



# TOOHEYS NEWCASTLE RUGBY LEAGUE

## 2021 RULES & REGULATIONS

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## **2021 Newcastle Rugby League Rules & Regulations**

The Newcastle Rugby League Competition rules and regulations are to be used in conjunction with the 2021 New South Wales Rugby League (NSWRL) Community Rugby League Policies and Procedures.

Where these rules and regulations are silent on any issue, the NSWRL Community League Association policies and procedures will apply. For the avoidance of doubt, where there is a conflict between the NSWRL Community League Association policies and procedures and the Newcastle Ruby League rules and regulations, the Newcastle Rugby League, rules and regulations will prevail.

The full document is available [nswrl-community-rugby-league-policies--procedures-manual--2021-final-v-3.pdf](#)

The NSWRL rules form the basis of Newcastle Rugby League's rules and regulations. Local rules and regulations and important information specific to Newcastle Rugby League are outlined in this document.

The NSWRL rules are available on the Newcastle Rugby League website: [www.newcastlerugbyleague.com.au/forms](http://www.newcastlerugbyleague.com.au/forms)

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## Definitions

**Board** means the Board of Directors of Newcastle Rugby League Limited.

**CEO** means the Chief Executive Officer of the League.

**Club** means an organization, which is a member of or affiliated to the League.

**NSWRL** means New South Wales Rugby League Limited.

**Knights** means Newcastle Knights Pty Limited.

**League** means Newcastle Rugby League Limited.

**Newcastle Rugby League** means Newcastle Rugby League Ltd.

**Rules** means the rules, regulations, by laws, policies, determinations and decisions of the Newcastle Rugby League which are made and amended from time to time.

# **1. ADMINISTRATION**

## **1.1 RULES OF THE LEAGUE**

- 1.1.1 Made by the Board pursuant to clause 39(b) of the Newcastle Rugby League Ltd Constitution for the current rugby league season.

## **1.2 ENTRY INTO COMPETITIONS**

- 1.2.1 Each Club must submit a Competition Application and Entry Criteria form available from the Newcastle Rugby League.
- 1.2.2 All district clubs are required to have delegates for their affiliate clubs. This is to ensure relationships are formed and properly maintained through an active formal process.

## **1.3 REGISTRATION**

- 1.3.1 All player registrations must comply with the National Online Registration policy, which is designed to:
  - a) Achieve consistency and accuracy of data collection
  - b) Ensure compliance in reporting statistics
  - c) Improve communication between the NRL / Governing Bodies and participants
  - d) Deliver a national registration system for participants at all levels of the game (including volunteers)
  - e) Improve timeliness of data capture
  - f) Reduce workload and pressure on volunteers and paid administrators to have data entered within specific timeframes
  - g) Acceptance of National Terms, Conditions and NRL Policies for every participant within the database.
- 1.3.2 The Policy applies to all participants registering to play, officiate, coach or participate as a Sports Trainer and/or volunteers at all clubs / Leagues / Associations.
- 1.3.3 A participant may be registered to an Association on the NRL National Database from the first working day in November until the following 30 June.
- 1.3.4 Once a registered player takes part in a match or any part of a match they shall remain registered for the remainder of the season even if they do not participate in any more matches throughout the season.
- 1.3.5 A player must be registered on the NRL National database before he or she can participate for a club. By registering and accepting the Terms and Conditions, a player agrees to abide by all NRL and State League Policies which may be amended from time to time.
- 1.3.6 The registration is completed as follows:
  - a) A player returning to the club with whom they were registered in the previous season must use the online platform to complete the self-registration process
  - b) A player registering for the first time with a Rugby League club must use the online platform to self-register. At which time the

identification that will be produced to the club may be scanned and attached to the form.

- i. Following registration, the player must be able to provide confirmation of the details entered online by producing a birth certification, passport or driver's license to the club prior to participating in matches.
  - ii. Once the club is satisfied with the player's identification the system administrator will approve the pending player as a club participant for the season
- c) A player clearing from another club from which they were registered in a previous season must complete the approved national registration form and authorise the clearance section of the form.
- i. The player must provide the club with evidence of name and age by producing a birth certificate, passport or driver's license
  - ii. The club must request the clearance and once approved, the player must access their profile and update their details on the NRL National database to finalise the registration – (Refer Online Clearance Policy).

1.3.7 A player's district club shall be the district in which that player has played the majority of seasons of junior competition commencing from his under 13s season. Whereby a player has not competed in a majority of seasons within one (1) district the player's district club shall be deemed the district in which he played his last season of junior competition commencing from the age of under 13s.

## **1.4 SALARY CAP AND CONTRACTS**

1.4.1 All clubs entering the premierships competition will be subject to a salary cap of \$120,000 for coaches, assistant coaches and players match payments during the premierships rounds of that competition. Teams that progress through to the semi-finals, finals and grand final can continue with match payments only (as per the premierships rounds) and only for the weeks they are in the finals.

1.4.2 Each club must submit to the NSWRL the official NSWRL playing contract for each player and coach participating within the first-grade premierships competition. The contract shall be submitted via smartabase prior to the first competition match.

1.4.3 Each club must submit to Newcastle Rugby League the official NSWRL playing contract for each player and coach participating within the reserve grade and under 19's premierships competition. The contract shall be submitted to Newcastle Rugby League to [communications@newcastlerl.com.au](mailto:communications@newcastlerl.com.au) prior to the fifth competition match.



- 1.4.4 A first-grade player shall be deemed to be unqualified if they participate in any competition match prior to NSWRL and Newcastle Rugby League receiving the playing contract.
- 1.4.5 Reserve grade and under 19s shall be deemed to be unqualified if they participate in any competition match after Round 4, if Newcastle Rugby League have not received their playing contract.
- 1.4.6 The following penalties may apply should any club have to renegotiate their contracts with any of their players throughout the playing season:
  - a) For every \$1,000 the offending club would have exceeded the salary cap, on a projected analysis, based on their original payment schedules, and the number of wins/draws they had during the competition rounds, the club will lose one (1) competition point in all grades.
  - b) The offending club will also automatically lose one hundred (100) points off its allotted points for the next season no matter where it finishes at the end of the competition rounds.
  - c) The offending club will be fined 50% of the amount calculated from the original contracts as being over the salary cap.
  - d) Should contracts need to be renegotiated, this is to be put in place with the knowledge of the Newcastle Rugby League before June 1 of the season involved.

## 2. PLAYER POINTS SYSTEM

### 2.1 PLAYER POINTS TABLE

**2021 PLAYER POINTS INDEX SYSTEM (PPIS)**

<b>CATEGORY</b>	<b>CRITERIA</b>	<b>POINTS</b>
<b>A</b>	A player who has appeared in 20 or more games (combined) in the NRL or British Super League within the last five (5) years.	<b>20</b>
<b>B</b>	A player who has appeared in 4 to 19 games (combined) in the NRL or British Super League within the last five (5) years.	<b>15</b>
<b>C</b>	A player who has appeared in more than 20 games (combined) in the Intrust Super Premiership NSW or Queensland Cup competitions.	<b>10</b>
<b>D</b>	A player who has appeared in less than 4 games in the NRL or British Super League within the last five (5) years. OR A player who has appeared in 4 to 19 games (combined) in the Intrust Super Premiership NSW or Queensland Cup competitions. OR A player who has appeared in 40 or more games (combined) in the Ron Massey Cup or Newcastle Rugby League first grade	<b>8</b>
<b>E</b>	A player who has appeared in 31 to 39 games (combined) in the Ron Massey Cup competition or Newcastle Rugby League first grade	<b>6</b>
<b>F</b>	A player who has appeared in 15 or more matches in the Toyota Cup/Jersey Flegg competition. OR A player who has appeared in a CRL senior group or divisional side OR A player who has appeared 40 or more games in the Sydney Shield. OR A player who has played in 15-30 games (combined) in the Ron Massey Cup competition or Newcastle Rugby League first grade	<b>4</b>
<b>G</b>	A player that has appeared in less than 15 (combined) Ron Massey Cup games or Newcastle Rugby League first grade or less than 40 Sydney Shield games OR A player who has appeared in 1 to 14 matches in the Toyota Cup/Jersey Flegg competition. OR A player that has appeared in first grade in any CRL group or division	<b>2</b>
<b>H</b>	All other players	<b>0</b>

## 2.2 PLAYER POINTS INDEX SYSTEM (PPIS) GUIDELINES

1. Players are indexed at the highest category based on their playing history in the last 5 years.
2. Newcastle Rugby League first grade teams are capped at 100 points per team per match.
3. For Newcastle Rugby League first grade teams, a total of 17 players must be counted per match – 13 players with the 4 nominated reserves. If a team is unable to name 17 players they must advise the Newcastle Rugby League accordingly. A team cannot name fewer players to remain under the points. Where naming fewer than 17 players a club must leave a value of 2 points per missing number of players, i.e. if naming 16 players the total value can be 98 points.
4. Points are not cumulative i.e. only one level per player.
5. It is the responsibility of the club and player to ensure that the assessment sheet is properly completed and signed. Breaches shall apply for failure to comply with this requirement.
6. All points will be listed on League Net on the player's profile.
7. One point per year discount (up to a maximum of 5 points) for players who have previously played with the club or with their designated junior league feeder club. A player's history with the club will only be assessed over the previous 10 years. Any consideration outside of the 10-year period must be submitted in writing.
8. A player's playing history will only be assessed from under 13's and above unless they are asking for a loyalty/long serving player discount, in which case their entire playing history is considered.
9. Category A and B players will receive a discount of 1 point per year (up to a maximum of 10 points) for each year they have been out of the NRL or British Super League.
10. A player that has stayed with a club for all his playing career (outside of NYC/ISP/NRL or equivalent representation) will receive a further 1-point loyalty discount for returning to his 'junior' club.
11. A Newcastle Rugby League district club (that finished in the top five) for the preceding year can only sign up a maximum of one (1) "first grade" player from any other Newcastle District Club for the following year or playing season. A "first grade" player is defined as a player who has been selected in ten (10) or more games in first grade in either of the past two (2) seasons.
12. Each club may sign up to two (2) players that are eligible for under 19s from another district club or their junior affiliate clubs in any one (1) season, unless the club they are leaving from is willing to release further players or unless approved by the Newcastle Rugby League.
13. If a player has spent under 13s to under 17s at the same club or affiliate club and that player is signed by another district club, up to and including the year he turns 20, he will incur an immediate loading of 3 points to his new club. The player will continue to incur category points and discounts as per the PPIS criteria and guidelines.
14. Players will be classified each season at the time they are registered to their club.
15. Each Newcastle Rugby League district club is allocated 130 PPIS points (after discounts are applied) for all their registered players.
16. No player can have a points value that is less than 0

## **2.3 REMOVING A PLAYER FROM A DISTRICT CLUB'S ALLOCATION LIST**

- 2.3.1 A player may be removed from a district club's allocation list in order to reduce the club's points.
- 2.3.2 A player removed from this list will be deemed to be unqualified and not permitted to participate in any further fixtures.

## **2.4 LOCATION OF PLAYER POINTS VALUES**

- 2.4.1 Player points will be available for the Newcastle rugby League website [www.newcastlerugbyleague.com.au](http://www.newcastlerugbyleague.com.au).
- 2.4.2 All males players will be listed on each clubs Player Points Value spreadsheet.
- 2.4.3 All female players attract 0 player points

## **2.5 PLAYER POINTS SYTEM ADDITIONAL INFORMATION**

- 2.5.1 Each club can accumulate up to their maximum allocated points for first, reserve and under 19s players until the time that registrations close in any given rugby league season.
- 2.5.2 The points system will be applied to each district club from the start of the season as players are registered. The club will submit their own assessment of a player's points at the time of registration.
- 2.5.3 Once the club's maximum points are reached, registrations will be closed, and the club notified of its position. Newcastle Rugby League will review the assessment and if calculation is confirmed will update League Net accordingly.
- 2.5.4 Any disputes will be referred to a Qualifications Committee for adjudication.
- 2.5.5 A Qualifications Committee will be established to adjudicate on disputes that may arise regarding the distribution of points to any one (1) player.
- 2.5.6 The club may appeal this decision, in writing, to the Board of the Newcastle Rugby League.
- 2.5.7 A club does not need to use up its full points allocation in any one (1) year.
- 2.5.8 Points not used in any one (1) year do not carry over to the next year.
- 2.5.9 The points are calculated before the start of the competition for each district club and provided the player rosters of each respective club do not change for the year, the points do not have to be re-calculated.
- 2.5.10 The club has seven (7) days to advise Newcastle Rugby League of any disputes that arise from this allocation.
- 2.5.11 The Qualifications Committee will convene to which the district club will present their case to have the points reviewed.

- 2.5.12 Until the Qualifications Committee reviews the allocation the player may participate in the competition. The player will be participating at the level of points originally allocated.
- 2.5.13 If the club remains aggrieved by the Qualifications Committee's decision it has the right to appeal that decision to the Board of Newcastle Rugby League.
- 2.5.14 The player is still permitted to compete and will compete at the points allocated by the Qualifications Committee.

## **2.6 BREACH OF PLAYER POINTS INDEX GUIDLEINES**

- 2.6.1 If a first-grade team fields a team in excess of clause 2.2 b. or c. above that team will automatically forfeit that match. The Newcastle Rugby League board may impose further sanctions that include but are not limited to a reduction of PPIS points available to the team or club, per match or per year in the current or subsequent year, monetary fines, team or club suspensions
- 2.6.2 If a club exceeds the total club points in clause 2.2. n. above the Newcastle Rugby League board may impose sanctions that include the forfeit of a match or matches, reduction of PPIS points available to the team or club, per match or per year in the current or subsequent year, monetary fines, team or club suspensions

## **3 PREMIERSHIP COMPETITION**

### **3.1 COMPETITION RULES**

- 3.1.1 All Newcastle Rugby League matches are to be played under the conditions of the 2021 New South Wales Rugby League (NSWRL) Community Rugby League Policies and Procedures and the NSWRL Major Competitions policy and documents as amended from time to time.

### **3.2 GRADES & COMPETITION STRUCTURE**

- 3.2.1 There will be five (3) grades: First grade, reserve grade, Under 19s  
There shall be a competition in each grade.

### **3.3 COMPETITION POINTS**

- 3.3.1 The points awarded in the premiership competition shall be;
  - (a) Two (2) points for a win, a win on forfeit and a bye.
  - (b) One (1) point for a draw.
  - (c) Zero (0) for a loss or for a team forfeiting.

### **3.4 CLUB CHAMPIONSHIP POINTS**

- 3.4.1 The club championship points are to be allocated for each premiership round based on:

- (a) Three (3X) points per competition point earned in First grade
- (b) Two (2X) points per competition point earned in reserve grade
- (c) One (1x) points per competition point earned in Under 19

### 3.5 MATCH TIMES & CONDITIONS

- 3.5.1 Each match shall be played in two (2) equal halves with an interval. The time of each match shall be:
- (a) Under 19s – each half 30 minutes – interval 10 minutes
  - (b) Reserve grade – each half 35 minutes – interval 10 minutes
  - (c) First grade – each half 40 minutes – interval 10 minutes
- 3.5.2 Where U19s starts late the playing time shall be reduced to two (2) halves of equal shorter duration to ensure reserve grade starts on time. First grade must always start at the appointed time.
- 3.5.3 It is the responsibility of the official time keeper to keep time, signal half time and full time.
- 3.5.4 Matches shall commence at times and be played upon grounds as may be directed by Newcastle Rugby League. Any team not prepared to commence a match within thirty (30) minutes after the time directed shall be deemed to have forfeited, unless satisfactory reasons for the delay are advised to Newcastle Rugby League.
- 3.5.6 Standard times:

Grade	Start Time
Under 19	12.15 pm
Reserve grade	1.30 pm
First grade	3.00 pm

### 3.6 RESCHEDULING HOME MATCHES

- 3.6.1 A district club that wishes to change the scheduled date and/or time of a home match must give a minimum of 21 days' notice in writing to Newcastle Rugby League.
- 3.6.2 If the change is due to a change in the Knights draw, the notice must be advised immediately the change in the Knights draw is known.
- 3.6.3 A district club that qualifies for the NSW Challenge Cup final has the right to request the rescheduling of any Newcastle Rugby League game they are scheduled to play in on that same weekend.

### 3.7 MATCH CANCELLATION, POSTPONEMENT, ABANDONMENT

- 3.7.1 Emergency circumstances may include:
- (a) A natural disaster e.g. earthquake, flood or fire.

- (b) A situation whereby the safety of players or match officials is potentially or actually at risk e.g. lightning, extreme heat.
- (c) Where scheduled transport for one of the teams playing in the match is delayed or cancelled.
- (d) Serious injury suffered by any person.
- (e) Any other circumstances deemed to be an emergency by the NSWRL Major Competitions Manager and/or Head of Competitions or their nominee.

3.7.2 If any such occurrence arises, in relation to a first-grade match, the procedure shall be as follows:

- (a) 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.
- (b) 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.
- (c) Wherever possible, 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 Head of Competitions or their nominee.
- (d) Where a match is in progress and is stopped due to an emergency, the following steps must be taken:
  - i. 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.
  - ii. 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.
  - iii. If the match cannot be continued, the circumstances must be reported to the NSWRL Major Competitions Manager.

3.7.3 If any such occurrence arises, in relation to a match, other than a first-grade match, the procedure shall be as follows:

- (a) The Ground Manager in conjunction with the referee will make a final decision on postponing or cancelling a scheduled match.

- (b) 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 Ground Manager and the Referee at the ground.
- (c) Wherever possible, 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 Football Operations Coordinator
- (d) Where a match is in progress and is stopped due to an emergency, the following steps must be taken:
  - i. 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.
  - ii. 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.
  - iii. If the match cannot be continued, the circumstances must be reported to the Football Operations Coordinator

### **3.8 RESULTS OF SUSPENDED MATCHES IN ALL GRADES**

- 3.8.1 In any competition match which is suspended before the end of the first division of time, which is not resumed because of any circumstances referred to in rule 3.7.1 that match shall be replayed at a time and venue to be determined by the Newcastle Rugby League
- 3.8.2 If a Competition match is suspended after the end of the first division of time, and where the match is not resumed because of any circumstance referred to in rule 3.7.1, the match shall be deemed completed, with the result of the match being the result which stood at the time that play was suspended.
- 3.8.3 In any Competition match that does not record "time out", and where play is suspended under this rule, the time clock shall continue to run and record each division of time including half time. In such circumstance Newcastle Rugby League will make any rulings or take any further action that it deems appropriate, whether such action includes directing the result stands as at the time that play was suspended, or directing that the match be replayed at a later date.
- 3.8.4 In any finals series match, where play is suspended under this rule the Newcastle Rugby League has the discretion to make any rulings or take any further action that it deems appropriate, whether such action



includes directing the result stands as at the time that play was suspended, or directing that the match be replayed at a later date

**3.8.5 A first-grade match cannot commence without a doctor in attendance (appointed by the home club) and all lower matches cannot commence without a qualified Level 1 or Level 2 sports trainer**

3.8.6 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.

3.8.7 For matches abandoned due to weather:

(a) Regular competition matches abandoned with less than one full half of a game being completed will need to be replayed at a later date.

(b) The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.

3.8.8 In the event that a match is abandoned due to foul play the following will apply: The match will be considered abandoned.

(a) Competition points will not be awarded to either side if evidence from the referee or the Ground Manager proves (following Conduct Review Processes) that both teams participated in foul play which lead to the match being abandoned.

(b) Penalties for games abandoned due to foul play will be at the discretion of the relevant judicial/Code of Conduct review processes. The Newcastle Rugby League would urge that in the majority of cases the games are not replayed, and teams are liable for loss of competition points (pending outcomes of the relevant judicial/Code of Conduct review processes)

(c) A match that that is washed out shall be played as soon as possible, on a date and at a venue nominated by Newcastle Rugby League. A spare weekend/s will be set aside, to cater for such rounds.

### **3.9 FORFEITS**

3.9.1 Any team/club that has forfeited twice in succession or three times in total may face elimination from the respective competition unless otherwise stipulated in the competition rules and by-laws.

3.9.2 When a team/club forfeits to another, that match shall count as a match played and be declared in favour of the club forfeited to.

3.9.3 When a team/club is aware it is going to forfeit the following people should be advised immediately:

(a) The Football Operations Coordinator

- (b) The opposing club Secretary
  - (c) The Referees' Operations Manager
- 3.9.4 The competition rules and by-laws will determine the for and against points allocated, if any, when there is a forfeit.
- 3.9.5 Any team forfeiting a playoff, a semi-final or a finals match shall be deemed to have withdrawn from the competition and be removed from the Final's series completely.
- 3.9.6 The next best placed team in the competition will be offered that position if necessary.
- 3.9.7 If a team forfeits a Grand Final, all the registered players and officials in that team will have an immediate 12-month calendar suspension imposed unless there are proven exceptional circumstances.
- 3.9.8 Notification of Forfeits must be made in line with time limits of which are stipulate in the relevant competition rules and by-laws.
- 3.9.9 Please note additional forfeit ramifications may be applied in line with the relevant competition rules and by-laws
- 3.9.10 Newcastle Rugby League has the power to impose a penalty or fine on any club forfeiting a match.
- 3.9.11 A club who has to forfeit a match must forfeit the lowest grade played on that day.

### **3.10 UNIFORMS AND PLAYER EQUIPMENT**

- 3.10.1 A player must not wear any item that may prove dangerous to other players. If in doubt a player is required to have any such item approved by the referee prior to the commencement of the match.
- 3.10.2 A player's normal gear shall consist of a jersey of distinctive colour and/or pattern (numbered), the numbering should be clear and legible from a distance, a pair of shorts, socks of distinctive colour and/or pattern and studded boot or shoes.
- 3.10.3 Protective equipment may be worn provided it contains nothing of a ridge nature.
- 3.10.4 Where applicable, any patch or logo provided by Newcastle Rugby League's sponsors must be worn as decided by Newcastle Rugby League.
- 3.10.5 A club may only change the design and/or colour of their uniform after receiving the approval of the Newcastle Rugby League.
- 3.10.6 Each infringement to rule 3.9 (Uniforms) may result in a fine as determined by the Board.

## **4. GAME DAY POLICIES**

### **4.1 GROUND MANAGER, INTERCHANGE & HIA OFFICIALS**

- 4.1.1 The Ground Manager, Interchange, HIA officials for all competitions, will be appointed by the NSWRL.
- 4.1.2 HIA officials are responsible for managing the HIA interchange process.
- 4.1.3 In the event of a concussive event in first grade matches, the HIA official will work with the club doctor in the management of the process, including the submission of reports
- 4.1.4 In the case of reserve grade and under 19's, the management of this process will be the responsibility of the head trainer including the submission of reports (see section 7 on concussion management for more information)
- 4.1.5 The NSWRL HIA and Interchange officials will be required for first grade only

### **4.2 REPLACEMENT/INTERCHANGE PLAYERS**

- 4.2.1 An interchange is the replacement of one player in a team for another during the match.
- 4.2.2 Only 13 players from each team may be on the field of play at any one time, except Blues Tag which is 11 players.
- 4.2.3 A replaced player must have left the field of play prior to the interchange player taking their place on the field.
- 4.2.4 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.
- 4.2.5 A maximum of 2 interchanges may take place at any one time.
- 4.2.6 A replaced player must cross the touchline or dead ball line prior to their replacement taking the field of play.
- 4.2.7 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:
  - (a) Signalled a stoppage in play.
  - (b) The trainers have first advised the referee that an interchange is to take place.
  - (c) The scrum is a result of a touchline stoppage.
- 4.2.8 For first grade matches only,
  - (a) Each team must list 4 interchange players on the team list
  - (b) All grades except first grade include unlimited interchange. First grade matches are limited to 8 interchanges per team
  - (c) 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.

- (d) Each team must list 4 players as interchange players on the team list and in Mysideline.
- (e) 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
- (f) 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.
- (g) 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.
- (h) 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.**
- (i) 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
- (j) If a player is fouled by an opponent, who is then dismissed, sin-binned or placed on report and the fouled player is caused to leave the field as a direct result of an 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.
- (k) 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.

4.2.9 The replacements permitted for each grade shall be as follows:

- (a) Under 19s – six (6) reserves with an unlimited interchange of those players.
- (b) Reserve grade – six (6) reserves with an unlimited interchange of those players.
- (c) First grade – four (4) fresh reserves with a limit of eight (8) interchanges of players. In the event of extra time, two (2) additional interchange replacements are permitted. The

balance of the eight (8) interchange replacements not used during regulation time will also be available to be used during extra time.

#### **4.3 DISMISSED PLAYERS**

- 4.3.1 A temporarily dismissed (sin bin) player must be accompanied by the team manager to the dressing room.
- 4.3.2 Sin bin operators shall keep the time together and agree on the time for the player to go on the field.
- 4.3.3 The time for a player temporarily dismissed (sin bin) player will be ten (10) minutes and commences when the referee restarts play or indicates time on
- 4.3.4 Temporary suspension does not include time off and half time
- 4.3.5 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
- 4.3.6 A temporarily dismissed (sin bin) player shall re-enter the playing field in an onside position when permitted to do so by the referee or touch judge. The referee and touch judge shall be guided by the time keepers.
- 4.3.7 A player dismissed from the field of play shall immediately go to the dressing room and be accompanied by the team manager. He shall change from his playing attire and he shall not re-enter the playing area after his dismissal.
- 4.3.8 The referee shall complete a dismissal report immediately after the match. It is the responsibility of the club to collect the report from the match officials.

#### **4.4 FIRST GRADE TRAINERS**

##### **4.4.1 Head Medical (Orange Shirt) Accreditations:**

**Level 2 Sports Trainer**

**Emergency Care for Suspected Spinal Injury.**

**CPR(HLTAID001).**

**Advanced Resuscitation. (HLTAID007).**

**NRL Elite Head Injury and Concussion Protocols.**

##### **Assistant Medical (Yellow Shirt) Accreditations:**

**Level 1 Sports trainer.**

**Emergency Care for Suspected Spinal Injury.**

**CPR( HLTAID001).**

**NRL Elite Head Injury and Concussion Protocols.**

##### **Message and Water Runner (Blue Shirt) Accreditations:**

**Level 1 Sports trainer.**

**CPR( HLTAID001).**

**4.4.2 LEVEL 1 and LEVEL 2 SPORTS TRAINERS**

- (a) An accredited NRL Sports Trainer (Level 1 or 2) is required for each team for a match to commence
- (b) In the case of first grade matches, in addition to 4.4.2(a) a doctor appointed by the home club must also be present
- (c) It is preferred that at least two (2) trainers be available plus at least one (1) Leaguesafe trainer per team.

**4.4.3 GENERAL NOTES**

- (a) All official personnel who enter the field of play, must possess a minimum of an NRL Leaguesafe Certificate of Completion or Accredited Sports Trainer Statement of Attainment and an NRL ID Number.
- (b) No person, other than an NRL Accredited Level 1 Sports Trainer or Level 2 Sports Trainer, or those with pre-determined NRL acceptance, shall administer first aid or offer advice to an injured / ill player.
- (c) Teams can appoint a maximum of 3 trainers per team
- (d) Personnel with other qualifications must be ratified by the Sport Trainer Education Coordinator and equate with the NRL Sports Trainer Scheme, to receive a Statement of Attainment and an NRL ID Number.
- (e) All injuries / illnesses assessed by the qualified Sports Trainer should be recorded

**4.4.4 TRAINER GAMEDAY POLICIES**

- (a) The Accredited NRL Sports Trainer shall, at all times (whilst a game is in progress) be in a position to respond quickly should an injury / illness occur.
- (b) The Accredited NRL Sports Trainer, shall have the final say on whether a player should continue in the game and, subsequently, when to resume playing in the game.
- (c) If a doctor is on duty at the venue, he/she shall make this decision. Serious injuries requiring a Medical Clearance prior to the resumption of training / playing must be presented to the club's Accredited NRL Sports Trainer.
- (d) In the case of reserve grade and under 19s, if an Accredited NRL Level 1 or Level 2 Sports Trainer is not in attendance, the game(s) shall not commence under any circumstances until such (qualified) person is available.

- (e) Anyone entering the field of play must wear appropriate, enclosed footwear at all times.
- (f) In all cases when trainers enter the field of play, either to attend to an injured player, carry water, or deliver individual messages, the trainer must leave the field immediately once their assigned task has been completed. Thereafter the trainer must return to the bench.
- (g) Trainers must remain at the bench area until their team regains possession or until they accompany an interchange Player and the interchange official to the touchline in preparation to effect an interchange.
- (h) There are no other circumstances under which it is permissible for trainers to move away from the bench area.
- (i) At all times trainers must enter and leave the field as quickly as possible (i.e. running) without interfering with play or running behind the opposition team's defensive line.
- (j) Trainers are not permitted on the field during scrums, except in the case of a serious injury in which case the highest qualified trainer (Level 1 or Level 2) may attend. Once the scrum has been called, all other trainers on the field must leave immediately.

**The NRL Accredited Sports Trainers are the only On-Field personnel who are to assist any manage an injured or ill player and are identified with the following coloured shirts on match day.**

#### 4.4.5 LEVEL 2 SPORTS TRAINER ('Head Trainer') – ORANGE SHORT / VEST

- (a) Level 2 Trainer or HEAD TRAINER to be printed on back of shirt or vest.
- (b) Access to the field is unlimited to attend an injured / ill player and to administer water (whilst adhering to section 4.4.4 of these rules and regulations)
- (c) Duties:
  - i. The Head Trainer will be the most senior person within the NRL Sports Trainer Team and will supervise all on field personnel, including Leaguesafe.
  - ii. The Accredited NRL Head Trainer will make the final decision on a player's welfare in the absence of a medical professional;
  - iii. Coaches / Administrators / Players must comply with the decision of the NRL Head Trainer at all times;
  - iv. All directions given to on-field personnel by the Head Trainer must be adhered to at all times.

- v. The Level 2 Sports Trainer / Head Trainer is the only person of the on-field personnel who may approach a Referee or Touch Judge in relation to player welfare related concerns; they cannot instruct an official on how to referee a game, but only express concerns directly related to player welfare. This is to be done in a respectful manner and only occur during technical stoppages of play.

(For example, when a try has been scored or at half-time). In the absence of a Level 2 Sports Trainer in attendance, the most experienced Level 1 Sports Trainer in attendance may approach a Match Official on a matter of player welfare, however, the same restrictions apply

#### 4.4.6 LEAGUESAFE – YELLOW SHIRT / VEST

- (a) Leaguesafe is the minimum qualification to enter the field of play
- (b) The words NRL LEAGUESAFE must be printed on the back of the shirt / vest.
- (c) Access to the field is limited to: (whilst adhering to section 4.4.4 of these rules and regulations)
  - i. When his / her team is in possession to conduct interchange and provide water only;
  - ii. When a try has been scored;
  - iii. During a 'time out' called by the Referee for an injury;
  - iv. During technical stoppages in play (EXCEPT SCRUMS). On-field personnel are not allowed on the field of play after the Referee has ordered a scrum until the ball has emerged and a team is in possession;
  - v. Must enter and leave the field from an on-side position.
- (d) Duties:
  - i. To administer water
  - ii. To assist in the interchange process
  - iii. To convey messages.

#### 4.4.7 NRL LEVEL 1 SPORTS TRAINER – BLUE VEST OR SHIRT

- (a) Level 1 Trainer to be printed on back of shirt or vest.



- (b) Access to the field is unlimited to attend an injured / ill player and to administer water (whilst adhering to section 4.4.4 of these rules and regulations)
- (c) Duties:
  - i. Assist, by observing and monitoring players during play, as well as those who have been removed from the field of play through injury / illness;
  - ii. Assist an injured / ill player on and off the field of play at training and / or a game.

#### **4.5 TIME OFF**

- 4.5.1 In respect of Competition matches in the first grade Competition, "time off" will be signaled by the Referee.
- 4.5.2 Subject to rule 4.5.1, in all other grades, the time clock will continue regardless of the Referee's signals or stoppages for whatever reason.
- 4.5.3 "Time off" will apply in all grades in all finals series matches.
- 4.5.4 Time off is permitted in the last five (5) minutes of a competition match in Reserve Grade, and U19s.

#### **4.6 ON REPORT SYSTEM**

- 4.6.1 The on-report system will be utilised in all grades
- 4.6.2 If the referee is of the opinion the incident warrants further investigation the referee is to clearly signal the incident has been placed "on report" by crossing and raising their arms towards the Bar TV camera.
- 4.6.3 An incident report is to be completed by the referee at the conclusion of the match.
- 4.6.4 The incident report is to be submitted to the League by 10.00am Monday morning (or next business day).
- 4.6.5 Match review committee to view video footage of the incident and determine if a charge is warranted.
- 4.6.6 Clubs will be notified of match review committee decision by 12.00pm on Tuesday (or second business day after the match) as per NSWRL Judiciary Code of Procedure)

#### **4.7 SIDELINE AREA AND BENCH LOCATIONS**

- 4.7.1 Both the home and away team benches must be on the same side of the field.
- 4.7.2 Where team benches are located within the player are e.g. inside the fence, the following provisions must be adhered to:

- (a) 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.
- (b) 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.
- (c) Under no circumstances is a suspended player permitted on the sideline or bench area.
- (d) 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.
- (e) The ground manager may request any person on the bench to leave at any time.
- (f) 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.
- (g) 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.
- (h) 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.
- (i) No members of the general public are permitted within the playing area.

#### **4.8 USE OF WALKIE TALKIES**

- 4.8.1 Walkie talkies may be used by coaches outside the playing area to communicate with personnel on the team bench
- 4.8.2 The use of walkie talkies is NOT permitted on the playing field

## **5. FINALS SERIES**

### **5.1 FINALS SERIES RULES**

- 5.1.1 All Newcastle Rugby League matches are to be played under the conditions of the NSWRL Community Rugby League Association policies and procedures as amended from time to time.

- 5.1.2 Where these rules and regulations are silent on any issue, the NSWRL Community League Association policies and procedures will apply
- 5.1.3 For the avoidance of doubt, where there is a conflict between the NSWRL Community League Association policies and procedures and the Newcastle Ruby League rules and regulations, the Newcastle Rugby League, rules and regulations will prevail
- 5.1.4 To determine the result of a suspended finals match, refer to rule 3.7.4 (d) of these rules and regulations

## **5.2 TEAM QUALIFICATION**

- 5.2.1 At the conclusion of the premiership competition, the first five (5) teams in each grade shall be ranked in descending order according to the number of competition points awarded to them and shall take part in a finals series of matches to determine the premiers in each grade
- 5.2.2 If two or more Teams have an equal number of competition points at the end of the regular season of Competition matches, the rankings of teams shall be determined by applying the following criteria:
  - (a) greater positive difference between point scored for and against; and if still equal
  - (b) then greater percentage of points scored for and against, determined by the following formula:  $(\text{points scored} \times 100) / (\text{points conceded} \times 1)$ ; and if still equal
  - (c) then most tries scored; and if still equal
  - (d) then most goals kicked; and if still equal
  - (e) then most field goals kicked; and if still equal
  - (f) then a toss of a coin in the case of two teams; or some other method determined by the Member Group / Division in the case of more than two teams.

## **5.3 PLAYER QUALIFICATION**

- 5.3.1 To be eligible for the Newcastle Rugby League finals series, a player must meet the following criteria:
- 5.3.2 The player must have played a minimum of 3 matches in the grade the player is seeking eligibility for (i.e. 3 matches in first grade or 3 matches in reserve grade etc.) in addition to at least 1 of the below
  - (a) The player will be eligible for the competition in which they have played the majority of, or equal number of matches prior the final series commencing, or;
  - (b) The player will be eligible for the competition in which they last accumulated 5 competition matches; or
  - (c) The players club or affiliated club is still competing in the immediate higher grade.

- 5.3.3 If a player qualifies in a particular grade, they automatically qualify for all higher grades. The order of grades (from highest to lowest) is first grade, reserve grade and under 19s.

## 5.4 FORMAT

- 5.4.1 When the five (5) teams in each grade to take part in the finals series of match have been determined, the order of play shall be as follows:

Match A	Elimination Semi Final	Team 4 v Team 5
Match B	Qualifying Semi Final	Team 2 v Team 3
Match C	Minor Semi Final	Winner Match A v Loser Match B
Match D	Major Semi Final	Team 1 v Winner Match B
Match E	Preliminary Final	Winner Match C v Loser Match D
Match F	Grand Final	Winners Match D v Winner Match E

- 5.4.2 In the event of a drawn match after normal time during the finals series, the match shall continue as outlined in Section 5.5

## 5.5 EXTRA TIME

- 5.5.1 In the event of a drawn match after normal time during the finals series, in all grades, the match shall continue
- 5.5.2 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.
- 5.5.3 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 kickoff to commence the initial period of extra time, will kick off to recommence the second period.
- 5.5.4 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.
- 5.5.5 If a try is scored to determine the winner, the conversion kick will not be permitted.
- 5.5.6 Only the 3 trainers and competing players will have access to the field of play.
- 5.5.7 For first grades games, 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.

5.5.8 For all grades other than first grade, unlimited interchange will continue through the extra time period

5.5.9 The normal interchange process will apply for any interchanges that are made during the break (including the 2 additional interchanges).

## **5.6 TIMES OF PLAY**

5.6.1 Times of play shall be the same times as for premierships competition matches under rule 3.5.1

## **5.7 TIME OFF**

5.7.1 Time off will apply in all grades in all finals series matches

## **5.8 MATCH VENUES**

5.8.1 The venue for each finals series fixture shall be decided by Newcastle Rugby League

# **6. REPRESENTATIVE FOOTBALL**

## **6.1 ELIGIBILITY**

6.1.1 All players registered within the Newcastle RL shall be available for selection into representative teams.

6.1.2 A player/coach must advise Newcastle Rugby League in writing prior to the premierships competition commencing if he wishes to make himself unavailable for selection. If notice is not received the player will be deemed eligible for selection.

6.1.3 A player who withdraws from a representative team or misses a representative fixture will not be eligible to participate with his club the weekend of the representative fixture. If the club has no competitive fixtures on the weekend of the representative game, then the player will be made unavailable for selection for the competition game the weekend immediately following the representative game. A player can only be ruled out of a representative team by the Newcastle Rugby League doctor and will not be available for his club until the completion of the representative round.

6.1.4 Players from the Canterbury Cup NSW shall be eligible to play in Newcastle Rugby League representative teams, if they have played a number of Newcastle Rugby League matches that is equal to or more than the matches they have played in the NSW Cup in the current season.

6.1.5 All representative players are expected to back-up for their club after representative games.

## **6.2 DEFERRAL OF LEAGUE MATCHES**

6.2.1 If a club wishes to defer a match for any reason, application must be made in writing to the Newcastle Rugby League

- 6.2.2 The decision on whether any Newcastle Rugby League match will be deferred will be made at the absolute discretion of the Newcastle Rugby League.

## **7. CONCUSSION MANAGEMENT**

### **7.1 CONCUSSION MANAGEMENT PROCEDURES**

- 7.1.1 Management of concussion for all Newcastle Rugby League fixtures, will follow the procedures outlined in Appendix A - Link to NSWRL Concussion Protocols for Major and Pathway Competitions.
- 7.1.2 In accordance with the protocols Orange and Yellow trainers must have completed the NRL Elite Head Injury and Concussion Protocols and must be present at the game.
- 7.1.3 A doctor must be in attendance for all first-grade fixtures as outlined in clause 3.7.4
- 7.1.4 For reserve grade and under 19's the management of concussion will follow the procedures outlined in the NSWRL Major and Pathways Concussion protocols.
- 7.1.5 All parties are to familiarize themselves with the NRL/NSWRL policies.

### **7.2 NEWCASTLE RUGBY LEAGUE PROCEDURES**

- 7.2.1 **Club officials are to adhere to the NSWRL procedures in any instance of concussion:**
- 7.2.2 If a player shows sign on any concussion, minor or major, they are to be removed from play and not permitted to train/play until such time as they have been cleared by a doctor and provide a medical clearance stating the player has been cleared of a head injury.

## **8. JUDICIARY MATTERS FOR FIRST GRADE MATCHES**

### **8.1 NSWRL MAJOR COMPETITIONS JUDICARY CODE**

- 8.1.1 All first grade matches will be governed by the NSWRL major competitions judiciary code of procedure. A full copy of the code can be found at <https://www.nswrl.com.au/siteassets/documents/nrl-judiciary-final.pdf>

### 8.1.2 Offence categories, grading and points values table for All GRADES is below

Type of Offence / Grading	Law of Game	Grade 1	Grade 2	Grade 3	Grade 4	Grade 4 (Minimum Penalty Guide)
Trips, kicks, strikes another player	15.1.a	200	400	600	Referred directly to Judiciary Panel	1200
Careless/Reckless High Tackle	15.1.b	200	400	600	Referred directly to Judiciary Panel	1200
Intentional High Tackle	15.1.b	800	1600	3000	Referred directly to Judiciary Panel	6000
Drops knees first onto an opponent on the ground	15.1.c	200	400	600	Referred directly to Judiciary Panel	1200
Dangerous throw when effecting tackle and / or spear tackle	15.1.d	200	400	600	Referred directly to Judiciary Panel	1200
Deliberately and continuously beaks the law of the game	15.1.e	120	200	400	Referred directly to Judiciary Panel	800
Offensive Language in general	15.1.f	200	400	800	Referred directly to Judiciary Panel	1600
Offensive Language directed towards a match official	15.1.f	400	800	1200	Referred directly to Judiciary Panel	2400
Disputes the decision of the referee or touch judge	15.1.g	120	200	400	Referred directly to Judiciary Panel	800
Re-enters the field of play	15.1.h	1200	1600	2600	Referred directly to Judiciary Panel	5200
Racial Insults	15.1.i	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel
Behaves in any way contrary to the truespirit of the game <i>Including but not limited to :</i> - <i>Indecent gestures to the crowd</i> - <i>Breach of Safe Play Code</i> - <i>Eye / face gouging</i> - <i>Spitting</i> - <i>Biting</i>	15.1.i	200	300	400	Referred directly to Judiciary Panel	800
Coming from a distance to become involved in a fight	15.1.i	400	600	800	Referred directly to Judiciary Panel	1600
Deliberately obstructs an opponent who is not in possession	15.1.j	120	200	400	Referred directly to Judiciary Panel	800
Uses a shoulder charge on an opponent	15.1.k	300	600	1000	Referred directly to Judiciary Panel	2000
Applies any unnecessary pressure or twists including grapples, crushers, or performs a 'chicken wing' style hold on a player in possession	15.1.l	200	400	600	Referred directly to Judiciary Panel	1200
Forcefully spears at the legs of a player in possession, exposing them to unnecessary risk of injury (cannonball tackle)	15.1.m	200	400	600	Referred directly to Judiciary Panel	1200

## **8.2 DEMERIT POINTS SYSTEM**

### **8.2.1 EARLY PLEA**

- (a) Players are entitled to take the early plea for cases that are grades one, two or three
- (b) Should a player determine that he will plead guilty to a charge, he shall be entitled to a 25% discount on the base penalty points imposed.

### **8.2.2 ADDITIONAL DEMERIT POINTS**

- (a) Should a player be found guilty (by early plea or judiciary hearing) they will attract demerit points as outlined in rule 8.1.2 of these rules and regulations)
- (b) Once a charge has been proven, players will attract a 50% loading to the base penalty for each similar proved offence in the last two seasons
- (c) Once a charge has been proven, players will attract a 20% loading to the base penalty for each non-similar proved offence in the last two seasons

### **8.2.3 CLEAN RECORD DISCOUNT**

- (a) Should a player be found guilty (by early plea or judiciary hearing) they will attract demerit points as outlined in rule 8.1.2 of these rules and regulations)
- (b) Once a charge has been proven, players will receive a 25% clean record discount if they have received no proved offences in the past seven seasons

### **8.2.4 OTHER DEDUCTIONS**

- (a) A player that is sent off will receive a 1 point deduction for each minute the player spends off the field after the send off (e.g. a player sent off in the 50<sup>th</sup> minute receives 30 points off his final points tally)
- (b) Players with carry over points will receive a 5 point deduction for each match that they play after the points are accrued, until their carryover points are reduced to 0.

## **8.3 REQUEST FOR MATCH REVIEW**

- 8.3.1 In the opinion of a club which played in a first grade match, conduct of a player during that match warrants consideration by the match review committee, the club may forward a written request for review to Newcastle Rugby League specifying all relevant particulars of the subject conduct so as to enable the match review committee to identify that conduct.
- 8.3.2 Any such written request for review must be received by NSWRL Rugby League before 11.00 am on the first business day after the match and must be signed by the President of the club making the request and sent to **NSWRL Judiciary [judiciary@nswrl.com.au](mailto:judiciary@nswrl.com.au) and copied to Newcastle Rugby League [Communications@newcastlerl.com.au](mailto:Communications@newcastlerl.com.au)**
- 8.3.3 All request for match review will be forwarded to the Match Review Committee of the NSWRL.



- 8.3.4 Requests for review by parents, supporters or any other persons shall be forwarded to the player's club for review. In the event the club supports the request adherence to rule 8.3.1 (a) to (c) of these rules and regulations shall be compulsory.

#### **8.4 HEARINGS**

- 8.4.1 All hearings from Newcastle Rugby League first grade matches will be heard by via video conference by the NSWRL major competitions judiciary
- 8.4.2 Unless otherwise advised players and their representatives must be available for the hearing on the Wednesday evening following the charge

### **9. JUDICIARY MATTERS FOR ALL GRADES OTHER THAN FIRST GRADE**

#### **9.1 NSWRL COMMUNITY COMPETITIONS JUDICARY CODE**

- 9.1.1 All matches other than first grade matches will be governed by the 2021 NSWRL community competitions judiciary code of procedure. A full copy of the code can be found at [nswrl-community-rugby-league-policies--procedures-manual--2021-final-v-3.pdf](#) (section section 7 from page 163)
- 9.1.2 Where this code of procedure refers to the 'Junior League' that shall be taken to mean the Newcastle Rugby League
- 9.1.3 The Judiciary Administrator referred to in the Code of Procedure shall be taken to mean the Newcastle Rugby League Football Operations Coordinator or their nominee
- 9.1.4 Offence categories, grading and points values table is the same mas above.

#### **9.2 DEMERIT POINTS SYSTEM**

- 9.2.1 EARLY PLEA
- (c) Players are entitled to take the early plea for cases that are grades one, two or three
  - (d) Should a player determine that he will plead guilty to a charge, he shall be entitled to a 25% discount on the base penalty points imposed.
- 9.2.2 ADDITIONAL DEMERIT POINTS
- (d) Should a player be found guilty (by early plea or judiciary hearing) they will attract demerit points as outlined in rule 9.1.4 of these rules and regulations)
  - (e) Once a charge has been proven, players will attract a 50% loading to the base penalty for each similar proved offence in the last two seasons
  - (f) Once a charge has been proven, players will attract a 40% loading to the base penalty for each non-similar proved offence in the last two seasons
- 9.2.3 CLEAN RECORD DISCOUNT
- (c) Should a player be found guilty (by early plea or judiciary hearing) they will attract demerit points as outlined in rule 9.1.4 of these rules and regulations)

- (d) Once a charge has been proven, players will receive a 25% clean record discount if they have received no proved offences in the past seven seasons

### **9.3 REQUEST FOR MATCH REVIEW**

- 9.3.1 In the opinion of a club which played in a reserve grade and under 19s, conduct of a player during that match warrants consideration by the match review committee, the club may forward a written request for review to Newcastle Rugby League specifying all relevant particulars of the subject conduct so as to enable the match review committee to identify that conduct.
- 9.3.2 Any such written request for review must be received by Newcastle Rugby League before 11.00 am on the first business day after the match and must be signed by the President of the club making the request and sent to [adevcich@newcastlerl.com.au](mailto:adevcich@newcastlerl.com.au)
- 9.3.3 All request for match review will be forwarded to the Match Review Committee of the NSWRL.
- 9.3.4 Requests for review by parents, supporters or any other persons shall be forwarded to the player's club for review. In the event the club supports the request adherence to rule 9.3.1 (a) to (c) of these rules and regulations shall be compulsory.

### **9.4 HEARINGS**

- 9.4.1 All hearings from Newcastle Rugby League reserve grade and under 19s matches will be heard by the NSWRL Community Rugby League judiciary

## **10. DISCIPLINARY MATTERS**

### **10.1 NATIONAL CODE OF CONDUCT**

- 10.1.1 The Newcastle Rugby League adheres to the NRL National Code of Conduct

### **10.2 CODE OF CONDUCT MELEE POLICY**

- 10.2.1 A melee is defined by punches thrown by multiple players, usually includes four (4) or more players.
- 10.2.2 Newcastle Rugby League is to be informed of a code of conduct melee breach via the match official and/or official of Newcastle Rugby League, in writing, by 9.00am Monday (or the next business day).
- 10.2.3 Melee complaints from parents, players or club personnel will need the follow the processes outlined within rule 8.4 (Request for match review).
- 10.2.4 Match review committee to review and determine if a melee has occurred.
- 10.2.5 Code of conduct melee breach notice issued to the offending club/s by 5pm Tuesday.

- 10.2.6 Disciplinary hearing to be scheduled at a time determined by the Newcastle Rugby League
- 10.2.7 The process for hearing a code of conduct melee breach will follow the same process as a regular judiciary hearing.
- 10.2.8 Should a club be found guilty of a code of conduct breach due to a melee, imposing the following maximum penalties against the offending club shall be strongly considered:
- (a) First offence \$1,000 fine.
  - (b) Second offence \$5,000 fine + potential loss of competition points.
  - (c) Third offence \$10,000 fine + team expulsion from competition + players involved will be denied clearance to play with another team.
- 10.2.9 Penalties mentioned in 8.2.8 may be applied in addition to any judiciary/disciplinary penalties against individual players, officials, the team or the club.
- 10.2.10 Code of conduct melee disciplinary offences accumulate against a club, not just a specific team. Club offences will remain on record and continue to actively accumulate for up to two (2) years.

### **10.3 PUNCHING POLICY**

- 10.3.1 player who throws a punch or 'strikes' another during a match will be automatically sent to the sin bin
- 10.3.2 Referees will still retain the discretionary power to take further action if they deem it necessary.

### **10.4 ON FIELD ALLEGATIONS**

- 10.4.1 If a player complains of being bitten, having his eye gouged or racially, sexually or religiously vilified:
- (a) Referee shall stop play and bring a touch judge onto the field to hear the player's complaint. For the player's complaint to have validity, the alleged offender shall be named.
  - (b) Referee and touch judge shall submit match official incident reports to the alleged offender's club after the game.
  - (c) The referee and touch judge shall submit match official incident report to Newcastle Rugby League by 10am Monday (or the next business day).
  - (d) The matter shall be referred directly to the judiciary committee for charge, grading and penalty ruling.

### **10.5 SERVING SUSPENSIONS**

- 10.5.1 Suspensions imposed will relate to games from the competition level linked to the send off. (i.e. a reserve grade player with 75 points is sent off

during a first-grade game. He receives a further 225 points either by being found guilty at a judiciary hearing or by taking an early plea). His points now total 300 and consequently 3 match suspension so he would be suspended from all games until such time as his club had played a further three (3) first grade games.

10.5.2 Any carry over points will remain 'active' on a player's record for 24 calendar months.

## 10.6 TIMING DEADLINES

ITEM	TIME DEADLINES	ACTIONS
1	Completion of match	Team sheets signed with sendoff noted Dismissal Noted on 'Ground Managers report
2	9am – first business day after match	Referee completes the online 'Referees Charge Sheet' or in the case of alleged Code of Conduct breaches submits report of the alleged incident
3	11am – first business day after match	Club submits any incidents required for review by Match Review Committee, signed by President of the Club to Football Operations Coordinator
4	11am – first business day after match	Match Review committee reviews all relevant material and determines player charges. This is reported directly to the Football Operations Coordinator.
5	6pm – first business day after match	Charges from first grade matches issued by NSWRL Match Review committee
6	12pm – second business day after match	For charges from first grade matches, completed Notice of Election (plea) to be submitted to Football Operations Coordinator. Failure to lodge will result in a plea of guilty with no discount  For any charges from lower grade matches Football Operations Coordinator issues player's club with a 'Notice of Charge' and other relevant documentation
7	9am – third business day after match	For charges from lower grade matches, 'Notice of Election (plea)' returned by club to the CEO Newcastle RL.
8	10am – third business day after match	The contact at the Referees' Association is notified as to whether Match Officials are required to attend a Judicial Hearing (no notification indicates that officials are not required). Members of Judiciary panel will be notified if required
9	From 6:00pm Wednesday	Judiciary Panel convened to adjudicate on cases brought before it. Players and officials to attend Newcastle Rugby League (adjacent to McDonald Jones Stadium, 294 Turton Rd, Broadmeadow)
10	Between 12pm Thursday and 12pm Friday	The CEO issues the Club with a "Notice of Outcome" addressed to the club. All verdicts (including not guilty) are recorded onto national data base (League net)

## **11 APPEALS**

### **11.1 LEAVE TO APPEAL JUDICIARY OR DISCIPLINARY DECISIONS**

- 11.1.1 On receipt of a Notice of Outcome of a judiciary or disciplinary committee hearing, where a club or player wishes to appeal, they must forward a Notice of Appeal to the Football Operations Co-Ordinator within 24 hours of receipt of the notice of outcome
- 11.1.2 In the case of first grade appeals, the Judiciary chairman will determine whether leave to appeal is to be granted and once the Notice of Appeal has been lodged, the Appeals process will be as per the NSW Major Competitions Code of Procedure
- 11.1.3 In the case Appeals Committee Chairman will determine whether leave to appeal is to be granted and once the Notice of Appeal has been lodged, the Appeals process will be as per the NSW Community League Appeals Committee Code of Procedure
- 11.1.4 For the avoidance of doubt, the lodgment of a Notice of Appeal does not guarantee leave to appeal will be granted. This is will be solely determined by the Appeals Committee Chairman

## **12 ADMINISTRATION AND COMMITTEES OF THE LEAGUE**

### **12.1 ADMINISTRATION**

- 12.1.1 Newcastle Rugby League, the Board or any committee exercising any powers or functions conferred by the articles or the rules may grant leave on such terms as it may think fit to any person appearing before it to be represented by a Barrister, Solicitor or agent and may modify or revoke such leave at any time.
- 12.1.2 The Board shall establish the following committees with designation membership and functions as follows provided that the Board may, at its discretion appoint additional members to a committee at any time. The Board may, at its discretion, create and abolish additional committees as it sees fit.
- 12.1.3 Members of committees shall be indemnified against costs of, or and payment required to be made pursuant to, or as a result of, any settlement of, any legal proceedings that may be instituted against them in consequence of the performance of their duties.
- 12.1.4 Newcastle Rugby League, the Board or any committee exercising any powers or functions conferred by these rules or the articles of association may grant leave on such terms as it may think fit to any person appearing

before it to be represented by a barrister, solicitor or agent and may modify or revoke such leave at any time.

## **12.2 COMMITTEES**

12.2.1 Match Review Committee – The match review committee for all grades will be the NSWRL.

12.2.2 Judiciary Committee - The judiciary committee for all grades shall be managed by NSWRL.

12.2.3 The committees shall investigate and deal with match reports of the match officials who have dismissed players from the field of play during a match conducted by NSWRL or Newcastle Rugby League who have reported players for misconduct, and to investigate and deal with any matter referred to it by the Board or the CEO. In exercising its functions, the judiciary committee shall have the power to disqualify, suspend, fine or otherwise deal with persons found guilty after investigation of any matter referred to it.

12.2.4 Disciplinary Committee – The disciplinary committee shall consist of three (3) members and shall deal with complaints received by Newcastle Rugby League for incidents, breaches or misconduct other than those referred directly to the judiciary committee.

12.2.5 Appeals Committee - The Appeals committee shall consist of three (3) members and shall hear cases where the Appeals Committee chairman has granted the appellant leave to appeal the decisions of the Disciplinary Committee or the Judiciary Committee

12.2.6 Boundaries Committee – The boundaries committee shall consist of five (5) members of which one (1) shall be the CEO. The boundaries committee shall determine the boundaries of each district club and within which district club’s boundary each subsidiary club shall reside.

12.2.7 Other committees as deemed necessary by the Board.

## **13 REFEREES**

### **13.1 ROLES AND RESPONSIBILITIES**

13.1.1 It is the firm policy of the NSWRL and Newcastle Rugby League not to interfere with the result of a match due to a referee error on the field.

13.1.2 Any complaint received about a referee or match official will be forwarded to the Referees Operations Manager

13.1.3 Where there is doubt regarding the fitness of a ground where a competition match is to be played, consultation between the referees, two

captains and senior officials from each club should take place with the final decision resting with the referee.

- 13.1.4 The Referee, in consultation with the Ground Manager, has the discretion to terminate a game whenever by reason of climatic condition, interference of spectators or other causes where the referee deems it necessary.
- 13.1.5 Should the Referees Association have prior warning or opinion regarding the alleged condition of a ground, the matter should be brought to the attention of the Football Operations Coordinator as a matter of urgency prior to any action being taken.
- 13.1.6 The Referees Operations Manager shall appoint referees to games. In the event the Referees Operations Manager fails or refuses to appoint referees, Football Operations Coordinator may carry out that function.
- 13.1.7 In the event of the referee so appointed not attending within fifteen (15) minutes after the time set down to commence, then any qualified referee may be appointed by the Secretaries or Officials of the opposing clubs. A written report in this instance is to be forwarded to the Football Operations Coordinator from the home team Secretary. The match result shall stand.
- 13.1.8 If agreement cannot be reached and a referee is not appointed, the game should not be played and the matter reported to the Football Operations Coordinator.
- 13.1.9 A player, coach, trainer, manager or other official may not approach a referee or touch judge before, during or immediately following a game to seek a rule explanation or for any other reason directly relating to a game. **Breaches of this rule may, upon conviction, result in loss of points, suspension or other penalty and result in Coaches and / or Trainers having their qualification / certificate suspended or cancelled.**
- 13.1.10 Breaches of this rule may, upon conviction, result in loss of points, suspension or other penalty and result in Coaches and / or Trainers having their qualification / certificate suspended or cancelled.
- 13.1.11 Any club Official who is qualified to referee and is appointed to games by the Referee's Association, must declare a conflict of interest if appointed to games involving teams from that person's club. The Football Operations Coordinator is entitled to request the Referee's Association to change any such appointments
- 13.1.12 The referee shall not allow any person apart from the players and authorised team support officials onto the playing area without permission (this includes coaches, parents, spectators and others) and should anyone make an unauthorised entry onto the field they will be in breach these rules and the NRL code of conduct.
- 13.1.13 If a parent, coach or other person during the game became aware of any circumstances deemed contrary to the welfare and interest of the

referee, a player or any authorised person on the field, the matter should be brought to the attention of the ground manager in a civil and courteous manner.

13.1.14 The ground manager will evaluate the information and if deemed necessary bring the matter to the attention of the referee via the official touch judge. If there is no official touch judge the ground manager may enter the field of play and approach the referee.

13.1.15 Any person acting contrary to this clause will be in breach of these rules and code of conduct.

### **13.2 RERERE QUESTIONS/COMPLIANTS PROCEDURE**

13.2.1 All questions /complaints are to be submitted, by either the coach or club primary contact, to Newcastle Rugby League via email to Newcastle RL by 9am Tuesday (or 2nd business day after the match)

13.2.2 Newcastle Rugby League will forward questions/complaints to the NCRLRA who will provide feedback to the club by 5pm Thursday.

13.2.3 Coaching staff and club officials are to refrain from approaching and attempting to seek this information from referees and match officials on match days.

### **13.3 REFEREE SECURITY POLICY**

13.3.1 The home Club is responsible for providing adequate security for the Referees' dressing room to safeguard the belongings of Referees.

13.3.2 A police officer, security guard or other suitable escort must be provided to the Referee and Match Officials for their exit from the field at both half time and full time.

13.3.3 Adequate parking spaces are to be made available for the Referees and Match Officials as near as possible to the venue's dressing room area, so that the necessity to move through public thoroughfares and public areas is kept to an absolute minimum.

13.3.4 Under no circumstances are Referees and Match Officials to be approached, questioned, or harassed in any way by Club officials or Players either during, or after a match



## APPENDIX A

Follow the below link for the NSWRL Concussion and Head Injury Guidelines

<https://www.nswrl.com.au/siteassets/documents/concussion/nswrl-policy-4.17-head-injury-and-concussion-guidelines.pdf>

**APPENDIX B – NSWRL GROUND MAINTENANCE OFFICER PRE GAME/TRAINING CHECKLIST**

**GROUND NAME** \_\_\_\_\_

**PLAYING ARENA/EQUIPMENT**

Familiar with ground requirements of the NSWRL	Yes	No	N/A
Is the surface free of debris	Yes	No	N/A
Have weather conditions or water made the surface unsafe?	Yes	No	N/A
Is the surface in good condition? i.e. grass appropriate length, free of holes.	Yes	No	N/A
Are sprinklers covered correctly and safe	Yes	No	N/A
Are lighting conditions adequate	Yes	No	N/A
Check field markings are as to NSWRL guidelines	Yes	No	N/A
Are ground markings safe and a sufficient distance from fencing and other structures?	Yes	No	N/A
Is sports equipment safe & in good condition?	Yes	No	N/A
Check goal pads are in place and in good condition	Yes	No	N/A
Check on field seating (bench) for team reserves & support staff	Yes	No	N/A
Check that bins containing soil or sand are positioned at ½ way on both sides of ground	Yes	No	N/A
Check officials and timekeepers have appropriate areas set aside	Yes	No	N/A
Check hooter/bell is in working order	Yes	No	N/A
Is protective equipment provided and in good condition?	Yes	No	N/A

**GENERAL FACILITIES (INCLUDING GRANDSTANDS)**

Are the facilities free of debris	Yes	No	N/A
Is seating clean and safe	Yes	No	N/A
Are change room benches and tables provided and in safe condition?	Yes	No	N/A
Are the change rooms and referee’s facilities safe and clean, particularly showers and toilets	Yes	No	N/A
Is adequate hot water available in all change rooms	Yes	No	N/A
Are general public toilets well maintained, clean and adequately stocked?	Yes	No	N/A
Check supply of ice	Yes	No	N/A
Are waste bins provided and placed appropriately, including in toilets	Yes	No	N/A
Do all electrical appliances and leads have an ‘up to date’ tag verifying they are in safe condition	Yes	No	N/A
Have volunteer staff been given instruction on safely operating canteen / barbeque equipment	Yes	No	N/A
Are all rooms adequately lit with switches in safe order	Yes	No	N/A

I/we, the undersigned, have undertaken the above inspection and agree that the playing environment is fit for play.

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Name

Dated \_\_\_\_ / \_\_\_\_ / \_\_\_\_

\_\_\_\_\_  
Name