when 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. Trainers must comply with any direction or instruction from the match officials or ground manager.
- 14.5. Trainers must not make argumentative, disparaging, derogatory or offensive comments to any match official or ground manager.
- 14.6. 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 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 trainers who enter the field of play must possess proof of accreditation in the form of a photo ID provided by the NSWRL.
- 14.9. Accreditation must be available at all times as the ground manager will request to check trainer accreditation on match day.
- 14.10. All 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 trainers clothing must comply with the dimensions specified in the NSWRL branding guidelines.
- 14.12. 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.
- 14.15. The blue shirt trainer’s duties are limited to:
  - 14.15.1. Interchange of players;
  - 14.15.2. Provision of water;
  - 14.15.3. Carrying messages to individual team members.
- 14.16. Must enter and leave the playing field without interfering with play.
- 14.17. Must commence to move from the field when the referee signals fourth (4<sup>th</sup>) tackle
- 14.18. Must not give general messages to the team, or otherwise assist in the task of coaching while play is in progress.

### **Yellow Shirt Trainer – Level 1 (Medical Assistant)**

- 14.19. 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:



- 14.19.1. To help the head trainer assist an injured player from the field;
- 14.19.2. To treat an injured player if there is more than one injured player and the head trainer is occupied;
- 14.19.3. To carry water when a try (including video referee decisions) has been scored or the club doctor's agree that the extreme weather conditions require each team to have an additional water carrier. If competing clubs cannot agree, the ground manager will make the final decision on whether additional 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.
- 14.20. May refill drink containers and offer other assistance off the field of play.
- 14.21. Is allowed to be involved in the off-field interchange process.

### Orange shirt trainer – Level 2 (head 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. Is allowed to 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.

## 15. Ground Markings and Dimensions

- 15.1. The home club is responsible for ensuring all field lines are marked and painted in accordance with NRL laws of the game
  - 15.1.1 Refer to [www.nswrl.com.au/documents](http://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, 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 3 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 3 trainers can carry water throughout the match.



- 16.1.3. Half-time break may be extended to 15 minutes Interchange procedures will be extended to provide 3 players from a team to interchange at the same time, instead of only 2.
- 16.2. Club doctors, team managers, NSWRL ground manager, in conjunction with the NSWRL Major Competitions Manager and/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](http://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 New South Wales Rugby League 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 New South Wales Rugby League 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 New South Wales Rugby League undertakes the cover for senior competitions (Intrust Super Premiership NSW, Ron Massey Cup, Sydney Shield, SG Ball Cup, Harvey Norman Tarsha Gale Cup and Harold Matthews Cup).
- 17.4. **Workers Compensation/Sporting Injuries:** The New South Wales Rugby League 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: <http://sportinginjuries.nsw.gov.au/publications/sportinginjuriesinsurancescheme/s113%20Sporting%injuries%benefits.pdf>. 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 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 Major 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 match official's dressing room, 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. All 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.

## Ground Managers

- 18.5. Ground managers for all competition matches, including final series shall be appointed by the NSWRL.
- 18.6. Ground managers are responsible for managing the match day operations at each venue.
- 18.7. If a ground manager has not arrived at the venue 90 minutes prior to kick-off, contact the NSWRL Major 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 5.00 pm Tuesday of each week during the competitions, including final series.
- 19.2. Education, documentation and access for the Statedge system 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 ground manager no later than 1 hour prior to kick-off.
- 19.4. There are 5 copies in the Team List book for each match and are to be distributed as follows:
  - 19.4.1. Ground Manager – 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](http://www.nswrl.com.au).
- 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 13 players in order, as well as four nominated replacements in all competitions.
- 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. 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
- 19.10. 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

- 19.11. All scoring is done at the ground by the ground manager.
- 19.12. All interchanges are done at the ground by the HIA Interchange official.
- 19.13. Clubs are requested to check the result and game day data i.e. scorers, etc. on the website: [www.nswrl.com.au](http://www.nswrl.com.au) and advise any corrections. This can be done via email to [bpigram@nswrl.com.au](mailto:bpigram@nswrl.com.au).

## 20. Match Days/Times

- 20.1. All competition matches will be scheduled by the NSWRL in conjunction with clubs.



- 20.2. When the 'DRAFT' draw is allocated, the HOME club can schedule the game at a time suitable on either Saturday or Sunday.
- 20.3. Broadcast requests are the priority and clubs must adhere to these – the NSWRL will NOT cover additional costs for TV games as part of a double or triple header at a designated venue as clubs are compensated via their 'Pathways Funding' grant.
- 20.4. Should a club be unable to facilitate a broadcast request, the NSWRL reserves the right to move the game to a central venue
- 20.5. If clubs are looking to schedule games on Thursday, Friday or Monday, as a curtesy, the AWAY club is to be consulted prior to confirming the game with the NSWRL.
- 20.6. 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 and AWAY club are to discuss and agree to change and then the HOME team is to inform the NSWRL Major Competitions Manager [bpigram@nswrl.com.au](mailto: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 will be filmed by DJT Media Enterprises Pty Ltd.
- 21.2. Match footage is available to both clubs and referees 3 hours post-match via the Hudl system.
- 21.3. No hard drives will be accepted on game day by camera operators
- 21.4. All opposition footage will be able to be viewed via HUDL

## 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](http://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](mailto: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](mailto:reports@nswrl.com.au) by 12.00 noon 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 noon on the second business day following the match.
  - 22.4.1. Failure to lodge a Notice of Election within the timeframe, will results in the player receiving a guilty charge with no discount.



## 23. NSWRL Club Championships

- 23.1. The NSWRL award the NSWRL Club Champions the Flowers Memorial Pennant. The Club Championship is calculated across NSWRL competitions, Intrust Super Premiership NSW, Harvey Norman Women's Premiership, Cup, Ron Massey Cup, Jersey Flegg, Sydney Shield, SG Ball Cup, Harvey Norman Tarsha Gale and Harold Matthews Cup. 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 Intrust Super Premiership NSW;
  - 23.2.2. 2 points/ club for each win in the Harvey Norman Women's Premiership;
  - 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 SG Ball Cup;
  - 23.2.7. 2 points/club for each win in the Harold Matthews Cup.
  - 23.2.8. 2 points/club for each win in the Harvey Norman Tarsha Gale 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 competitions
- 23.6. Clubs will be asked to nominate and then vote on the Player of the Year prior to the Brad Fittler Awards night

## 24. Policies

A full list of NSWRL policies can be found at:  
[www.nswrl.com.au](http://www.nswrl.com.au)

## Code of Conduct

- 24.1. The Board of the NSWRL has endorsed both the NSWRL 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 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](http://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 the commencement of the season.

## Child Protection

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



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

## 25. Registration

- 25.1. All players MUST be registered via the Sports TG LeagueNet system and have a valid/lodged contract prior to playing.
- 25.2. All players from another club, who are moving to your club permanently, require an online clearance. This clearance must be fully approved at all levels prior to the player taking the field. Penalties may apply should a player take the field without a fully approved clearance. This is not applicable to players on a permit.
- 25.3. All Players must complete the online registration process each season. Players will be required to be registered directly to the competition, on a permit or by clearance. Penalties will apply should a player take the field without completing all registration components.
- 25.4. A player cannot participate in any NSWRL administered competition until a clearance or permit, if applicable, has been fully approved via the NRL National database system.

### Coach and Trainer Registration

- 25.2 All coaches, trainers, managers and volunteers must complete online registration each season via the Sports TG LeagueNet system
- 25.5. All coaches, trainers, managers and volunteers must complete the online registration each season.

### Contracts

All players must have a signed and registered contract prior to taking the field in any NSWRL major competition. The NRL contract is applicable to competitions conducted by the NSWRL. Refer to [www.nswrl.com.au/documents](http://www.nswrl.com.au/documents) for player agreement.

- 25.5.1. Contracts will only be accepted via email to [contracts@nswrl.com.au](mailto:contracts@nswrl.com.au) in individual files.
- 25.5.2. Contracts will only be accepted if completed correctly, if incorrect they will be returned.
- 25.5.3. Contracts will only be accepted from club who have current (active) incorporation status.
- 25.5.4. Clubs must submit a Variation to Contract form if there is a variation to an already lodged contract.
- 25.5.5. 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.

### Player Movement

- 25.6. Players may move between higher and lower grades throughout the competition season, however during finals series, qualifications and eligibility will apply.



- 25.7. Should a player be selected to play in a higher grade as one of the starting 13 and a lower grade plays subsequent to this match, that player is not eligible to compete in the lower grade on that same weekend. However the 4 interchange players may play in the lower grade on the same weekend in whichever grade they are eligible.
- 25.8. A player named in the 17 person playing list in a NSWRL Major Competition is not eligible to participate in any junior league match on the same weekend.
- 25.9. All players who participate are to be listed on the official match day data sheet.  
*NB: NSWRL Junior League Conference/Combined Competition is deemed to be a junior league competition.*

## Portability

- 25.10. 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. Club's within the following major competitions are able to apply for portability, if required:
  - 25.10.1. District clubs in NRL
  - 25.10.2. Clubs participating in NSWRL major competitions.
  - 25.10.3. Country Rugby League groups and/or divisions; and
  - 25.10.4. NSWRL district junior leagues.
- 25.11. 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.
- 25.12. Clubs who have been granted portability approval must adhere to the following:
  - 25.12.1. Players moving up/down must abide by the NSWRL's portability and permit rules.
  - 25.12.2. Player portability will continue beyond June 30 each year.
  - 25.12.3. Players/clubs using portability will abide by the qualification rules of each specific competition.
  - 25.12.4. Insurance is to be paid by the player's senior club (NRL/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, except Harvey Norman Tarsha Gale Cup which is 9 players.
- 26.3. A limited interchange system is used in NSWRL Jersey Flegg Cup..
- 26.4. Each team must list 4 players as interchange players on the team list and in StatEdge, except Harvey Norman Tarsha Gale Cup which must list 6 players.
- 26.5. Each team, where limited interchange is used (Intrust Super Premiership NSW, Ron Massey Cup, Sydney Shield, SG Ball Cup and Harold Matthews Cup) may use up to a maximum of 8 interchanges during the match.



- 26.6. 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.
- 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 2 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 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.

## 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.
- 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.
- 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 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, 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 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.

## 29. Sponsor and Logo Requirements

All Jersey Flegg Cup teams are required to carry the NSWRL Jersey Flegg cup logo on all playing jerseys.



The Jersey Flegg 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 NSWRL Major 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.

### 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 ground manager 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 NSWRL Travel Policy [www.nswrl.com.au/documents](http://www.nswrl.com.au/documents)
- 31.2. The NSWRL will cover the costs of approved travel for a party of 24 (including the club doctor) for the Jersey Flegg competition
- 31.3. Any club travelling with more than the allocated members shall be responsible for all travel, accommodation and associated expenses for those arrangements.
- 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. All Intrust Super Premiership NSW, Harvey Norman Women's Premiership, Ron Massey Cup, Sydney, Shield, Jersey Flegg, SG Ball Cup, Harvey Norman Tarsha Gale Cup and Harold Matthews Cup trial games, together with all development squad trials are to be sanctioned by the NSWRL.
- 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 on the Development and Trial Game Sanctioning form, No? via email to [ccrowe@nswrl.com.au](mailto:ccrowe@nswrl.com.au) at least 21 days prior to the day.
  - 32.3.1. Refer to [www.nswrl.com.au/documents](http://www.nswrl.com.au/documents) for Trial Game Sanctioning Application form.
- 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.

## Doctors

- 32.5. It is recommended that a doctor be present at all trials games.

## 33. Welfare and Education

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



## 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 send their weekly training schedules to [national.testing@asada.gov.au](mailto:national.testing@asada.gov.au)
- 33.7. For more information, please refer to the Anti-Doping Education Policy at: [www.asada.gov.au](http://www.asada.gov.au).