



# MAJOR COMPETITIONS OPERATIONS MANUAL 2018



## Contents

1. ADMISSION PRICES .....	5
2. BALL PERSONS .....	5
USE OF MOTORISED VEHICLES .....	6
3. BLEEDING PLAYERS & HYGIENE .....	6
BLEEDING PLAYER PROCEDURE.....	6
STITCHING / STAPLING .....	7
CONTAMINATED CLOTHING.....	7
HYGIENE .....	8
4. CANCELLATION, POSTPONEMENT, ABANDONMENT, FORFEIT.....	8
5. COIN TOSS AND TEAM RUN-ON .....	9
6. COMPETITION FORMAT.....	10
7. DISMISSED PLAYERS.....	10
TEMPORARY SUSPENSION.....	10
PERMANENTLY DISMISSED PLAYERS.....	11
SUSPENDED PLAYERS .....	11
8. ELIGIBILITY .....	11
INTRUST SUPER CUP & HASTINGS DEERING COLTS .....	11
MAL MENINGA CUP.....	12
9. EQUIPMENT .....	13
PLAYER EQUIPMENT.....	13
DANGEROUS & PROHIBITED EQUIPMENT .....	14
FIELD EQUIPMENT .....	14
10. FACILITIES .....	15
VENUES.....	15
LIGHTING STANDARDS .....	16
COACHES FACILITIES.....	16
MEDICAL FACILITIES .....	16
11. FINALS SERIES .....	16
FORMAT.....	16
EXTRA TIME .....	17
12. GROUND MANAGERS .....	18
13. GROUND MARKINGS & DIMENSIONS.....	19
14. HEAT POLICY .....	22
15. INSURANCE .....	22
MAL MENINGA CUP ONLY .....	22



16. INJURY REPORTING / WORK PLACE HEALTH AND SAFETY .....	23
17. MATCH FOOTBALLS .....	23
18. MATCH OFFICIALS.....	23
19. MATCH REPORTS .....	24
20. MATCH REVIEW / JUDICIARY .....	24
21. MATCH TIMES.....	25
22. ON-FIELD POLICY – PERFORMANCE LEVEL .....	26
LEVEL 1 & LEVEL 2 SPORTS TRAINERS .....	26
GENERAL NOTES.....	26
ON-FIELD IDENTIFICATION – PERFORMANCE LEVEL COMPETITIONS.....	28
23. PUBLIC ANNOUNCEMENTS.....	30
24. REGISTRATION .....	30
INTRUST SUPER CUP & HASTINGS DEERING COLTS .....	30
MAL MENINGA CUP.....	30
COACH, TRAINER & VOLUNTEER REGISTRATION .....	31
MAL MENINGA CUP REGISTRATION PROCEDURE.....	31
25. REPLACEMENTS (INTERCHANGE) .....	31
INTERCHANGE PROCESS.....	32
HEAD INJURY ASSESSMENT (HIA).....	34
26. SALARY CAP / CONTRACTING MODEL .....	36
27. SIDELINE AREA AND BENCH LOCATIONS .....	36
28. TEAM LIST SUBMISSION .....	37
29. TIMEKEEPING.....	38
OFFICIAL MATCH TIME .....	38
MATCH CLOCKS .....	38
SIN BIN OPERATORS .....	38
TIMEKEEPING IN RELATION TO REFEREES.....	38
SIRENS .....	39
END OF PLAY.....	39
30. TRAVEL LOGISTICS .....	39
AIR TRAVEL .....	40
BUS TRAVEL .....	40
ACCOMMODATION .....	40
MEAL ALLOWANCES.....	41
31. TRIALS .....	41
32. VIDEOGRAPHY .....	42
33. WARM UP AREA.....	42

34. WELFARE AND EDUCATION .....	42
ASADA.....	42
SOCIAL WELFARE.....	43
BASELINE COGNITIVE TESTING.....	43
APPENDIX 1 – CATCHMENT AREAS.....	44
APPENDIX 2 – TRAVEL SCHEDULE.....	46
INTRUST SUPER CUP.....	46
HASTINGS DEERING COLTS AND MAL MENINGA CUP .....	47
APPENDIX 3 – ANTI-DOPING POLICY .....	49
APPENDIX 4 – DEVELOPMENT FEE POLICY .....	50
APPENDIX 5 – SALARY CAP / CONTRACTING MODEL.....	55
APPENDIX 6 – CONCUSSION MANAGEMENT POLICY AND PROCEDURE.....	58
APPENDIX 7 – INCIDENT REPORTING .....	61
APPENDIX 8 – ON-FIELD POLICY 2018 .....	62



# QRL CONTACTS

## **Competitions Manager**

Dave Maiden

P: 0499 996 621

E: [d.maiden@qrl.com.au](mailto:d.maiden@qrl.com.au)

## **Executive Support Officer - Competitions**

Dinah Glykidis

P: 07 3367 6015

E: [d.glykidis@qrl.com.au](mailto:d.glykidis@qrl.com.au)

## **Database & Innovation Officer**

Jemma Whitnall

P: 07 3367 6004

E: [j.whitnall@qrl.com.au](mailto:j.whitnall@qrl.com.au)



## 1. ADMISSION PRICES

- 1.1. Each club shall be responsible for assigning ticket prices for their home matches. Such fees shall be subject to a maximum fee for general admission.
  - Intrust Super Cup matches a maximum fee of \$10.00
  - Mal Meninga Cup / Hastings Deering Colts stand-alone matches a maximum fee of \$5.00
- 1.1.1. Where a Mal Meninga Cup and/or Hastings Deering Colts match is held in conjunction with an Intrust Super Cup match entry fees shall be subject to a maximum fee of \$10.00 for general admission tickets.
- 1.2. Aged, invalid and service pensions shall be recognised by all clubs. Such fees shall be subject to a maximum fee for a general admission ticket for those persons eligible for an aged, invalid or service pension.
  - Intrust Super Cup matches a maximum fee of \$5.00
  - Mal Meninga Cup / Hastings Deering Colts stand-alone matches a maximum fee of \$2.00
- 1.2.1. Where a Mal Meninga Cup and/or Hastings Deering Colts match is held in conjunction with an Intrust Super Cup match entry fees shall be subject to a maximum fee of \$5.00 for general admission tickets.
- 1.3. Children under the age of 15 years shall be permitted entry into general admission areas for all matches free of charge.
- 1.4. QRL season passes shall be recognised by all clubs during premiership rounds and finals series matches (excluding Grand Finals). Entry shall be subject to the terms and conditions printed on the passes.

## 2. BALL PERSONS

- 2.1. Ball persons must be a minimum of 10 years of age.
- 2.2. A maximum of four (4) ball persons may be used during each match. Each club shall be entitled to appoint two (2) each.
- 2.3. The visiting club may request the home team to make available a maximum of two (2) persons to act for the visiting club in the role of ball persons.
- 2.4. 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 under any circumstances, throw the ball into the field of play or to a Player close to the touch line.
- 2.5. Ball persons who enter the field of play to deliver kicking tees may only do so at a stoppage of play and must leave the field of play immediately after its delivery. After the kick has been taken a trainer must remove it from the field.
- 2.6. Trainers, rather than ball persons, must retrieve the kicking tee after any kick off to restart play.
- 2.7. Minimum clothing requirements for ball persons are considered to be two (2) set of shorts, socks and shirts / jerseys in colours that do not clash with either team's playing attire. In wet weather, clear plastic coats should be provided by the home team.



- 2.8. The club's sponsor's logos may be displayed on the shirt / jersey with the exception of alcohol product logos.

### USE OF MOTORISED VEHICLES

- 2.9. Upon written application, the Competitions Manager (or his nominee) may approve the use of motor bikes or similar motorised vehicles for the purpose of conveying kicking tees and/or sand onto the field of play.

The following provisions for the use of these vehicles must be strictly adhered to at all times:

- 2.10. The vehicles may only be taken onto the field when the ball is out of play for an attempt at conversion following a try, a penalty kick at goal, and starts of play from the 50-metre line but must immediately return to outside the field of play.
- 2.11. The vehicles may not enter the field of play in any other circumstances (e.g. a penalty place kick for touch, or a 20-metre restart).
- 2.12. The vehicles may only deliver the kicking tee to the kicker. They must immediately leave the field and return to the approved position where these vehicles must be parked when not in use, as outlined in [2.17](#).
- 2.13. Under no circumstances are the vehicles to stay on the field until the kick has been taken (i.e. a trainer must retrieve the tee after the kick).
- 2.14. The riders or drivers must be mature and competent enough to operate the vehicles safely at all times.
- 2.15. The operation of the vehicle is to be under the constant management and supervision of a club official.
- 2.16. The vehicles are not to be used in any manner that could potentially pose a risk of injury to players or on-field officials.
- 2.17. The vehicles must at all times be operated responsibly and take the most direct route on and off the field.
- 2.18. When not on the field, the vehicles must be kept at a safe distance from the touch line and not impede the access or movement of other officials (e.g. touch judges, trainers, media etc.)
- 2.19. The vehicles must be well maintained and not cause any excessive noise or visual pollution when in use.
- 2.20. The QRL reserves the right to withdraw approval for the use of such vehicles, without cause, at any time.

## 3. BLEEDING PLAYERS & HYGIENE

### BLEEDING PLAYER PROCEDURE

- 3.1. The following procedure will apply in all cases where a player is bleeding or his person, clothing or equipment has been contaminated by blood.
- 3.1.1. If the referee notices a bleeding or blood contaminated player he / she will immediately stop play and call 'time-out' and signal to the team trainer to attend to the player.

- 3.1.2. The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether he will require treatment off the field.
- 3.1.3. If the trainer advises that the player can be treated on the field, the referee will instruct the player to drop out behind play for that purpose and the match will immediately recommence.
- 3.1.4. If the trainer advises the referee that he / she will have to treat the player off the 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 with 12 players. (Note: other than for the initial assessment, the match will not be held up while the bleeding player receives treatment or is interchanged).
- 3.1.5. If the referee stops play twice for the same player and the same wound, the player must be taken from the field for treatment and either interchanged or the team may elect to play on with 12 players until the bleeding player returns.
- 3.1.6. 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.
- 3.1.7. If a bleeding player has left the field for treatment and is not interchanged, he may return to the field of play at any time provided he does so from an on-side position. If the bleeding player has been interchanged, he may only return to the field through the interchange official as a normal interchange player.
- 3.1.8. A bleeding player returning to the field of play who has not been interchanged, is not to be 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

- 3.2. Any player who is bleeding and requires treatment by way of either stitches, stapling or otherwise, must be taken to the team dressing room or shared medical facility so this procedure can be conducted out of the view of the general public.
- 3.3. After the treatment, the wound must be bandaged or covered to protect the injury, to eliminate the risk of further bleeding and to prevent the potential risk of transmission of blood-borne infectious diseases.

### CONTAMINATED CLOTHING

- 3.4. In any case where a player's person, clothing or equipment has been contaminated by blood, whether through a wound to himself or through contact with a wounded player, the referee shall direct the team trainer to enter the field of play to attend to that player by taking immediate steps to ensure that the player is free of any blood contamination before that player shall be permitted by the referee to re-join play. Until those steps have been taken, the player shall, at the minimum, drop out behind play.
- 3.5. Minor occasions of contaminated clothing and/or equipment should be treated with a solution of 15mls of household detergent and 17mls of household bleach.



- 3.6. All but minor occasions of contaminated clothing or equipment will require the replacement of such clothing or equipment prior to the player re-entering the field of play.

## **HYGIENE**

- 3.7. Players should be made aware of the potential danger of transferring infectious diseases, e.g. Hepatitis A, B and C and HIV.
- 3.8. No spitting is permitted, except in specified controlled areas.
- 3.9. Contaminated and blood stained articles and dressings are to be placed in appropriate 'contaminated waste' disposal bags.
- 3.10. Dressing room floors should be cleaned and swept prior to the team leaving the room.
- 3.11. Players must not share drink containers. Each player should have his own drink container. Shared drink containers may transmit disease.

## **4. CANCELLATION, POSTPONEMENT, ABANDONMENT, FORFEIT**

- 4.1. ISC / HDC / MM matches may only be cancelled, delayed, postponed or abandoned with the prior approval of the Competitions Manager.
- 4.2. If the referee suspends play and the match is cancelled or abandoned there shall be no replay.
- 4.3. If more than half of the match has been completed, the score at the time of the suspension of play in the match will be the final result for the purpose of determining the Competition Points Table.
- 4.4. If less than half of the match has been completed, the match shall be declared drawn and one (1) point awarded to each of the teams. For Competition Points Table purposes, the score for the match will be recorded as 0-0.
- 4.5. If any team is unable to play a scheduled match, due to extenuating prior circumstances and it cannot be replayed, and with prior approval from the Competitions Manager, then that match will be declared drawn and one (1) point awarded to each of the teams. For Competition Points Table purposes, the score for the match will be recorded as 0-0.
- 4.6. Preliminary matches such as Mal Meninga Cup and Hastings Deering Colts which, due to serious injury or other delay, encroach on the next scheduled game may be abandoned after receiving authorisation from the Competitions Manager or his nominee. The result of such match shall be determined by applying the procedures outlined in sections [4.3](#), [4.4](#) and [4.5](#).
- 4.7. Where preliminary matches are played under the jurisdiction of a Local League or other governing body the abandonment and procedures of such abandonment will be the responsibility of the Local League or other relevant governing body.
- 4.8. Emergency circumstances include:
- 4.8.1. A natural disaster such as an earthquake, flood or fire.

- 4.8.2. A situation where the safety of players or match officials is potentially or actually at risk such as lightning, or extreme heat.
- 4.8.3. Where scheduled transport for one of the teams for the playing of the match is delayed, or cancelled.
- 4.8.4. Such other circumstances deemed to be an emergency by the Competitions Manager or his nominees.
- 4.9. If any such occurrence arises, the procedure shall be as follows:
  - 4.9.1. The Competitions Manager or his nominee, in conjunction with the referee and both team's management will make any decision on the postponing or cancelling of any scheduled game;
  - 4.9.2. After the commencement of a competition match, a referee may temporarily suspend play if, in his / her view, continuation of play would place the safety of Players and/or the Match Officials at risk.
  - 4.9.3. If a game is to be delayed due to severe weather conditions, a decision will be made on the length of delay.
  - 4.9.4. Where a game is in progress and is stopped due to an emergency, the following steps must be taken:
    - 4.9.4.1. As the emergency is a 'time out', a direction will be given by the referee regarding field position, possession and the number of the tackle, at the time of cessation of play;
    - 4.9.4.2. If the game re-commences within a reasonable time, play will continue as with any 'time out' – with the same field position, possession and the next tackle count.
    - 4.9.4.3. If the game cannot be continued, the circumstances shall be reported to the Competitions Manager or his nominee.

## 5. COIN TOSS AND TEAM RUN-ON

- 5.1. Captains of each team, or their nominated player representative, are required to take part in the coin toss in the presence of the match referee before each team's warm up.
- 5.2. The toss may be televised (at the discretion of the host broadcaster), and captains are required to comply with any reasonable requests from the host broadcaster for a brief interview immediately after the toss has been completed.
- 5.3. In all cases the visiting team will take the field first when directed by the Ground Manager or Match Officials, followed by the home team also when directed by the Ground Manager or Match Officials.
- 5.4. Under no circumstances are fireworks to be placed on the field of play at any time before the game without the prior approval of the Competitions Manager or his nominee. Additionally, no fireworks are to be placed anywhere near the player's tunnels as the players enter the field.

## 6. COMPETITION FORMAT

- 6.1. The Intrust Super Cup is an open aged competition for players having attained a minimum age of 18 years prior to July 1<sup>st</sup> of the year of the competition.
- 6.2. The Hastings Deering Colts is a restricted age competition for players who will have attained the age of 17 years prior to July 1<sup>st</sup> in the year of the competition but have not attained the age of 20 years as at midnight on December 31<sup>st</sup> of the year prior to the competition commencing.
- 6.3. The Mal Meninga Cup is a restricted age competition for players who will turn 17 or 18 years' in the year of the competition (i.e. players born in 2000 and 2001).
- 6.4. Players eligible for Mal Meninga Cup must play in that competition and their teams' participation in that competition completed prior to them being eligible for selection in either the Hastings Deering Colts or the Intrust Super Cup in conjunction with the age limits above. Clubs can apply for an exemption to this rule through written submission to the Competitions Manager with the consent of both the ISC Head Coach and CEO.
- 6.5. Competitions shall be conducted over the following timeframes:
- Intrust Super Cup                      Max. of 25 premierships rounds of competition with a 4 week finals series.
  - Hastings Deering Colts                Max of 20 premierships rounds of competition with a 4 week finals series.
  - Mal Meninga Cup                        Max of 7 premierships rounds of competition with a 2 week finals series.
- 6.6. Competition points shall be allocated during the season in the following manner:
- A win shall be allocated                      two (2) points.
  - A draw shall be allocated                      one (1) point.
  - A loss shall be allocated                      zero (0) points.
  - A bye shall be allocated                      two (2) points.
  - A team receiving a forfeit shall be allocated                      two (2) points.
  - The forfeiting team shall be allocated                      zero (0) points.
- 6.7. In the event of a forfeit, for Competition Points Table purposes, a score of 40-0 shall be awarded to the non-forfeiting team.
- 6.8. At the conclusion of the premierships rounds all teams shall be ranked in descending order according to the number of competition points accrued during the season.

## 7. DISMISSED PLAYERS

### TEMPORARY SUSPENSION

- 7.1. A player receiving a period of temporary suspension by the referee shall leave the field of play and enter the sin bin area allocated by the home team and remain in that area until the end of the temporary suspension period.
- 7.2. The time of temporary suspension shall be ten (10) minutes and is for playing time only and shall commence after the referee signals time-on and/or when play recommences.



- 7.3. The temporary suspension shall be suspended if the referee signals time-off during the suspension period and shall recommence when the referee recommences play.
- 7.4. Suspended time does not include the half-time break and shall cease at the end of the first period and resume upon the commencement of the second period.
- 7.5. If more than one player receives temporary suspension from the one incident, the players' temporary suspension shall be equal and they shall be entitled to return to the field of play together after the completion of their suspension.
- 7.6. Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.

#### **PERMANENTLY DISMISSED PLAYERS**

- 7.7. Any player permanently dismissed from the field (i.e. sent-off), must immediately retire to his team's dressing room until he has changed out of his playing uniform.
- 7.8. Under no circumstances can a dismissed player return to the players' bench unless it is outside the area bounded by the fence surrounding the playing area.
- 7.9. The referee immediately after the completion of the match shall lodge with the nominated Ground Manager the Referees On Field Incident Report of the dismissed player.

#### **SUSPENDED PLAYERS**

- 7.10. Any Player who is suspended or disqualified from playing rugby league by the QRL Judiciary Panel or any other disciplinary bodies with authority to make such determinations shall not participate as a Player in any match until that suspension has been served or that disqualification has expired, as the case may be, and must not enter the playing field or area inside the fence prior to, during or after a match.
- 7.11. No Pre-Season Trial Match is to be taken into account when determining the period of suspension.
- 7.12. Without derogating from clause [7.11](#), in any case where a player is serving a period of suspension as the sole consequence of a conviction for either a Grade 1 Offence or a Grade 2 Offence, he may participate as a Player in a Pre-Season Trial Match during the period of suspension, but he shall not otherwise participate as a Player in any other match (whether that be an Ordinary Match, a carnival, a Final Series Match, a Representative Match or a Touring Team Match).
- 7.13. To remove doubt, where a Player is entitled to participate as a Player in a Pre-Season Match during his period of suspension pursuant to [7.12](#), and does so participate, that participation will not reduce his allocated or accumulated demerit points.

## **8. ELIGIBILITY**

### **INTRUST SUPER CUP & HASTINGS DEERING COLTS**

- 8.1. A player shall be deemed to have participated in a match if that player was nominated on the match sheet regardless of whether the player takes the field or not.



- 8.2. A player shall be deemed eligible for the Final Series of the competition in which he played the majority of games throughout the premiership season.
- 8.3. There are four eligibility categories for Final Series qualifications: -
- Level One – NRL Telstra Premiership
  - Level Two – Intrust Super Cup
  - Level Three – Local League Open Age Competitions
  - Level Four – Hastings Deering Colts
- 8.4. A player will qualify for each Level by having participated in a majority of games throughout the season at any of these Levels.
- 8.5. A player who has qualified for a lower level competition finals series shall still be eligible to participate in the final series of a higher-level competition.
- 8.6. A higher level qualified player shall not be eligible to participate in a lower level final series unless he has failed to gain selection in the higher-level team playing on the same weekend. However, if the higher-level team is still competing but has a bye in their relevant final series then players are eligible to play for the lower level team provided they have played at least one match for the lower level team during the regular season.
- 8.7. A higher level qualified player who has failed to gain selection in that team must have participated in a minimum of two finals series matches to be deemed eligible to continue in lower level finals series, therefore eliminating any of the previous eligibility rules.
- 8.8. In the case of a Top 5 Finals Series, if the Minor Premiers progress to the Grand Final by winning the Major Semi Final, a player shall be deemed eligible to compete in the Grand Final if he participated in that Major Semi Final.
- 8.9. A player will not be eligible to play in two levels of a Final Series scheduled on the same weekend except where the lower level team has played earlier than the higher-level team on that weekend.
- 8.10. If a player has participated in eight (8) games or more (ISC) or six (6) games or more (HDC) throughout the season, such player will be deemed eligible to compete in that competitions' Final Series, regardless of whether the player has played a majority of games in that competition.
- 8.11. If a player has participated in an equal amount of premiership competition matches in multiple levels of competitions, the player shall be deemed qualified for the lower level.
- 8.12. Each Club with a team engaged in any Final Series shall lodge a list of players whom they consider to be eligible to play in each level by no later than 5.00pm on the second business day following the conclusion of the last premiership competition match.
- 8.13. Qualification shall commence at the start of each premiership competition and cease upon the completion of each competition's premiership rounds.

### **MAL MENINGA CUP**

- 8.14. A player shall be deemed to have participated in a match if that player was nominated on the match sheet regardless of whether the player takes the field or not.



- 8.15. A player who has participated in at least one competition match shall be deemed eligible to participate in a Finals Series, subject to player registration.
- 8.16. Mal Meninga Cup eligible players must play in their age group and their teams participation in that competition completed before being eligible for selection in the Hastings Deering Colts or Intrust Super Cup. Clubs can apply for an exemption to this rule through written submission to the Competitions Manager with the consent of both the ISC Head Coach and CEO. Refer [6.4](#)
- 8.17. In the event that a player participates in more than one competition the player shall be deemed eligible for participation in the final series of the competition in which he has played the majority of his matches.
- 8.18. If a majority of matches has not been reached, the player shall be deemed eligible to participate in the lowest ranked competition final series.
- 8.19. Any player who participates in a Mal Meninga Cup match on any given weekend shall not be eligible to participate in any other QRL match on the same weekend without the approval of the Competitions Manager or his nominee.

## 9. EQUIPMENT

### PLAYER EQUIPMENT

- 9.1. A Player must not wear any item that might prove dangerous to other players. If in doubt a player is required to have any such item approved by the match officials prior to the commencement of the match.
- 9.2. A player's normal gear shall consist of a numbered jersey of distinctive colour and/or pattern, a pair of shorts, socks of distinctive colour and/or pattern and studded boots or shoes.
- 9.3. A player may wear compression garments but may only do so as follows;
  - 9.3.1. The length of the garment must not extend below the elbow or knee of the player, outside the neck / collar of the jersey, or the length of the playing sock.
  - 9.3.2. The colour of the garment may only be black or an approved colour which shall be the colour of the playing socks.
  - 9.3.3. The wearing of full length compression garments is not permitted unless approved by the Competitions Manger and upon medical advice.
- 9.4. 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, hip pads and must not be of a rigid nature. The match officials will make a final decision in areas of doubt relating to what is considered as rigid.
- 9.5. Studs on boots or shoes must be no less than 8mm diameter at the apex and, if made of metal, must have rounded edges.



- 9.6. The playing jersey should be tucked inside the top of the shorts and remain tucked in throughout the match. This means that extra short jerseys or those cut above the waist are prohibited.
- 9.7. Jerseys must be manufactured in accordance with the QRL Branding Guidelines relevant to the year of competition.

### **DANGEROUS & PROHIBITED EQUIPMENT**

- 9.8. The use of gloves or mittens is prohibited.
- 9.9. All visible body jewellery shall be removed and non-visible jewellery must be taped prior to the commencement of the match.
- 9.10. Players with beads in their hair must remove them or must wear head gear which covers them.
- 9.11. Players are permitted to wear power bands / wristbands on the field during matches, however they must be covered by tape so that no part of the band is visible.
- 9.12. The practice of 'knotting' (pulling together and tying a knot in the jersey) or 'bundling' (pulling together in a bundle or tail and taping) as a method for tightening the fit of a Rugby League jersey is prohibited.
- 9.13. Any items of non-standard or modified equipment must first be approved for use by the Competitions Manager or his nominee before that item may be used by a player in a match.
- 9.14. The referee may order a player to remove any item or any part of his equipment which might be considered dangerous and shall not allow the player to take any further part in the match until the item or equipment is removed.
- 9.15. Such a player must retire from the playing field to remove the offending item if the start or re-start of the match would otherwise be delayed.
- 9.16. The match officials should check all equipment prior to the commencement of each match.

### **FIELD EQUIPMENT**

- 9.17. Corner posts shall be placed at the intersection of each touch line and goal line. The posts shall be of non-rigid material and shall be not less than 1.25m high.
- 9.18. For the avoidance of doubt, spring loaded corner posts and/or those with metal spikes are not permitted for use.
- 9.19. Corner post pads may be no wider than the width of the touch line and shall comply with the QRL Branding Guidelines relevant to the year of competition.
- 9.20. If a ball carrier makes contact with the corner post he will not be deemed to be out of play unless any part of his body has made contact with either the touch line or touch-in-goal line, or the ground beyond the touch line or touch-in-goal line.
- 9.21. Goal post pads shall be a maximum width and depth of 50cm and shall comply with the QRL Branding Guidelines relevant to the year of competition.



- 9.22. A kicking tee may be used provided it is a product that is licenced and displays the logo of the QRL, NSWRL or NRL. Such tees may be used for kicks at goal and starts or restarts of play from the 50m line.

## 10. FACILITIES

### VENUES

- 10.1. The club shall ensure that the venue nominated to host a competition match is presented in an appropriate manner and has adequate ground officials / security engaged in the interest of the comfort of the public and the welfare of match officials.
- 10.2. Each venue shall be required to provide as a minimum standard the following amenities and services;
- 10.2.1. Lockable separate home and away team dressing room. These dressing rooms shall have toilet and shower facilities that meet Australian Health Standards which shall be made available for access at least 40 minutes prior to the kick-off of Mal Meninga Cup and Hastings Deering Colts and at least 90 minutes prior to the kick-off of Intrust Super Cup matches;
  - 10.2.2. Lockable Match Officials' dressing room. These dressing rooms shall have a toilet and shower facilities that meet acceptable Australian Health Standards;
  - 10.2.3. Medical Officers room;
  - 10.2.4. Drug Testing room;
  - 10.2.5. Designated media area;
  - 10.2.6. Provision of an elevated and powered area located on or near the halfway line for videography of matches;
  - 10.2.7. Men's, Women's and Disabled amenities available for public use;
  - 10.2.8. Separate canteen and bar facilities;
  - 10.2.9. Public address system;
  - 10.2.10. Scoreboard;
  - 10.2.11. Digital time piece with match time display and;
  - 10.2.12. Ambulance access to the area immediately adjacent to the playing field.
- 10.3. The host club shall provide reasonable quantities of ice, water and lockable storage.
- 10.4. The host club shall provide a sufficient meal and refreshments after the completion of each match of Intrust Super Cup, Hastings Deering Colts and Mal Meninga Cup. A sufficient meal is defined as per [Clause 29.23.](#)





## LIGHTING STANDARDS

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

- Ball and physical training 50 Lux
- Match practice 100 Lux
- Competition Matches 200 Lux

The above information has been extracted from Australian Standard AS 2560 Part 2.3 and the NRL Preferred Facilities Standards – State Level.

## COACHES FACILITIES

10.6. During a game coaches are permitted to view the game from their teams' bench, behind the goal posts at the end of the field, or if applicable, in a coach's box. At all times the coach/es must stay an adequate distance from the field of play which is often defined by the red line that runs parallel to the side line.

## MEDICAL FACILITIES

10.7. Each team dressing room shall;

10.7.1. Contain a table for observing, assessing and treating players with injuries such as minor head injuries, concussion, fractures, lacerations etc;

10.7.2. Provide facilities for adequate disposal of used materials such as syringes, needles, contaminated waste disposal kit etc;

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

## 11. FINALS SERIES

### FORMAT

11.1. The six (6) highest ranked teams shall compete in a finals series for the **Intrust Super Cup** and the **Hastings Deering Colts**. The top six (6) finals series of matches shall be:

Week	Game	Match Name	Home Team	Away Team
1	1	Elimination Final 1	Team 3	Team 6
1	2	Elimination Final 2	Team 4	Team 5
1	-	Week Off	Team 1	Team 2
2	3	Major Semi Final	Team 1	Team 2
2	4	Minor Semi Final	Winner of Game 1	Winner of Game 2
3	5	Preliminary Final	Loser of Game 3	Winner of Game 4
4	6	Grand Final	Winner of Game 3	Winner of Game 5

11.2. The four (4) highest ranked teams shall compete in a finals series for the **Mal Meninga Cup**. The top four (4) finals series of matches shall be:

Week	Game	Match Name	Home Team	Away Team
1	1	Qualifying Final 1	Team 1	Team 4
1	2	Qualifying Final 2	Team 2	Team 3
2	3	Grand Final	Winner of Game 1	Winner of Game 2

11.3. At the conclusion of the premiership rounds if two (2) or more teams are equal on competition points, the final series rankings will be determined according to the following criteria.

11.3.1. The greater positive difference between points scored for and against, then if equal

11.3.2. The greater percentage of points scored for and against, being determined by:

$$\frac{\text{Points scored for} \times 100}{\text{Points scored against} \times 1}$$

then if equal,

11.3.3. The most tries scored, then if equal,

11.3.4. The most goals kicked, then if equal,

11.3.5. The most drop goals kicked, then if equal,

11.3.6. By the toss of a coin.

11.4. The venues for **Intrust Super Cup** finals series matches will be determined as follows;

Week	Game	Match Name	Host Rights
1	1	Elimination Final 1	Team 3
1	2	Elimination Final 2	Team 4
2	3	Major Semi Final	Highest Ranked Winner from Game 1 & 2
2	4	Minor Semi Final	Team 1
3	5	Preliminary Final	Loser Game 3 <i>Venue dependent upon television hosting capabilities</i>
4	6	Grand Final	QRL

11.5. Hastings Deering Colts finals series matches will generally be allocated to Intrust Super Cup finals series venues regardless of team rankings or at the complete discretion of the Competitions Manager.

11.6. Mal Meninga Cup finals series match venues will be at the complete discretion of the Competitions Manager.

### EXTRA TIME

11.7. If scores are equal at the conclusion of normal time in any Finals Series match, then in such matches a period of extra time shall follow.

11.8. 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.

11.9. If no point or points have been scored after a further period of five (5) minutes, the referee shall 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.

11.10. Play shall then continue on an unlimited time basis until the first point or points have been scored to determine the winner of the match



- 11.11. In such extra time, the first scorer of any point or points (e.g. field goal, penalty goal or try) will immediately be declared the winner.
- 11.12. If a try is scored in extra time the conversion kick will not be permitted.

## 12. GROUND MANAGERS

- 12.1. The function of a Ground Manager employed by the QRL is to;
  - 12.1.1. Ensure that all relevant Rules of the QRL are enforced whilst offering assistance to the competing clubs and match officials as necessary.
  - 12.1.2. Enter and ensure all scoring data is recorded correctly for each appointed match.
- 12.2. Roles and Responsibilities:
  - Ground Managers:
    - 12.2.1. must have a thorough knowledge and understanding of all relevant QRL Rules.
    - 12.2.2. are reminded that players, officials and media are to be given every assistance and courtesy at all times.
    - 12.2.3. are responsible for recording all live scores data for each appointed match.
    - 12.2.4. must furnish a report on-line (through the QRL Forms app) to the Competitions Manger or his nominee post-game. Any additional detail not specified within the post-game report must be submitted by 10am of the first business day following the match. If an urgent matter arises, the Competitions Manager or his nominee should be advised by telephone / email as soon as possible after the completion of the match.
    - 12.2.5. should work in full co-operation with security officers allocated to each ground.
    - 12.2.6. take direction from any of the QRL's management team present on match day.
    - 12.2.7. are not to make any comment/s to the media in relation to matters of QRL policy or any matter that is likely to be the subject of an investigation by the QRL.
    - 12.2.8. Ensure that proper ground markings have been made and that the grass length is appropriate to ensure that the surface is playable and does not present a risk to the safety or welfare of players.
    - 12.2.9. Ensure all ground signage is correct and complies with the Club's obligations under the QRL Rules, QRL Major Competitions Operations Manual and QRL Brand Guidelines for the year of competition.
    - 12.2.10. Ensure sponsorship markings are correct and properly displayed.
    - 12.2.11. Ensure that players dressing rooms – both home and away are acceptable, including showers and toilets.

12.2.12. Ensure that the Medical room is in a clean state.

12.2.13. Ensure that adequate precautions have been taken by Club Officials if a match is to be played under lights, including the fact that all lamps are working. Regardless of whether lights are fitted permanently at grounds, or mobile lighting is present, it is the home Club's responsibility.

12.2.14. Ensure that the Referees room is in an acceptable condition.

12.2.15. Ensure that the time clock and siren are operating correctly.

12.2.16. Determine the area for sin bin operations is defined and available.

12.2.17. Check that cameras and equipment for television matches are in a position so as to afford no danger to players, referees or others who may be on the ground. Ground Managers must ensure that any television camera tripods located within 5 metres of the field of play are covered with protective padding by Broadcasters to ensure the safety and welfare of players.

12.2.18. Ensure that ground facilities for parking, food outlets, toilet and other public utilities are acceptable.

12.2.19. Brief Timekeepers and Interchange Officials before every match to ensure they fully understand their roles and responsibilities. Also, with at least 5 minutes of normal time remaining should it appear possible any game could go into extra time, the Ground Manager is to make further contact with the timekeepers and reconfirm that the correct timing procedures will be implemented.

12.2.20. Collect match balls from the Home club prior to the commencement of each match, check their condition as stated in section [17](#), and ensure that the match balls are returned to the home Club after the completion of play.

12.2.21. Ensure that team lists (both run on team and interchanges) for MMC / HDC / ISC are received and correct one hour prior to kick-off time.

12.3. Ground Managers must arrive at the ground at least 90 minutes prior to the start of the first match.

12.4. All QRL major competitions clubs will utilise the two (2) iPads provided by the QRL for use by the Ground Manager and Interchange Official assigned to their venue to record team lists, on-field incident reports, pre-and post-game inspection reports and match results. These iPads remain the property of the QRL.

12.5. Ground Managers must complete the Facilities and Safety Checklist in the QRL Forms app provided by the QRL Major Competitions Department.

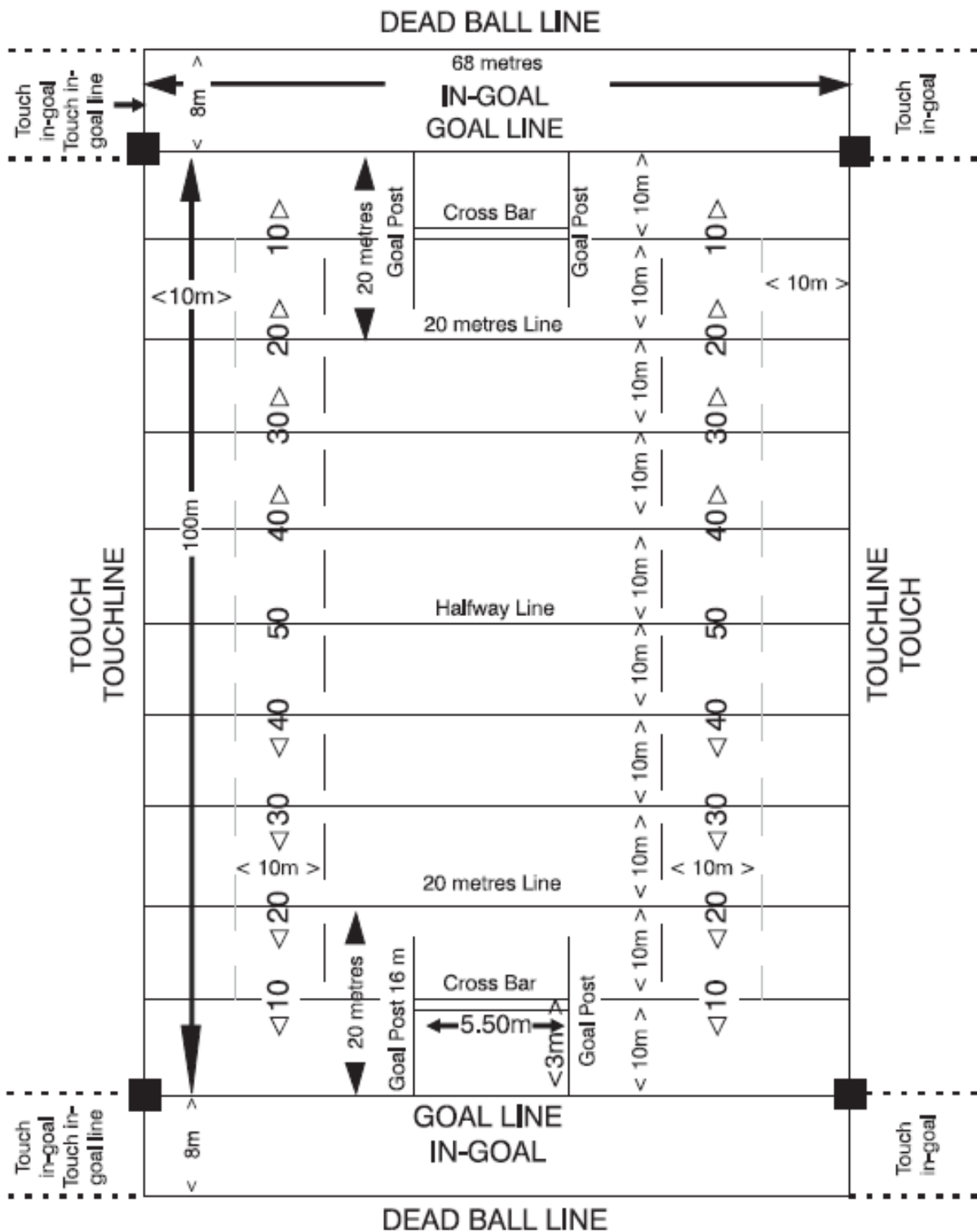
12.6. Ground Managers will be issued with distinctive clothing which must be worn when on duty.

## 13. GROUND MARKINGS & DIMENSIONS

13.1. These provisions set out the official markings and dimensions of the playing surface for all competition matches.



- 13.2. The host club is responsible for having its field lines marked and painted in strict accordance with this manual.
- 13.3. Each venue's playing surface shall include the following grid line markings:
- 10m;
  - 20m;
  - 30m;
  - 40m (Red Line);
  - 50m;
  - Goal line;
  - Dead ball line; and
  - Touch line.
- 13.4. The grid line marking shall be unbroken lines, white in colour and 10cm in width except 40m line (red).
- 13.5. Each venue's playing surface may include distance markings. Where the home team elects to include distance markers they shall be placed at the following lines, are to be white in colour and 2.0m in height:
- 10m;
  - 20m;
  - 30m; and
  - 40m.
- 13.6. Each venue's playing surface shall include 10m and 20m lines. Such lines will be marked both 10m and 20m in from the touchline, are to be 10cm in width, white in colour and to a length of five (5) metres (2.5m either side of the cross line for free kicks and 5m between the cross lines for scrum marks).
- 13.7. The broken lines in the diagram shall consist of marks or dots on the ground not more than 2 metres apart.
- 13.8. All transverse lines must be marked across the full width of the field.
- 13.9. Sponsors logos for grass signage shall be positioned in accordance with the QRL Branding Guidelines relevant to the year of competition.



## 14. HEAT POLICY

- 14.1. For any match during the Competition, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match;
- 14.1.1. All matches shall have a compulsory drinks break as described in [14.1.2](#);
- 14.1.2. Referees will call 1-minute “time-out” approximately halfway into each half to allow players to take a fluid break. Players will remain on the field and may only be tended to by the three (3) trainers listed. No coaching staff shall be permitted on the field;
- 14.1.3. The NRL Sports Trainers’ National Accreditation Scheme On Field Policy will be relaxed so that all three (3) trainers may carry water;
- 14.1.4. The half-time interval may be extended and shall be done so after consultation of both the match and team officials.
- 14.2. If in the event of severe heat conditions, and with the approval of the Competitions Manager, the commencement of a match may be delayed.
- 14.3. The implementation of the Heat Policy shall be at the sole discretion of the Competitions Manager or his nominee.
- 14.4. Trial matches played before the end of February and **kicking off before 4.00pm** will also be subject to the following mandatory conditions:
- 14.4.1. Maximum of 60 minute matches played in 15 minute quarters
- 14.4.2. Three (3) Sports Trainers allowed to run water as per above

## 15. INSURANCE

- 15.1. The Club shall hold at least the minimum cover of insurance for each team that participates in the competitions as outlined in the QRL Insurance Handbook.
- 15.2. The Club shall hold a valid certificate of currency for public liability insurance to the value of not less than \$20 million.

### MAL MENINGA CUP ONLY

- 15.3. Players and team officials, provided they hold a position and are registered with their Primary Club shall be covered by Insurance to the level effected by that Primary Club.
- 15.4. Where a team official does not hold any such position, the Club / Local League must ensure that the minimum QRL Insurance Cover is provided and the Official is informed accordingly.
- 15.5. The Club shall ensure that all venues nominated to host matches has, at a minimum, \$20 million Public Liability Insurance cover for such venues.



## 16. INJURY REPORTING / WORK PLACE HEALTH AND SAFETY

In the event of a serious injury to a player, spectator, or any other persons attending a game of rugby league it may be necessary to report the incident to Workplace Health and Safety (refer to Part 3 Incident Notification of the [Work Health and Safety Act 2011](#)). This act applies to persons conducting business and provides specific requirements in respect of notifiable incidents that occur in the conduct of that business.

In most cases the act will have no application however, there are severe penalties for people who fail to comply with health and safety duties. Thus, all incidents of serious injury should be recorded and a summary referred to the Competitions Manager as soon as practicable after the event.

Refer to "[Appendix 7 – Incident Reporting](#)" regarding incidents that are required to be reported.

## 17. MATCH FOOTBALLS

- 17.1. Only official QRL Intrust Super competition footballs are to be used during Intrust Super Cup fixtures and trials. They are to be in a clean state and with no additional markings on them.
- 17.2. Only official QRL Hastings Deering competition footballs are to be used during Mal Meninga Cup and Hastings Deering Colts fixtures and trials. They are to be in a clean state and with no additional markings on them.
- 17.3. Twenty-five (25) Intrust Super competition footballs are provided free of charge by the QRL to each Club competing in the Intrust Super Cup.
- 17.4. Twenty-two (22) Hastings Deering competition footballs are provided free of charge by the QRL to each club competing in the Mal Meninga Cup and Hastings Deering Colts competitions.
- 17.5. Three (3) new footballs must be introduced after every second round of home matches i.e. 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> matches.
- 17.6. Home team nominees are to ensure they have ready access to footballs on match day.
- 17.7. The requirement for football pressure is 8-10 pounds per square inch (psi) or 5.5-6.5 kpi. The upper (10psi) and lower (8psi) guides are given to ensure correct pressure depending on the match day's prevailing weather conditions.
- 17.8. At the end of each half and each match, match officials will return footballs to the match official's room and ball persons will collect the footballs prior to the commencement of the second half or the next match.
- 17.9. Match balls must be clean with clear logos visible at all times.
- 17.10. The Interchange Official and the Match Officials may check the condition of the match balls prior to the commencement of the match.

## 18. MATCH OFFICIALS

- 18.1. The Match Officials for the competition will be appointed by the QRL who will also be responsible for the payment of those officials.





- 18.2. The Home Team shall be responsible for providing adequate security for the Match Official's dressing room, their entry to 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, coaches, players or spectators either during, or after a match.
- 18.4. Under no circumstances are Match Officials to be approached by a coach or a member of a clubs coaching staff prior to the game to discuss any matter relating to an upcoming match.
- 18.5. The Standby Referee will act as the HIA Official at all appointed matches. In lieu of a Standby Referee the Interchange Official and/or Ground Manager will act as the HIA Official.
- 18.6. All complaints regarding the performance of the Match Officials shall be lodged in writing to the QRL Referees Academy Manager prior to 9am on the second business day following the match, accompanied by specific timings of such complaints.

## 19. MATCH REPORTS

- 19.1. The Ground Manager and Interchange Official shall be responsible for the completion of the match report and the recording of match results through the game day management system (NRL Sideline app, NRL Scoring app and QRL Forms app).
- 19.2. All QRL major competitions clubs will utilise the two (2) iPads provided by the QRL for use by the Ground Manager and QRL Interchange Official assigned to their venue to record team lists, on-field incident reports, pre-and post-game inspection reports and match results. These iPads remain the property of the QRL.
- 19.3. Each club's final team listing shall be completed, through the NRL Sideline app one hour prior to the advertised kick-off time and provided to the Ground Manager.
- 19.4. The Ground Manager shall be responsible for the accurate recording of the match scores and for the completion of the match report.
- 19.5. The Ground Manager in conjunction with section [12](#) shall;
  - 19.5.1. Complete and have both teams and referee verify via QRL Match Report;
  - 19.5.2. Lodge, via the game day management system apps, the half time and full time scores, the individual match scorers, any dismissed and/or reported players, player of the year points and the Ground Managers report.
  - 19.5.3. Any technical difficulties that prevent lodgement through the game day management system need to be addressed and resolved immediately. Contact game day management system weekend support or the Competition Manager.

## 20. MATCH REVIEW / JUDICIARY

The following procedure is to be followed for all match day incidents;



- 20.1. All Match Officials must submit On-Field Incident Reports to the QRL (via QRL Forms app) immediately upon completion of the relevant match.
- 20.2. The QRL Match Review Committee will meet at 4.30pm on the first business day after the match (generally Monday).
- 20.3. Clubs must submit all incidents that they wish to be reviewed by the Match Review Committee to the QRL via email no later than 12.00 noon on the first business day following the match.
- 20.4. All charges by the Match Review Committee will be issued in writing via email to the CEO of the Club of the offending player by no later than 12.00 noon on the second business day following the match (generally Tuesday).
- 20.5. Players / Clubs have until 12.00 noon on the third business day following the match to lodge their election to the relevant charge (generally Wednesday).
- 20.6. If the QRL has not received notification from the Player / Club within the required timeframe, it is deemed that the Player / Club has elected to accept the decision of the Match Review Committee and taken the Early Guilty Plea.
- 20.7. For further information, please refer to the [NRL Judiciary Code of Procedure – QLD Edition](#) .

## 21. MATCH TIMES

- 21.1. Match days and times will be determined and published by the QRL.
- 21.2. Once set, requests for changes to match days and times may be made up to twenty-one (21) days prior to the scheduled match.
  - 21.2.1. Any match alterations inside of twenty-one (21) days shall require the approval of the opposition club and QRL, which shall not be unreasonably withheld.
  - 21.2.2. Any additional cost incurred due to granting an alteration in accordance with [21.2.1](#) shall be the responsibility of the home team.
- 21.3. Curtain raiser fixtures, or similar, must be scheduled to finish at least fifteen (15) minutes before advertised kick-off times.
- 21.4. Each Intrust Super Cup match shall be played in two (2) equal periods of forty (40) minutes with a ten (10) minute interval between those periods for half time.
- 21.5. Each Mal Meninga Cup and Hastings Deering Colts match shall be played in two (2) equal periods of thirty-five (35) minutes with a ten (10) minute interval between those periods for half time.
- 21.6. Time off, as indicated by the match official, during those periods shall be permitted.



21.7. Suggested minimum time allocations between matches and example kick off times are as per below – this allows for time off, Ground Managers to ensure correct team line ups, videographers time to change over etc:

21.7.1. Mal Meninga Cup – Hastings Deering Colts	90 minutes
21.7.2. Hastings Deering Colts – Intrust Super Cup	100 minutes
21.7.3. Intrust Super Cup – following match	120 minutes

**Example Kick Off Times – Minimum break between matches**

21.7.4. Mal Meninga Cup	11.50am
21.7.5. Hastings Deering Colts	1.20pm
21.7.6. Intrust Super Cup	3.00pm
21.7.7. Post ISC match	5.00pm

## 22. ON-FIELD POLICY – PERFORMANCE LEVEL

All Major Competitions operate under the “Elite” or “Performance” Level of the Game’s On-Field Policy.

THE GAME’S ON-FIELD POLICY can be viewed in full at [APPENDIX 8](#)

### LEAGUESAFE

A LEAGUESAFE qualification is **no longer sufficient accreditation** to access the field of play in any QRL Major Competition.

### LEVEL 1 & LEVEL 2 SPORTS TRAINERS

For all Major Competition matches it is a requirement that a minimum NRL Level 1 or Level 2 Sports Trainer accreditation is required to enter the field of play.

### GENERAL NOTES

- 22.1. No person other than a 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. 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;
- 22.2. All injuries / illnesses assessed by the qualified Sports Trainer must be recorded in the NRL Injury Report Booklet;
- 22.3. Each player shall complete the NRL Medical Advice Card before his / her first training or playing commitment. This will be the responsibility of the designated Accredited NRL Sports Trainer to ensure all cards are completed and kept up to date. As part of the Club’s duty of care, this process should be fully supported by Club Officials. All Privacy Laws must be adhered to;
- 22.4. The Accredited NRL Sports Trainer shall, at all times (whilst a game is in progress) be in position to respond quickly should an injury / illness occur;
- 22.5. 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. 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;

- 22.6. 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;
- 22.7. Anyone entering the field of play must wear appropriate, enclosed footwear at all times.
- 22.8. In the event of a clash of coloured shirts with team jerseys, on-field personnel may wear another colour (ONLY if there is a significant clash), HOWEVER the coloured shirt must not equate to a level above the persons level of accreditation. Liaison with the Match Referee will determine the issue if there is a significant colour clash.
- 22.9. In the event of an altercation on and/or off the field of play, accredited NRL SPORTS TRAINERS / HEAD TRAINERS must not interfere in any way. They must move clear and totally distance themselves from the incident. The control of on / off field behaviour is the duty of the Match Officials.
- 22.10. The only exception to the above would be when an injured / ill player needs shielding from possible further harm.
- 22.11. On-field personnel must not, at any time, enter the line of sight of a player when they are attempting a kick for goal, or do anything which may in any way interfere with, or distract, an opposition player whilst they are participating in the match or constitute some disadvantage to the opposing team.
- 22.12. 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).
- 22.13. If any on-field personnel abuse their roles or behave in a manner contrary to the NRL ON-FIELD POLICY or NATIONAL or QRL CODE OF CONDUCT, or bring the game of Rugby League into disrepute and/or their team / club into disrepute, they may be subject to sanctions and/or disciplinary action, up to and including removal from the NRL National Database.
- 22.14. Great care and diligence must be exhibited when assessing an injured / ill player and removing an injured / ill player from the field of play. Liaison with the match referee in a respectful manner will be of great assistance in such cases.
- 22.15. As a guide, each team may engage and use a maximum of three (3) trainers in the playing area during a game; a maximum of two (2) on the field of play during general play at any one time (unless otherwise sanctioned by the referee).
- 22.16. These three (3) on-field personnel shall be the only on-field personnel permitted inside the playing area.
- 22.17. In all cases, when accredited NRL Sports Trainers enter the field of play to attend an injured / ill player, administer water, or deliver messages, they **must immediately leave the field** once their assigned task has been completed and return to the player's bench.
- 22.18. At all times, accredited NRL Sports Trainers must enter and leave the field of play as quickly as possible (i.e. running). Lingering on the field of play will not be tolerated by Ground Managers / Interchange Officials and Match Officials.

## ON-FIELD IDENTIFICATION – PERFORMANCE LEVEL COMPETITIONS

- 22.19. The NRL/SMA Accredited Sports Trainers are the only On-Field personnel who are to assist and manage an injured or ill player and are identified with the following coloured shirts on match day.
- 22.20. Following consultation with State Leagues - which operate under the NRL's Whole of Game On-Field Policy, and with changes to competition frameworks for 2018, there is a need to differentiate between the "Community" levels and "Performance" levels of the game.
- 22.21. The difference which currently exists between the "Community" NRL On-field Policy and the "Elite" or "Performance" level (which includes all QRL Major Competitions) is that the NRL has determined that Paramedics, Nurses, Doctors and Physiotherapists may act in the capacity of Sports Trainer in elite competitions provided that:
- 22.21.1. Their Paramedic/Nurse/Doctor/Physiotherapy qualifications are current, they are registered with their appropriate professional accreditation body, and they have appropriate medical indemnity insurance; and
  - 22.21.2. They undertake mandatory annual training in NRL approved Spinal Injury Management, Concussion, Advanced Resuscitation and CPR.
- 22.22. **It is mandatory that a Medical Practitioner (Doctor) be in attendance at each of the Performance level matches for this On-field policy to apply. This is in addition to any doctor who may choose to be a Head trainer/Orange shirt.**
- 22.23. All trainers in the "Elite" or "Performance" levels of the game are expected to undertake training on an annual basis depending on their exact role; this includes NRL/SMA Level 1 and Level 2 Sports Trainers acting in these roles. This additional training is outlined in the matrix below.
- 22.24. \*Clubs must ensure that all Head Trainers below have appropriate Rugby League-specific skills when undertaking this role (e.g. taping, wound management) as not all medical professionals are necessarily well equipped for these specific on-field roles; these are currently included as part of the SMA Level 2 Sports Trainer Course.

### PERFORMANCE LEVEL COMPETITIONS:

Role	Qualifications and Training Required
Head Trainer  Identified by an Orange Shirt	<b>PARAMEDIC*</b> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required (State-based Ambulance Service);</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>

<p><b>Head Trainer (cont.)</b></p> <p>Identified by an Orange Shirt</p>	<p><b>PHYSIOTHERAPIST*</b></p> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly – Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul> <hr/> <p><b>DOCTOR*</b></p> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul> <hr/> <p><b>NURSE*</b></p> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul> <hr/> <p><b>MINIMUM LEVEL 2 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly – Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
<p><b>Assistant Medical</b></p> <p>Identified by a Yellow Shirt</p>	<p><b>MINIMUM LEVEL 1 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly CPR Training (HLATID001)</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> </ul>
<p><b>Message and Water Runner</b></p> <p>Identified by a Blue Shirt</p>	<p><b>MINIMUM LEVEL 1 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly CPR Training (HLTAID001)</li> </ul>

## 23. PUBLIC ANNOUNCEMENTS

- 23.1. No public announcements are permitted whilst a player is preparing, or in the process of, kicking for goal.
- 23.2. No public announcements are permitted in relation to decisions or the performance of the match officials.
- 23.3. No public announcements are permitted which may be considered derogatory to any club, player, official, spectator and/or to the game.

## 24. REGISTRATION

### INTRUST SUPER CUP & HASTINGS DEERING COLTS

- 24.1. All Intrust Super Cup (ISC) and Hastings Deering Colts (HDC) players must sign a QRL Standard Player Agreement. A scanned digital copy must then be lodged with the QRL via [contracts@qrl.com.au](mailto:contracts@qrl.com.au) prior to the player taking the field in any capacity.
- 24.2. All Intrust Super Cup and Hastings Deering Colts players must **also** be registered via the National Registration database prior to the player participating in any match.
- 24.3. These players are then granted a Portability Permit back to their affiliate clubs.

### MAL MENINGA CUP

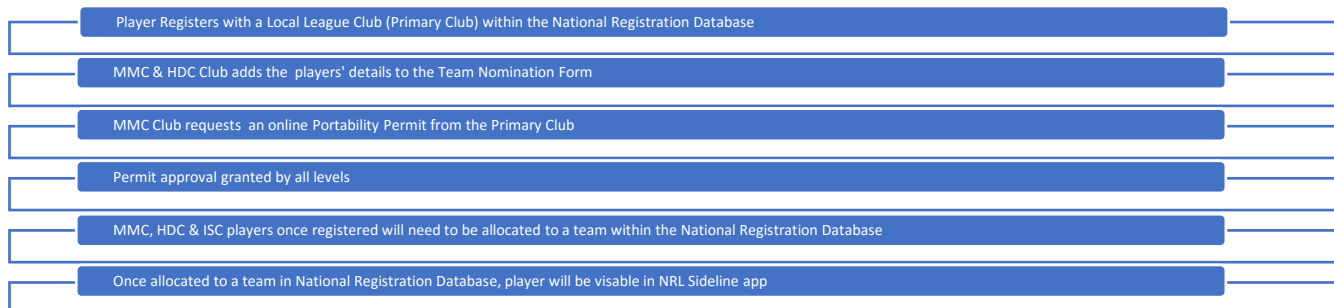
- 24.4. All Mal Meninga Cup (MMC) players must be registered with a QRL affiliated club (Primary Club) prior to participating in any competition match.
- 24.5. A Portability Permit is then requested by the Major Competition Club from the players Primary Club via the National Registration Database.
- 24.6. If players under the age of 23 are selected from outside the club's catchment areas listed in [Appendix 1](#), a Development Fee may be payable prior to that players registration being finalised with his new club, unless an agreement is reached between the two clubs involved.
- 24.7. In conjunction with Clause [24.6](#), QRL Rule 4.1.6 (Transfer of Junior Registration) shall take effect. A Club shall not register more than six (6) players in any one age group who were registered outside of the catchment areas in [Appendix 1](#) in the previous year. Of these six (6) players, no more than three (3) shall be from any one (1) Junior Rugby League Football Club. A Club may seek exemption from this rule from the relevant Division Manager where it considers there are Special Circumstances as defined in the QRL Rules.
- 24.8. Each player shall be listed on the club's Team Nomination Form. The Team Nomination Form shall be lodged with the QRL no later than **COB Tuesday 13<sup>th</sup> February 2018**.
- 24.9. Each player must complete the State of Origin Eligibility component of their registration via the National Registration database.
- 24.10. Any additional players required by the club must be listed on the Team Nominations Form and lodged with the QRL before the COB on the Friday prior to each competition round.

- 24.11. A player is only deemed to be correctly registered when they are visible in the QRL's current Game Day Management System.
- 24.12. The procedure for registering players to the club is noted at the end of this section.

### COACH, TRAINER & VOLUNTEER REGISTRATION

- 24.13. The club shall be required to register all coaches, trainers and volunteers (Managers etc) on the National Registration database prior to the commencement of the competition.
- 24.14. All coaches and trainers shall be listed on the club's Team Nomination Form. The Team Nomination Form shall be lodged with the QRL no later than COB Tuesday 13<sup>th</sup> February 2018.
- 24.15. All coaches shall be required to be correctly accredited in accordance with the NRL Coach Accreditation Pyramid.
- 24.16. All trainers shall be required to be correctly accredited in accordance with the NRL Sports Trainers National Accreditation Scheme.
- 24.17. If coaches and trainers are found to be not correctly accredited, their registration may not be accepted and they will be unable to coach or perform the role of a Sports Trainer until suitably accredited.

### MAL MENINGA CUP REGISTRATION PROCEDURE



## 25. REPLACEMENTS (INTERCHANGE)

- 25.1. An interchange is the replacement of one (1) player in a team for another during the match.
- 25.2. Only thirteen (13) players from each team may be on the field of play at any one time.
- 25.3. All teams are required to list four (4) players as interchange players on their official team list.
- 25.4. A limited interchange system is used in all competitions (ISC, HDC & MMC). Each team may use up to a maximum of eight (8) interchanges in ordinary time during a match.
- 25.5. At the start of the season each team will be provided with a set of official interchange cards numbered 1-8 (plus free interchange).



- 25.6. It will be the responsibility of each team to have these cards available for use during all matches.
- 25.7. In matches that extend into extra time, an additional two (2) interchanges will be permitted for each team making a total of ten (10) interchanges in these matches. Any unused interchanges of the eight (8) permissible during ordinary time may also be utilised during extra time.
- 25.8. A replaced player must have left the field of play prior to the interchange player taking his place on the field.
- 25.9. 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 pursuant to [25.4](#)
- 25.10. If a Player is fouled by an opponent who is in consequence 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 pursuant to [25.4](#) provided that it is made without delay and, in any case, by the time the referee has acted on the incident.
- 25.11. If the fouled Player or another 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 pursuant to [25.4](#).
- 25.12. An Interchange Official will be appointed by the QRL to manage the interchange process for each team, however, he or she will not be responsible for ensuring that clubs comply with these provisions. In proceedings with respect to any breach by a club of these provisions, it will not be a defence to that breach to assert or maintain that the Interchange Official gave a particular direction or that they erred in some way.
- 25.13. The function of an Interchange Official employed by the QRL is to;
- 25.13.1. Ensure that all relevant Rules of the QRL are enforced whilst offering assistance to the Ground Manager, competing clubs and match officials as necessary.
- 25.13.2. Enter and ensure all interchange, HIA and incident data is recorded correctly for each appointed match.
- 25.14. Should an Interchange Official become aware of a breach of these Replacement / Interchange Provisions, he / she will address any non-compliance firstly with the Team Manager and Ground Manager, secondly with the Player and thirdly, submit a written report to the Competitions Manager or his nominee by 10.00am on the first (1<sup>st</sup>) business day following the match.
- 25.15. Each team will be responsible for ensuring compliance with these Replacement / Interchange Provisions at all times.

### **INTERCHANGE PROCESS**

- 25.16. Immediately before the commencement of the match an official from each club should remove the interchange cards from the folder and retain the cards on the bench for use during the match. The empty folder must be handed to the Interchange Official so the cards can be replaced in the folder as each interchange is affected and returned to the club at the completion of the match.



- 25.17. As each interchange is to be made, the interchange player must report to the Interchange Official with an interchange card in sequential ascending numerical order (i.e. 1st interchange will hand over No. 1, 2nd interchange will hand over No. 2, etc. The last interchange player will hand over No. 8) for presentation to the Interchange Official. If a 'free' interchange is permitted under Rule [25.10](#) the interchange player must present, the free interchange card to the Interchange Official. In all cases, it is the interchange player who must personally present the card to the Interchange Official (i.e. Trainers are not permitted to carry or present the card on behalf of a player).
- 25.18. The interchange player must retain possession of the card until the Interchange Official approves his entry onto the field of play by taking the card from him after the replaced player has left the field of play. The acceptance by the Interchange Official of the card provides the only valid authorisation for the player to take the field. Unless and until the Interchange Official accepts the card, the interchange player will not have approval to enter the field of play and must not attempt to do so. Interchange players must not under any circumstances pressure the Interchange Official to take the card, irrespective of whether the replaced player has already left the field of play. An interchange for the purposes of these Rules will be taken to have occurred (and counted for the purposes of calculating the teams total interchanges) once the card is accepted by the Interchange Official, even if the interchange player's Team then decides not to proceed with the interchange with the consequence that the interchange player does not take the field of play.
- 25.19. If a player reports to the Interchange Official without a card, he will be sent back to the bench to obtain a card before the interchange will be allowed to proceed.
- 25.20. The Interchange Official will retain all cards until the end of the match to indicate the number of interchanges used by each team. Cards will then be returned to each club.
- 25.21. Only official interchange cards issued by the QRL may be used for the purposes of interchange. If a team loses or damages their cards, the Competitions Manager or his nominee must be contacted with a request to issue replacement cards.
- 25.22. An interchange Player must enter the field in an on-side position after reporting to the Interchange Official and after receiving the approval of the Interchange Official to enter the field of play and after the replaced player has left the field of play.
- 25.23. A maximum of two (2) interchange players can report to the Interchange Official at any one time. Other players must remain on the bench until the two interchanges being managed by the Interchange Official have been affected.
- 25.24. Except for scrums (which are dealt with in [25.25](#) below), Interchanges may occur during general play (i.e. whilst the ball is in motion), after any scoring has been completed or if play has been temporarily suspended by the referee (e.g. injury or caution).
- 25.25. In the case of scrums:
- 25.25.1. Interchanges will only be permitted at scrums resulting from a touch line stoppage (i.e. a kick finds touch, or a player is tackled into touch), provided that the interchange player is already with the interchange official waiting to go on when the ball or the player crosses the touch line. Trainers will still be responsible for getting the player being replaced off the field before

the interchange player can go on. The referee will not call a time-out or delay the recommencement to allow the interchange to take place.

25.25.2. Otherwise, Interchanges must not be made after the referee has ordered a scrum until after the scrum has been completed. This applies regardless of whether the referee calls time out for an injury or not. The Player leaving the field may do so at any time, but a player cannot enter the field until the ball emerges from the scrum.

25.26. In matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1 & 2 to each club so that these cards can be used for the additional interchanges permitted during extra time. Any unused cards from regular time must be used first before the 1 & 2 numbers are utilised.

### HEAD INJURY ASSESSMENT (HIA)

25.27. HIA will take place during all Mal Meninga Cup, Hastings Deering Colts and Intrust Super Cup Games.

25.28. The Standby Referee will act as the HIA Official at all appointed matches. In lieu of a Standby Referee the Interchange Official and or Ground Manager will act as the HIA Official.

25.29. In the event of any one or more of the following being observed by the Club Head Trainer or Game Day Medical Officer during a match, the player must be taken from the field to be assessed by the Game Day Medical Officer:

- i) clinical features including abnormal neurological signs of a serious or structural head and/or neck injury requiring emergency management and hospital transfer;
- ii) loss of consciousness or suspected loss of consciousness;
- iii) no protective action in fall to ground (tonic or floppy; or cervical hypotonia);
- iv) impact seizure or possible impact seizure, e.g. tonic clonic movements or tonic posturing;
- v) confusion or disorientation;
- vi) memory impairment (e.g. failed the Maddocks questions – [Appendix 6](#))
- vii) motor incoordination (e.g. balance disturbance or possible balance disturbance, clumsiness with upper limbs or in getting up);
- viii) Player reports significant, new or progressive concussion symptoms;
- ix) dazed, blank / vacant stare or not their normal self (e.g. no facial expression, no apparent emotion in response to the environment, reduced conscious state (GCS<15), not responding appropriately to those around him including other Players, referees or trainers / medical staff);
- x) behavioural change atypical of the Player;

- xi) slow to stand following a possible head injury (1<sup>st</sup> priority is to ensure that there is no neck injury present);
- xii) loss of responsiveness (Player lying motionless for 2-3 seconds or until support staff arrives);  
or
- xiii) suspected facial fracture.

In addition, if the Game Day Medical Officer or Head Sports Trainer (following a sideline discussion with the Game Day Medical Officer) forms a clinical impression that the Player appears to display other signs that a head injury may have occurred following trauma / impact, the Player must immediately be taken from the field in a medically appropriate way to be assessed by the Game Day Medical Officer.

NOTE: 'Balance disturbance' is defined as when a Player is unable to stand steadily unassisted or walk normally and steadily without support in the context of a possible head injury.

- 25.30. If a player is required to leave the field of play as a consequence of the identification of one or more of these features to complete a Head Injury Assessment (HIA) this interchange will not be included for the purposes of calculating the number of interchanges pursuant to [25.4](#).
- 25.31. The period of time in which the HIA is to take place is to be no longer than a period of 15 minutes. The time period is to begin from the time at which the player is in the care of the Game Day Medical Officer. If the player has been cleared by the Game Day Medical Officer during the HIA, the player must report immediately to the Interchange Official prior to or at the completion of the 15 minute HIA to return to the field of play.
- 25.32. The 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 HIA Official (Standby Referee or Interchange Official).
- 25.33. 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 pursuant to [25.4](#). The Club will be required to hand over their next interchange card available in sequential order immediately to the Interchange Official.
- 25.34. 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.
- 25.35. In the event of an on-field incident which has required two players from the same Club to be taken from the field of play for a HIA, the Game Day Medical Officer may request from the HIA Interchange Official an additional 5-minute period for one (1) of the HIA players to complete the necessary assessment.
- 25.36. 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, Send Off or Sin Binned, this interchange will take place in accordance with the process pursuant to [25.10](#). The time limit associated with the HIA will not apply.
- 25.37. In the event that a HIA takes place in the 15 to 5 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 team must indicate to the HIA or

Interchange Official immediately at the completion of half time whether the player is to return to the field of play.

- 25.38. In the event that a HIA takes place in the 5 minute period prior to half time, the HIA period will be determined by the Game Day Medical Officer and the Interchange Official. The player must return to the field before the 5<sup>th</sup> minute of the second half or it will be counted as an interchange as per [25.4](#).
- 25.39. In the event that a Club has used all of its allocated interchanges whilst a player is completing a HIA, and if 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.
- 25.40. At the completion of the match, the Ground Manager and Interchange Official are required to complete as part of his / her report to the QRL, details of any player who has completed a HIA during a match. Additionally, the Interchange Official will record the timing of each HIA on the interchange summary (NRL Sideline app).
- 25.41. The Game Day Medical Officer is to complete a HIA via SCAT5 or similar on any player who is suspected of suffering from a potential concussive episode. The Game Day Medical Officer is to complete the HIA medical report and send to the QRL [concussion@qrl.com.au](mailto:concussion@qrl.com.au) and the players club by the first business day following the match.
- 25.42. Clubs must only use an HIA for the reasons set out in [25.29](#).
- 25.43. Any Club which is proven to have used a HIA for any reason other than that detailed in [25.29](#) will be deemed to have gained an unfair tactical advantage in the match and be subject to penalty.
- 25.44. All Clubs and persons bound by these Rules must comply in all respects with the provisions of the following policy statement. A breach of any of the provisions of this Policy may be enforced by the imposition of a penalty or penalties such as fines, suspensions and/or loss of competition points if a contravention of any of these provisions is found to have occurred.

## 26. SALARY CAP / CONTRACTING MODEL

All QRL Major Competitions are required to follow the guidelines with regards to player payments as contained in [APPENDIX 5](#)

## 27. SIDELINE AREA AND BENCH LOCATIONS

- 27.1. Both the home and visiting team benches must be on the same side of the field.
- 27.2. Where team benches are located within the playing area (i.e. inside the fence) the following provisions must be adhered to:
- 27.2.1. Adequate seating shall be provided for each team and placed parallel to the touch line. This seating should be of a resilient nature and located as near to the 50m line as possible.



27.2.2. Personnel on the bench may comprise only those people directly related to the conduct of the match itself (i.e. coaches, interchange players, trainers, team manager, medical officers).

27.2.3. There can be no more than twelve (12) persons on the bench from each team.

27.3. Under no circumstances will “barracking” or “abuse” from the bench be permitted. This not only refers to abuse, but also to what might be described as offering advice or assistance to the match officials in relation to their performance or how they should be carrying out their duties.

27.4. The Host club is asked to provide 4 x chairs placed between the team benches for use by the Ground Manager, Interchange Official, Game Day Doctor and Standby Referee/HIA Official.

27.5. The Ground Manager, Interchange Official and Match Officials may request any person on the bench to leave the bench area and may name that person in his / her Match Report.

27.6. Players and officials on the bench must at all times remain at the bench allocated to their team (except for player warm-ups). Any player(s) warming up must remain at least 1 metre from the field of play.

27.7. Whilst team 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. Where possible team officials must remain at least 5 metres from the sideline.

27.8. No player or players may temporarily leave the field of play and subsequently re-enter the field of play without the permission of the referee or touch judge.

27.9. Under no circumstances is a suspended Player permitted on the sideline or bench area.

27.10. No members of the general public or any other unauthorised persons are permitted within the playing area (i.e. inside the fence surrounding the field of play).

## 28. TEAM LIST SUBMISSION

28.1. All Clubs must submit a mid-week team list for each of their teams competing in the Intrust Super Cup, Hastings Deering Colts and Mal Meninga Cup via NRL Sideline app by **1.00pm on the Tuesday** prior to the scheduled fixture.

28.2. The release of teams to media outlets or on any form of media platform by either QRL or the Clubs shall not be permitted prior to 5.50pm on the Tuesday prior to the scheduled fixture.

28.3. Each player shall take the field in the jersey number that appears in the mid-week team list regardless of what position he takes on the field.

28.4. On game day, all teams are required to submit a one hour before kick-off team list with the inclusion of three trainers. This submission will be facilitated by the Ground Manager but is the responsibility of each club to ensure is correctly inputted in the Game Day Management System.



- 28.5. If a player listed in the initial team list is subsequently not selected for that match, the replacement player may wear that player's jersey provided the replacement player is not already listed in the initial team list. It is preferable to use another number not already listed in the initial team list e.g. numbers 18-23.

## 29. TIMEKEEPING

### OFFICIAL MATCH TIME

- 29.1. It should be noted that the match clock on display at the venue does not necessarily accurately represent the official match time.
- 29.2. It is the responsibility of the home team to provide a Timekeeper/s.
- 29.3. The home team, in conjunction with the visiting team if they so wish shall be responsible for the keeping of match time. If a visiting team does not nominate anyone for this purpose they must accept the timing of the home team.
- 29.4. All decisions of the official timekeeper(s) shall be final and not open to review or appeal unless the Competitions Manager, at this absolute discretion, so determines.

### MATCH CLOCKS

- 29.5. Match clocks should be in good working order and showing second hand if analogue or indicating seconds if digital.
- 29.6. All clubs match clocks should be a countdown clock (i.e. 40 minutes to zero)
- 29.7. A back up system should also be available at all venues.

### SIN BIN OPERATORS

- 29.8. Visiting clubs must nominate their personnel for timing of "temporary suspensions" and make themselves known to the Ground Manager prior to the start of the match.
- 29.9. If a visiting club does not nominate anyone for this purpose they must accept the timing of the home team sin bin operator.
- 29.10. Operators must be provided with time pieces displaying minutes and seconds by their clubs.

### TIMEKEEPING IN RELATION TO REFEREES

- 29.11. When a referee starts play, he / she will blow his / her whistle and indicate with one arm above his / her head and order the ball to be kicked off.
- 29.12. If, for any reason (e.g. an injury or caution), the referee orders time off by indicating with both arms above his / her head, vertical to his / her body, timekeepers must immediately stop their watches and time clocks.
- 29.13. When play is to recommence, the referee will indicate by waving one arm over his / her head. Timekeepers must recommence match clocks immediately. This procedure is to be carried out throughout the match.

29.14. Timekeepers shall have at least one additional time piece when keeping time for use in the event of the match clock malfunctioning.

### SIRENS

29.15. At the completion of each half, the timekeeper must continue to sound the siren until such time as the match referee signals that he / she has heard it by raising his / her arm above his / her head. The referee will indicate a cessation (after the hooter is blown) by blowing his / her whistle and waving both his / her arms across his / her body.

29.16. If the venue siren fails to operate, the timekeeper must use the standby air horn issued to them. If, for any reason, the referee cannot hear the siren, the timekeeper must immediately alert the Ground Manager and Home Team who shall advise the match officials.

### END OF PLAY

29.17. In all cases the referee will be the sole judge of when play shall cease after the half or full-time siren has sounded.

29.18. The referee may extend the match to award a penalty or to complete the play currently underway at his / her discretion.

## 30. TRAVEL LOGISTICS

30.1. The QRL shall be responsible for the management and cost of transport, accommodation and meal allowances for teams travelling to all premiership competition and finals series matches as outlined in the Travel Schedule in [Appendix 2](#). (PNG Hunters excluded).

30.2. Any expenses incurred outside of the items allocated in the Travel Schedule including the cost of team assembly shall be the responsibility of the club.

30.3. The QRL will cover the costs of approved travel for a party of:

- 24 for Intrust Super Cup teams
- 23 for Hastings Deering Colts teams
- 23 for Mal Meninga Cup teams

30.4. Any club travelling with more than the allocated members shall be responsible for all travel arrangements and associated expenses for those travel arrangements.

30.5. Travel for matches during Country Week will be allocated at the discretion of the Competitions Manager or his nominee.

30.6. 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 above the allocated budget at the discretion of the Competitions Manager.

30.7. The club shall advise the QRL on the Travel Request form all travel detail requirements (Bus / Accommodation / Meals) for the travelling party. Such form shall be lodged prior to **4pm on the Tuesday preceding the match**.





## AIR TRAVEL

The following rules apply to air travel for the Travelling Party.

- 30.8. The QRL shall be responsible for the cost of providing the Travelling Party economy class air tickets including all airport departure and arrival taxes.
- 30.9. The club shall be responsible for the cost of all excess baggage. The QRL will notify the club of the airline's baggage allowances prior to each flight.
- 30.10. The club shall advise the QRL on the Travel Request Form persons of the travelling party. Such form shall be lodged prior to;
- Virgin / Jetstar flights – **4pm on the Tuesday preceding the match**
  - Qantas flights – **4pm on the Friday in the week prior to the match (e.g. eight days prior to travel)**
- 30.11. The club may alter Travelling Party nominated on the Travel Request Form up to twenty-four (24) hours prior to the scheduled flight. If changes are required inside of twenty-four (24) hours and those changes incur a fee the additional expenses will be the responsibility of the club.
- 30.12. Individual travellers will be entitled to retain, for their own use, any frequent flyer points accrued.
- 30.13. Upgrades from the economy class air tickets provided by the QRL will be at the expense of the club.

## BUS TRAVEL

The following rules apply to bus travel for the Travelling Party.

- 30.14. In accordance with the Travel Schedule, the QRL shall be responsible for the cost of providing for the Travelling Party on a coach / bus for the travel from a single nominated venue to the match and return in the following quantities;
- 24 for Intrust Super Cup teams (48 seater)
  - 23 for Hastings Deering Colts teams (24 seater)
  - 23 for Mal Meninga Cup teams (24 seater)
- 30.15. Any additional stops charged by the supplier will be at the expense of the club, unless prior approval has been granted by the Competitions Manager or his nominee.
- 30.16. Any excess seats on the coach / bus may be allocated to additional players, staff or supporters.
- 30.17. The QRL shall be responsible for the cost of providing nominated airport transfers between airport / venue / hotel.

## ACCOMMODATION

The following rules apply to accommodation travel for the Travelling Party.

- 30.18. In accordance with the Travel Schedule, the QRL shall be responsible for the cost of providing accommodation for each member of the Travelling Party for the number of nights indicated in the Schedule.



- 30.19. Individual travellers will be entitled to retain, for their own use, any loyalty points accrued.
- 30.20. Upgrades in accommodation will be at the expense of the club.
- 30.21. The accommodation shall include provisions for breakfast. Where breakfast is not provided, an allowance shall be provided in accordance with section [30.27](#).
- 30.22. Clubs must notify the QRL of any female support staff requirements (e.g. single room), when team travel request forms are submitted.

### MEAL ALLOWANCES

- 30.23. The home club shall be responsible for providing a substantial post-match meal for each member of the Travelling Party and Match Officials. A substantial meal is defined as per below:
- 30.23.1. For teams/officials that are required to travel via air or bus trip longer than 1 hour, a sufficient meal consists of either a sit-down meal or similar containerised for takeaway purposes (e.g. Pasta etc.) plus a drink (water, soft drink etc.) per person.
- 30.23.2. For teams/officials that are considered local (eg. Travel less than 1 hour) a sufficient meal is defined as a substantial sandwich/roll and drink per person.
- 30.24. In accordance with the Travel Schedule, the QRL shall be responsible for the cost of meals for each member of the Travelling Party.
- 30.25. Where required, an allowance for lunch for the Travelling Party of \$20.00 per person will be provided.
- 30.26. Where required, an allowance for dinner for the Travelling Party of \$30.00 per person will be provided.
- 30.27. In accordance with section [30.21](#), an allowance for breakfast for the Travelling Party of \$20.00 per person will be provided.
- 30.28. Where an allowance is incurred, the club shall be required to provide the Major Competitions department with a tax invoice (**with receipts attached**) for the provision of the allocated allowances within fourteen (14) days of incurring the expense.

## 31. TRIALS

- 31.1. All requests for trial matches shall be lodged on the Pre-Season Trial and Match Official Request form with the QRL Major Competitions department no less than fourteen (14) days prior to matches being scheduled.
- 31.2. For preseason and post season trials, other than intra club trials which may be approved upon application to the Competitions Manager, clubs shall refrain from playing games from the 3<sup>rd</sup> weekend of October to the 2<sup>nd</sup> weekend in January, inclusive.
- 31.3. Trials being played between the 2<sup>nd</sup> weekend in January and the end of February that kick off prior to 4pm are also subject to the following conditions:
- 31.3.1. Games are to be no longer than 60 minutes played in 15 minute quarters.



31.3.2. 3 x Sports Trainers can be utilised to run water.

31.3.3. Half time can be extended if deemed necessary.

31.4. All trial matches shall require the completion and subsequent lodgement of a Match Report. This shall be in written format utilising standard QRL Match Report sheets.

31.5. All trials for all grades (ISC, HDC & MMC) must be videoed for assessment and judiciary purposes and the responsibility for organisation and cost rests with the host club.

31.6. All trials for all grades (ISC, HDC & MMC) must have a doctor in attendance and the responsibility for organisation and cost rests with the host club.

## 32. VIDEOGRAPHY

32.1. The QRL has an exclusive agreement with Red Corner Productions for the videography of competition matches.

32.2. Red Corner Productions will record all competition matches, with the exception of those broadcast on commercial TV and shall supply one (1) copy to each club, referee and to the QRL. A link to download vision of all matches will be provided to all teams and Match Officials.

32.3. The QRL will be responsible for the payment of the services provided by Red Corner Productions for all competition matches.

32.4. The cost to video trial matches shall be the responsibility of the Host Club and is required for assessment and Judiciary purposes.

32.5. The QRL shall maintain exclusive rights to the intellectual property captured by Red Corner Productions and shall be entitled to use such property in any manner it deems appropriate for the promotion and enhancement of the competition.

32.6. The Host Club must provide a suitable powered and elevated platform as close to the half way line as possible.

## 33. WARM UP AREA

33.1. The home team shall ensure a safe, secure and suitable area is provided for warm up.

33.2. Both teams must return to the dressing room at least five (5) minutes prior to the scheduled kick off time.

## 34. WELFARE AND EDUCATION

### ASADA

34.1. The competition and its participants are bound by the Anti-Doping Policy of the Australian Rugby League Commission Ltd ([Appendix 3](#)).



- 34.2. All players shall be required to attend the ASADA / NRL illicit substance education seminar prior to the commencement of the competition.
- 34.3. All clubs must notify ASADA of their training schedules in the pre-season and during the season. If training varies from this schedule ASADA must be notified ([national.testing@asada.gov.au](mailto:national.testing@asada.gov.au)).
- 34.4. Failure to notify ASADA of any changes to the clubs training schedule that result in a fine will be the responsibility of the club.

### **SOCIAL WELFARE**

- 34.5. All players shall be required to attend the social welfare education seminar presented by the NRL prior to the conclusion of the competition.
- 34.6. All players in the Intrust Super Cup and Hastings Deering Colts must attend the QRL/NRL Semi Pro Day held during the pre-season.

### **BASELINE COGNITIVE TESTING**

- 34.7. Each player in the Mal Meninga Cup, Hastings Deering Colts and Intrust Super Cup is to undergo Baseline Cognitive Testing as instructed by the QRL.
- 34.8. This baseline testing is to take place prior to the player taking the field in any trials or competition matches.
- 34.9. If the player suffers any concussive type episode, he must sit and pass an after injury cognitive test and be cleared by the Clubs Medical Doctor before he can resume training or playing from any head injury.
- 34.10. This medical clearance must be submitted to the QRL via [concussion@qrl.com.au](mailto:concussion@qrl.com.au) prior to the player resuming training or taking the playing field.
- 34.11. Refer to [Appendix 6](#) for additional information and procedures.

## APPENDIX 1 – CATCHMENT AREAS

The following catchment areas will act as a boundary for clubs for the purpose of the registration of players for the competition and the determination of Development Fees.

A club may contract a player from outside of their area to compete with their club in the competitions. If the player is eligible for a development fee it shall be paid under the terms of the Leagues Development Fee policy ([Appendix 4](#)).

If a club chooses to maintain a relationship with a club outside of its catchment area it shall be entitled to do so, subject to QRL approval, however it shall remain bound by these areas for the purpose of player registration and any subsequent development fees.

<b>Burleigh Bears</b>	Gold Coast Rugby League Clubs
<b>CQ Capras</b>	Rockhampton Rugby League Clubs
	Central West Clubs
	Central Highlands Clubs
	Bundaberg Rugby League Clubs - Childers north
	Gladstone Rugby League Clubs
<b>Eastern Suburbs Tigers</b>	East Juniors
	Carina
	East Mt Gravatt
	Rochedale
	East Springwood
	Brothers St Brendan's
<b>Ipswich Jets</b>	Ipswich Rugby League Clubs
<b>Mackay Cutters</b>	Mackay District Rugby League Clubs
<b>Northern Pride</b>	Cairns District Rugby League Clubs
	Eacham Junior Rugby League Clubs
	Innisfail Junior Rugby League Clubs
	Cape & Torres Strait Clubs
<b>Norths Devils</b>	Aspley Devils
	Banyo Devils
	Brothers Juniors
	Norths Juniors
	Norths St Josephs
	Pine Central Holy Spirit
	Pine River Bears
	Samford Stags
	Valleys Diehards
	West Arana Hills
	West Mitchelton
	West Panthers
<b>PNG Hunters</b>	PNG Rugby League Clubs
<b>Redcliffe Dolphins</b>	Albany Creek Crushers
	Brighton
	Burpengary
	Dayboro

	Deception Bay
	Narangba
	North Lakes
	Redcliffe
<b>Souths Logan Magpies</b>	Browns Plains
	Centenary
	Eagleby
	Eden's Landing
	Flagstone
	Forest Lake
	Greenbank
	Logan Brothers
	Mustangs
	Normanby
	Souths Acacia Juniors
	Souths Graceville
	Souths Sunnybank
	Waterford
	West's Inala
<b>Sunshine Coast Falcons</b>	Sunshine Coast / Gympie Rugby League Clubs
	North Burnett clubs
	Bundaberg Rugby League Clubs - south of Childers
<b>Townsville Blackhawks</b>	Townsville Rugby League Clubs
	Mt Isa Rugby League Clubs
	Mid-West Rugby League Clubs
<b>Tweed Heads Seagulls</b>	Gold Coast Rugby League Clubs
<b>Victoria</b>	Victorian Rugby League Clubs
<b>Western Mustangs</b>	Toowoomba Rugby League Clubs
	Border Rugby League Clubs
	Roma & District Rugby League Clubs
	South Burnett Clubs
	South West Rugby League Clubs
<b>Wynnum Manly Seagulls</b>	Beenleigh
	Capalaba
	Redlands
	Russell Island
	Slacks Creek
	Straddy Sharks
	Wynnum Manly

## APPENDIX 2 – TRAVEL SCHEDULE

### INTRUST SUPER CUP

The following shall be provided for each member of the Travelling Party.

Host Region	Visiting Region	Transport	Accommodation	Meals
PNG*	All	Air / Bus	2 nights max	5
Cairns	Townsville	Bus	1 night	3
	Mackay	Air / Bus	1 night unless Charter	3 unless Charter
	Rockhampton	Air / Bus	1 night unless Charter	3 unless Charter
	South East QLD^	Air / Bus	1 night	3
Townsville	Cairns	Bus	1 night	3
	Mackay	Bus	1 night	3
	Rockhampton	Air / Bus	1 night unless Charter	3 unless Charter
	South East QLD^	Air / Bus	1 night	3
Mackay	Cairns	Air / Bus	1 night unless Charter	3 unless Charter
	Townsville	Bus	1 night	3
	Rockhampton	Bus	1 night	3
	South East QLD^	Air / Bus	1 night	3
Rockhampton	Cairns	Air / Bus	1 night unless Charter	3 unless Charter
	Townsville	Air / Bus	1 night unless Charter	3 unless Charter
	Mackay	Bus	1 night	3
	South East QLD^	Air / Bus	1 night	3
South East QLD	Cairns	Air / Bus	1 night	3
	Townsville	Air / Bus	1 night	3
	Mackay	Air / Bus	1 night	3
	Rockhampton	Air / Bus	1 night	3
	South East QLD	Bus~	Nil	Nil

\*Note: PNG covers travel for all clubs.

^Note: Airport Transfers will only be provided for the following clubs to & from Brisbane Airport – Sunshine Coast Falcons, Ipswich Jets, Burleigh Bears and Tweed Heads Seagulls.

~Note: Further South East QLD bus breakdown below

Host Region	Visiting Region	Transport	Accommodation	Meals
South East QLD	South East QLD	Nil	Nil	Nil
	Burleigh	Bus	Nil	Nil
	Tweed Heads	Bus	Nil	Nil



South East QLD	Sunshine Coast	Bus	Nil	Nil
Burleigh / Tweed Heads	South East QLD	Bus	Nil	Nil
	Sunshine Coast	Bus	Nil	Nil
	Burleigh / Tweed Heads	Nil	Nil	Nil
Sunshine Coast	South East QLD	Bus	Nil	Nil
	Burleigh / Tweed Heads	Bus	Nil	Nil

### HASTINGS DEERING COLTS AND MAL MENINGA CUP

The following shall be provided for each member of the Travelling Party.

Host Region	Visiting Region	Transport	Accommodation	Meals
Cairns	Townsville	Bus	Nil	2
	Mackay	Air / Bus	Nil	1
	Rockhampton	Air / Bus	Nil	1
	South East QLD^	Air / Bus	Nil	1
	Victoria	Air / Bus	1 night	3
Townsville	Cairns	Bus	Nil	2
	Mackay	Bus	Nil	2
	Rockhampton	Air / Bus	Nil	1
	South East QLD^	Air / Bus	Nil	1
	Victoria	Air / Bus	1 night	3
Mackay	Cairns	Air / Bus	Nil	1
	Townsville	Bus	Nil	2
	Rockhampton	Bus	Nil	2
	South East QLD^	Air / Bus	Nil	1
	Victoria	Air / Bus	1 night	3
Rockhampton	Cairns	Air / Bus	Nil	1
	Townsville	Air / Bus	Nil	1
	Mackay	Bus	Nil	2
	South East QLD^	Air / Bus	Nil	1
	Victoria	Air / Bus	1 night	3
South East QLD	Cairns	Air / Bus	Nil	1
	Townsville	Air / Bus	Nil	1
	Mackay	Air / Bus	Nil	1
	Rockhampton	Air / Bus	Nil	1



South East QLD	South East QLD	Bus~	Nil	Nil
	Victoria	Air / Bus	Nil	1
Toowoomba	All teams	Air / Bus	Nil	1
Victoria	Cairns	Air / Bus	1 night	3
	Townsville	Air / Bus	1 night	3
	Mackay	Air / Bus	1 night	3
	Rockhampton	Air / Bus	1 night	3
	South East QLD^	Air / Bus	Nil	1

^Note: Airport Transfers will only be provided for the following clubs to & from Brisbane Airport – Sunshine Coast Falcons, Ipswich Jets, Western Mustangs, Burleigh Bears and Tweed Heads Seagulls.

~Note: Further South East QLD bus breakdown below

Host Region	Visiting Region	Transport	Accommodation	Meals
Burleigh / Tweed Heads	South East QLD	Bus	Nil	Nil
	Sunshine Coast	Bus	Nil	Nil
	Toowoomba	Bus	Nil	Nil
	Burleigh / Tweed Heads	Nil	Nil	Nil
South East QLD	Burleigh / Tweed Heads	Bus	Nil	Nil
	South East QLD	Nil	Nil	Nil
	Sunshine Coast	Bus	Nil	Nil
	Toowoomba	Bus	Nil	Nil
Sunshine Coast	All teams	Bus	Nil	Nil
Toowoomba	All teams	Bus	Nil	Nil

## APPENDIX 3 – ANTI-DOPING POLICY

Anti-Doping Policy of the Australian Rugby League Commission Limited, National Rugby League Limited, the NSWRL, the QRL, the CRL and our member and sub-member organisations, adopted by the Queensland Rugby League.

### [Anti-Doping Policy](#)

The above document, in its most current form, is available for download from the Queensland Rugby League website – About – Documents and Policies <http://www.qrl.com.au/about/documents-and-policies.html>.



## APPENDIX 4 – DEVELOPMENT FEE POLICY

### 1. Objects

*The Policy and accompanying Schedule of Fees have the following objectives:*

Fair compensation for the development investment of a Player and to encourage the continuance of that investment

Discourage recruitment Clubs from ‘cherry-picking’ and the development Clubs from ‘stockpiling’

Consider the needs of NRL Clubs who have suffered due to changing demographics and need to recruit more vigorously

Ensure the Schedule of Fees reflects the special needs of the NZRL (‘player drain’)

### 2. Definitions

The following definitions apply to this Policy (including the Table to this Policy):

“**Club**” – means a Club who fields a team in the junior representative competitions at U16 or U18 in the NSWRL, QRL, CRL or NZRL and a Club who fields a team in the State Under 20s competition or the State Rugby League competition.

“**Development Area**” – means an area which has been allocated to a Club who is a participant in the competitions under the auspices of either the NRL or a Governing League.

“**Development Fees**” – means a fee(s) payable under this Policy by a SRL Club or NRL Club for the development of a player of the Game;

“**Disputes Adjudicator**” – means a person appointed by a Governing League to resolve development fee disputes;

“**Emerging Nations**” – means Southern Hemisphere countries that do not currently have an NRL Club based within their territorial limits;

“**Emerging States**” – means the States and Territories of Australia that do not currently have an NRL Club based within their territorial limits plus Victoria;

“**Governing League**” – means, with respect to a player, the League that is responsible for the administration of the competition in relation to which the player’s junior rugby league club was or is a participant;



**“JRA”** – means Junior Representative Agreement in the standard format attached for Junior Players contracting to a Junior Representative team/club.

**“Junior Players”** – means players who have not attained the age of 18 years before 1 January of each year;

**“Junior Representative Team”** – means those Teams playing in the Harold Matthews Cup, SG Ball Cup, Cyril Connell Cup, Mal Meninga Cup, CRL U18s, CRL U16s, NZRL U18s and NZRL U16s and representing a League;

**“Leagues”** – the New Zealand Rugby League (NZRL), the Queensland Rugby League (QRL), the New South Wales Rugby League (NSWRL), the Country Rugby League (CRL) and the Emerging States;

**“NRL”** – means the administrative body responsible for National Rugby League competition;

**“NRL Club”** – means one of the sixteen clubs competing in the National Rugby League competition;

**“Playing Contract”** – means a playing contract which has been lodged for registration and / or clearance with the Governing League responsible for the SRL competitions or the NRL Competition.

**“Senior Players”** – means players who have attained the age of 18 years before 1 January of each year;

**“SRL Club”** – means a Club who participates in the state based competitions including competitions at U20s and/or the most Senior Open Age competition.

**“Team”** – means a Team entered into the Junior Representative Competitions or the State Under 20s competition or the State Rugby League competition as representing a League.

**“Truly Developed”** – means players who have continued playing with a local League, SRL Club or NRL Club (within the applicable Development Area) and have maintained that registration for a minimum of two consecutive years.

**“Upper age limit”** – means, for those players who have not attained the age of 23 years (and turning the age in the applicable year January – December.).

### 3. **Policy**

#### **Calculation of Development Fees**

3.1 Development Fees will be calculated and paid in accordance with the attached Schedule of Fees.

3.2 Development Fees will be charged at the applicable level referencing the Fees Schedule, to the recruiting NRL or SRL Club/Team where a player signs a JRA or a Playing Contract with a NRL or SRL Club/Team from outside the player’s current Development Area unless the player has;

3.2.1 reached the upper-age limit.

3.2.2 not been ‘truly developed’ by the Club/Team claiming the Development Fee.

3.3 If a player does not meet the Truly Developed definition as they have not maintained two consecutive years registration due to an international, interstate or regional clearance from one Governing League to another, and that player subsequently signs a JRA or Playing Contract within



two years from the date of the clearance, a Development Fee will be payable to the Governing League that the player relocated from.

- 3.4 Where a Player registers a Development List Contract with an NRL Club and then subsequently registers an upgraded NRL Contract within twelve months of registering the Player's first Development List Contract, an additional Fee will be charged by the applicable Governing League who charged the original Development Fee on Development List Contract. This additional Fee will be the difference between the Development Fee on NRL Contract and the Development Fee on Development List Contract.
- 3.5 Once a Development Fee in a particular category is invoiced, no further Development Fee will be applicable for that player in that particular category.

### **Registration of Contracts**

- 3.6 Clubs/Teams who sign a player to a JRA or Playing Contract must register the agreement with the Governing League or the NRL within 5 business days of the player signing the JRA or Playing Contract.
- 3.7 All Clubs/Leagues should assume there is a fee payable unless notified otherwise by the Governing League or NRL upon registration of the JRA or Playing Contract.
- 3.8 The Governing League of a Club/Team that signs a player to a JRA or Playing Contract that requires an international clearance from New Zealand, will advise NZRL as part of the international clearance process that the player has had a JRA or Playing Contract registered with the Governing League.

### **Notification of Development Fees**

- 3.9 Clubs or Teams who sign a player with a Development Fee applicable will be notified by the Governing League who registers the agreement that a Development Fee is applicable within ten business days of the Club/Team lodging the JRA or SRL Contract for registration.
- 3.10 NRL Clubs who sign a player with a Development Fee applicable will be notified by the NRL that a Development Fee is applicable within ten business days of the NRL Club lodging the NRL Playing Contract or NRL Development List Contract for registration.
- 3.11 The Governing Leagues are required to advise the NRL weekly of any newly contracted players at each level and the NRL will advise all Leagues of any newly contracted players in the NRL and NRL Development List.
- 3.12 Notifications will be made by the Governing Leagues to NRL via LeagueNet and notifications from NRL to Governing Leagues will be to LeagueNet from the NRL Gateway platform.



## **Payment of Development Fees**

- 3.13 The invoice shall be raised by the applicable Governing League or NRL and the Governing League or NRL is required to document the break-up of the payment with respect to the various recipients and their portion of the payment to allow clubs to provide development acknowledgement if so desired.
- 3.14 Arrangements made by NRL Clubs, SRL Clubs and their local Leagues associated with the Club (Development Area) to waive development fees, for the use of Players during the course of a season, is a matter for negotiation between the NRL Club / SRL Club and the local League.
- 3.15 Players seeking a Clearance will have a Clearance provided pending any Development Fees being paid in accordance with the provided invoice/s. In other words, the fact that a Development Fee has not been paid will not stand in the way of the issuing of a Clearance; an unpaid Development Fee is a debt, not a blockade.

## **Disputes Resolution – SRL Club / League**

- 3.16 Any disputes as to the liability to pay a Development Fee or the quantum of a Development Fee for a player registered in one of the Governing Leagues must be promptly referred to the Disputes Adjudicator, or his nominee, for determination in his absolute discretion.
- 3.17 The Disputes Adjudicator or his nominee may determine that some or all or none of the Development Fee is payable. That determination will be final and not be appealable.
- 3.18 Where a Development Fee is determined by the Disputes Adjudicator or his nominee to be payable by a club/team, the amount of that fee shall be remitted as directed by the Disputes Adjudicator or his nominee within 14 days of the date of the determination. However, should a club/team fail to remit a Development Fee – or any part of a Development Fee – within that time period, the Development Fee shall be deducted from the minimum standards Grant (payable by the SRL to the club/team) and remitted by the Disputes Adjudicator on behalf of the club/team.

## **Disputes Resolution – NRL Clubs**

- 3.19 Any disputes as to the liability to pay a Development Fee or the quantum of a Development Fee for a player registered in the NRL competition must be promptly referred to the NRL Salary Cap Auditor, or his nominee, for determination in his absolute discretion.
- 3.20 The Salary Cap Auditor or his nominee may determine that some or all or none of the Development Fee is payable. That determination will be final and not be appealable.
- 3.21 Where a Development Fee is determined by the Salary Cap Auditor or his nominee to be payable by an NRL Club, the amount of that fee shall be remitted as directed by the Salary Cap Auditor or his nominee within 14 days of the date of the determination. However, should an NRL Club fail to remit a Development Fee – or any part of a Development Fee – within that time period, the development fee shall be deducted from the Grant (payable by the NRL to the NRL Club) and remitted by the Salary Cap Auditor on behalf of the NRL Club.

## Development Fees Schedule

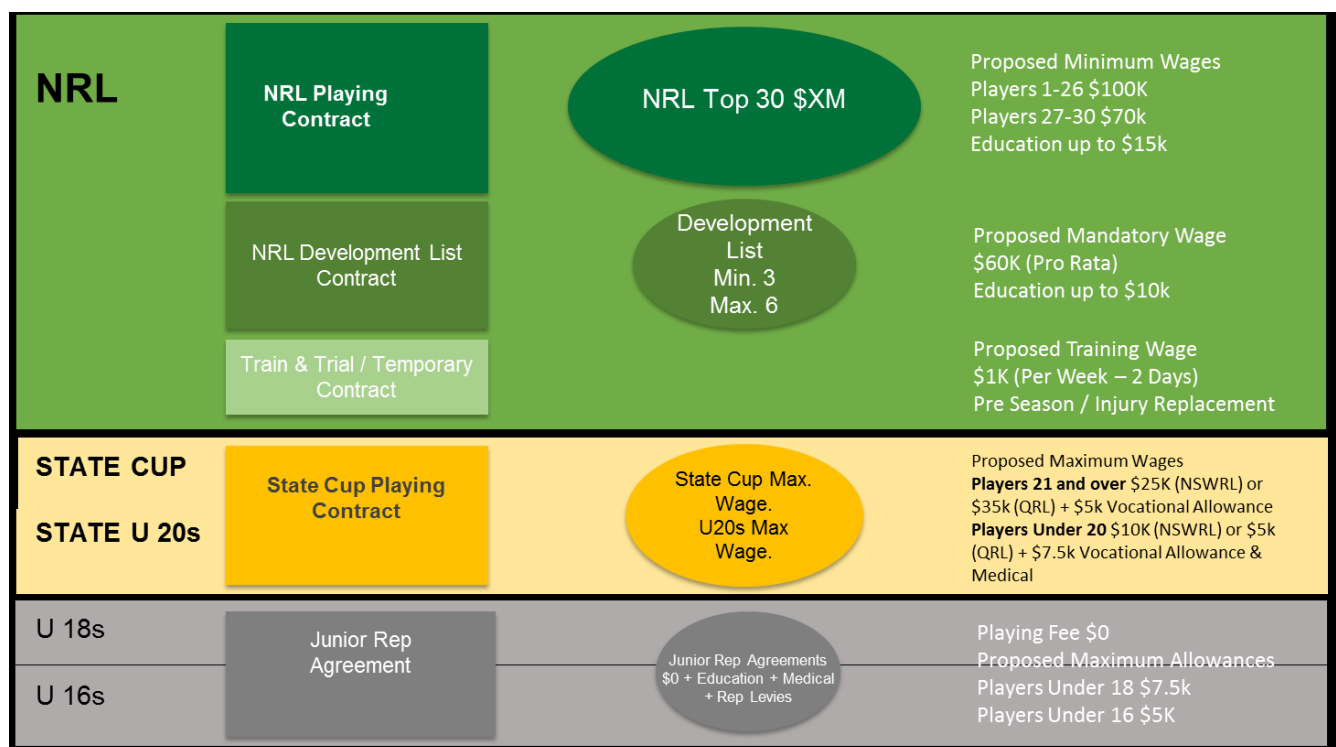
Cat	Development Fee	Amount
One	Development Fee on Junior Representative Agreement (JRA)	\$5,000
Two	Development Fee on State Cup Contract – Regional, Interstate and International Transfers Only	\$7,500
Three	Development Fee on Development List Contract	\$12,500
Four	Development Fee on NRL Contract	20% of playing fee to a maximum of \$50,000

## APPENDIX 5 – SALARY CAP / CONTRACTING MODEL

Following extensive engagement with the Game’s stakeholders including senior representatives of the NSWRL, QRL, CRL, NZRL and Clubs participating in the NRL, NSWRL and QRL competitions, the agreed contracting model for the 2018 state based competitions has been devised. The RLPA was also involved in these discussions.

The NRL components of the model (NRL Playing Contract, NRL Development List Contract and Train & Trial/Temporary Contract) have been accepted as part of the CBA.

The State Cup and Junior Representative components apply to the State Leagues for the 2018 season. Feedback on the State League components will be sought on a regular basis with a formal review to be finalised by 31 May 2018.



The contracting model relevant to the QRL is detailed as follows;

QRL	Maximum Wage	Vocational Allowance &/or Medical Insurance	Development Fee
Intrust Super Cup	\$35,000	\$5,000	\$7,500
QRL U20s	\$5,000	\$7,500	\$7,500

### Maximum Wages - Players turning 21 or older

\$35,000 (inclusive of leave entitlements, superannuation, GST and FBT)

### Vocational Education Allowance – Players turning 21 or older

The whole or part of any tuition fees or other education expenses paid to a Player by a Club as reimbursement for that Player’s tertiary or further education (including a traineeship or other form of vocational training) up to \$5,000 may be paid in addition to the maximum wage if the education meets the following criteria;

- ☐ The Player has participated in career coaching sessions and developed a personal development plan (PDP) with a Club or approved Wellbeing and Education staff member;



☑ The recognised vocational education program enrolled in by the player is aligned with the players PDP and upon completion, will assist the player in a vocation outside of playing Rugby League;

☑ The Player genuinely participated in the program via attendance and content submission;

☑ The Player provides completion records to the Clubs Wellbeing and Education staff;

☑ The fees or expenses being claimed under this vocational education allowance are considered reasonable by the Clubs Wellbeing and Education staff,

In addition to paying the player's tuition fee or other expenses, the Club may pay the player an allowance spread over the course of the season and based on the completion of stages of the Player's program as agreed between the Player, the Club and the Club Wellbeing Manager.

The total paid to the player including tuition fees, education expenses and agreed allowance must not exceed the total limit of \$5,000.

### **Maximum Wages - Players turning 19 or 20**

\$5,000 (inclusive of leave entitlements, superannuation, GST and FBT)

### **Vocational Allowance – Players 19 or 20**

The whole or part of any tuition fees or other education expenses paid to a Player by a Club as reimbursement for that Player's tertiary or further education (including a traineeship or other form of vocational training) up to \$7,500 may be paid in addition to the maximum wage if the education meets the following criteria;

☑ The Player has participated in career coaching sessions and developed a personal development plan (PDP) with a Club or approved Wellbeing and Education staff member;

☑ The recognised vocational education program enrolled in by the player is aligned with the players PDP and upon completion, will assist the player in a vocation outside of playing Rugby League;

☑ The Player genuinely participated in the program via attendance and content submission;

☑ The Player provides completion records to the Clubs Wellbeing and Education staff.

☑ The fees or expenses being claimed under this vocational education allowance are considered reasonable by the Clubs Wellbeing and Education staff,

In addition to paying the player's tuition fee or other expenses, the Club may pay the player an allowance spread over the course of the season and based on the completion of stages of the Player's program as agreed between the Player, the Club and the Club Wellbeing Manager.

The total paid to the player including tuition fees, education expenses and agreed allowance must not exceed the total limit of \$7,500.

### **Junior Representative Agreements (JRA) – Players Turning 17 & 18**

Up to \$7,500 in total allowances to be spent on the following;

☑ Medical Insurance

☑ Junior Representative Levies

☑ School Fees



### **Accredited Accommodation – Players Turning 18**

Application may be made for a limited number of players turning 18 to be relocated to the NSWRL or QRL from the CRL or NZRL under strict relocation guidelines.

Players will be provided accommodation in housing which has been accredited by the Welfare and Education committee. Relocation and accredited accommodation guidelines will be developed by the Welfare and Education committee.

The following limits to the number of players relocated will apply;

2018 5\* Players from CRL or NZRL

2019 3\* Players from CRL or NZRL

2020 0\* Players

\*Subject to annual review of the CRL and NZRL regional competitions

### **Junior Representative Agreements (JRA) – Players Turning 15 & 16**

Up to \$5,000 in total allowances to be spent on the following;

Medical Insurance

Junior Representative Levies

### **Grandfathering**

The QRL will work with each of the Clubs on an individual basis to ensure contracts are transitioned to the new contracting model in a fair and reasonable manner.



## APPENDIX 6 – CONCUSSION MANAGEMENT POLICY AND PROCEDURE

### Background

All Clubs and persons bound by these Rules must comply in all respects with the provisions of the following policy statement. A breach of any of the provisions of this Policy may be enforced by the imposition of a penalty or penalties if a contravention of any of these provisions is found to have occurred.

#### 1. What is a concussion?

A concussion is a disturbance in brain function caused by a direct or indirect force to the head. An incorrect common assumption is that an athlete must be knocked out to sustain a concussion. Concussion may be caused by either a direct blow to the head, face, neck or elsewhere on the body with an impulsive force that is transmitted to the head. Any change in mental status or function associated with head injury qualifies as a concussion. Unconsciousness is clearly an indicator of a severe concussion. Loss of memory following head trauma is also a sign of a severe concussion.

#### 2. Recognition of a Concussion;

Symptoms of concussion may include confusion, dizziness, nausea, vomiting, headache, blurred or double vision, vacant stare, ringing in the ears, poor coordination, loss of balance, sensitivity to light, noise and flashing lights, emotional instability (anger, crying and anxiety), feeling sluggish, slurred speech and loss of memory.

#### 3. Concussion and Return-To-Play Decisions;

Recent research on athletes has shown that even when they say they are normal after showing signs of an initial concussion, brain functions and reflexes may not return to normal for many weeks in some athletes.

Any player with a suspected concussion should immediately be removed from the field of play by the HIA process and should not be permitted to return to play the same day unless the Doctor attending to the player allows him to continue in the match.

It is recommended that the SCAT 5 tool (Sport Concussion Assessment Tool 5) be used in the clinical assessment of concussion on game day (AMS to be utilised for data recording).

Return to play after a concussion should only take place after a thorough evaluation process. This should confirm that the player is free of all signs and symptoms of a concussion.

The diagnosis of concussion remains a clinical decision based on a number of factors including symptoms, signs, cognitive impairment and behavioural changes.

If a player is diagnosed as having a concussion, he must not be allowed to return to play or training on that day until cleared by the Club Medical Officer.

## Guidelines

The following is to be the protocol of management of concussion in **Mal Meninga Cup, Hastings Deering Colts and Intrust Super Cup**:

### **Step 1 Baseline Cognitive Testing**

For each Player, establish a preseason baseline for normal psychometric state via the use of CogState. Each club is to appoint administrator/s to conduct the testing and notify the QRL of these administrators. On the rare occasion, that a baseline cannot be achieved, either obtain formal neuropsychometric testing or accept the “invalid” test as that Player’s baseline. CogState testing should be done annually on all players registered with the club, any Player who had an invalid baseline in the previous season, and post injury until recovered, as necessary.

Conduct preseason education of players, coaching and training staff to emphasise that concussion is not a trivial injury and repeat concussions can lead to long-term consequences which can be prevented if concussion is managed appropriately.

### **Step 2 On-field Assessment – Sports Trainers**

Identifying a concussion as early as possible is paramount and Trainers should be competent in this very important aspect of their duties. The assessment by the Trainer should include the use of Maddocks Score modified questions.

#### **Maddocks Score:**

“I am going to ask you a few questions, please listen carefully and give me your best answer;

- What ground are we at today?
- Which half is it now?
- Who scored last in this game?
- What team did you play last week?
- Did your team win the last game?

Incorrect response indicates that the player should be removed from the field.

In addition, the player should be immediately removed from the field of play if any of the following signs are present after a direct or indirect blow to the head:

- a) loss of consciousness (LOC)
- b) player lying motionless on the ground or slow to get up
- c) player exhibits balance or motor coordination problems (player stumbles, has slow / laboured movements or unsteady gate)
- d) player is disoriented or confused (inability to respond appropriately to questions; not aware of plays or scores)
- e) player exhibits a loss of memory
- f) player has dazed, blank or vacant look on face
- g) player has visible facial injury in combination with any of the other signs.

**WHEN IN DOUBT THE DOCTOR IS IN CHARGE.**

**Note:** If the Player is unconscious or has neck pain, he should be immobilised and treated as a spinal injury.

Smelling salts (ammonium carbonate) or similar substances must never be used following a head injury.

### **Step 3 Dressing room assessment by the Game Day Medical Officer:**

- i) The Player should be allowed to rest for 5 minutes.
- ii) The Medical Officer ascertains any concussive symptoms, performs a cervical and neurological examination and performs a SCAT 5.



- iii) The Game Day Medical Officer may add an exercise challenge.
- iv) If the clinical diagnosis of concussion is made the Player will not return the field of play on the same day.

While the Player is being assessed for a concussion the team will have a free interchange.

If the Player is deemed to not have a concussion, he may be allowed to return to the field of play but must be regularly re-evaluated by the Head Sports Trainer.

**Step 4 Post-concussion assessment to be conducted by the Medical Officer:**

- a) Post-Match:
  - i) Medical review regarding ongoing symptoms;
  - ii) Assign the Player to the care of a responsible adult i.e family member, sports trainer or club official and it should be noted that the injured player should not be alone for at least the next 24hrs. If the situation arises the medical officer may need to determine if or when the player can take a scheduled flight home;
  - iii) Give the caregiver a head injury sheet (e.g. SCAT, UPMS) and advise them to monitor the Player particularly over the next four hours;
  - iv) Advise the carer of the warning signs and symptoms of deterioration;
  - v) Advise the Player to avoid alcohol and non-steroidal anti-inflammatory medication the day after injury;
  - vi) Following a concussive episode, the Player should not be allowed to drive that day.
- b) The next day and the following week:
  - vii) Evaluation is conducted by the club medical officer. Analysis is performed to enquire about ongoing symptoms.
  - viii) It should be noted that return to sport is only after written release by the club medical officer after thorough assessment including SCAT and not limited by a further Cogstate test returning to baseline.
  - ix) The above written medical clearance must be submitted to the QRL via [concussion@qrl.com.au](mailto:concussion@qrl.com.au) before the player can return to the field.
  - x) All players must complete an online Cogstate After Injury Cognitive test to an acceptable level before returning to training and playing.
  - xi) The evaluation to return to play may include a post injury cognitive test as well as other neurological and physical tests.
  - xii) If Cogstate cognitive tests have not returned to normal within 10 days of the incident consideration must be given to referring the patient to specialist services.
  - xiii) In the recovery period, it is important to emphasise to the player that he requires physical and cognitive rest.
  - xiv) Only the club medical officer can clear a player to return to training and play after a concussion. If other medical opinions and clearances are sought the club medical officer must give the final clearance.

## APPENDIX 7 – INCIDENT REPORTING

Link to the online form which will display the following information

<https://ols.workcoverqld.com.au/ols/public/incident/registration.wc>

### Incident category

- The death of a person other than by electricity
- An injury or illness requiring a person to have immediate treatment as an in-patient in a hospital
- A serious injury or illness requiring a person to have any of the following ...
  - immediate treatment for the amputation of any part of his or her body
  - immediate treatment for a serious head injury
  - immediate treatment for a serious eye injury
  - immediate treatment for a serious burn
  - immediate treatment for the separation of skin from an underlying tissue
  - immediate treatment for a spinal injury
  - immediate treatment for the loss of a bodily function
  - immediate treatment for a serious laceration
  - medical treatment within 48hrs of exposure to a substance
- An infection to which the carrying out of work was a significant contributing factor
  - An infection reliably attributable to carrying out work ...
    - with micro-organisms
    - that involved providing treatment to a person
    - that involved contact with human blood or body substances
    - that involved handling or contact with animals, animal hides, skins, wool or hair, animal carcasses or animal waste products
  - contraction of the following zoonoses in the course of work involving handling or contact with animals, animal hides, skins, wool or hair, animal carcasses or animal waste products: ...
    - Q fever
    - Anthrax
    - Leptospirosis
    - Brucellosis
    - Hendra virus
    - Avian Influenza
    - Psittacosis
  - A dangerous incident that exposed a worker or any other person to a serious risk to a person's health or safety emanating from an immediate or imminent exposure to ...
    - an uncontrolled escape, spillage or leakage of a substance
    - an uncontrolled implosion, explosion or fire
    - an uncontrolled escape of gas or steam
    - an uncontrolled escape of a pressurised substance
    - an electric shock that is not a serious electrical incident or a dangerous electrical event
    - the fall or release from a height of any plant, substance or thing
    - the collapse, overturning, failure or malfunction of, or damage to, any plant that is required to be authorised for use in accordance with the regulations
    - the collapse or partial collapse of a structure
    - the collapse or failure of an excavation or of any shoring supporting an excavation
    - the inrush of water, mud or gas in workings, in an underground excavation or tunnel
    - the interruption of the main system of ventilation in an underground excavation or tunnel
  - A serious electrical incident involving electrical equipment where ...
    - a person was killed by electricity
    - a person received a shock or injury from electricity, and was treated for the shock or injury by or under the supervision of a doctor
    - a person received a shock or injury from electricity at high voltage, whether or not the person was treated for the shock or injury by or under the supervision of a doctor (high voltage means a voltage above 1000 V AC or 1500 V ripple-free DC)
  - A dangerous electrical event involving ...
    - the coming into existence of circumstances in which a person was not electrically safe, if the circumstances involve high voltage electrical equipment; and despite the coming into existence of the circumstances, the person does not receive a shock or injury (high voltage means a voltage above 1000 V AC or 1500 V ripple-free DC)
    - the coming into existence of both of the following circumstances (1) if a person had been at a particular place at a particular time, the person would not have been electrically safe and (2) the person would not have been electrically safe because of circumstances involving high voltage electrical equipment (high voltage means a voltage above 1000 V AC or 1500 V ripple-free DC)
      - electrical equipment and in which significant property damage was caused directly by electricity or originating from electricity
      - the performance of electrical work by a person not authorised under an electrical work licence to perform the work
      - the performance of electrical work by a person if, as a result of the performance of the work, a person or property was not electrically safe
    - the discovery by a licensed electrical worker of electrical equipment that has not been marked as required under the Electrical Safety Act 2002

If the incident does not fall within one of the above categories, you can still make a claim with WorkCover Queensland using the [online claim form](#).





### NRL On-Field Policy - Community

#### Introduction

Rugby League is a contact sport and, as such, the National Rugby League provides policy direction to ensure the safest possible playing environment across all ages.

As part of a risk management approach to the prevention of, and appropriate attention to, injuries and illness in Rugby League, it is important that adequate and timely first aid is provided as a service to all players.

The NRL's On-field Policy provides for the attendance of appropriately qualified and skilled sports trainers to provide the best care possible for the game's participants. In the same way that coaches and referees are integral to the fabric of the Code, trainers play a significant role in the preparation of, and ongoing care, of players on matchday.

#### The Game's On-field Policy

##### Leaguesafe

Leaguesafe is an online injury and illness awareness course and is NOT a trainer qualification or accreditation. It is the minimum requirement for all people who run messages and provide water to players on-field.

No more than two Leaguesafe personnel from any one team can enter the field of play, unless invited by the Referee to do so. Leaguesafe qualification is valid across all age groups from 6's to senior grades.

##### Level 1 & level 2 Sports Trainers

For all Rugby League matches – from Under 6 to senior grades – there is a requirement that a match may only commence if there is a NRL Level 1 or Level 2 Sports Trainer in attendance.

An accredited NRL Sports Trainer (Level 1 or Level 2) is required for each match at Under 6 to Under 12 age groups, whilst a minimum Level 1 Sports Trainer must be assigned to each junior International and senior team. It is preferred that at least two (2) be available plus at least one (1) Leaguesafe Trainer per team.

\*Note - where a centralised model is used in the Under 6 and 7 years age groups, that is, where between 2 and 4 matches are played simultaneously on the one (International size) field, then the minimum requirement is for at least one Level 1 NRL Sports Trainer to be in attendance and on duty for the duration of these matches.

#### General Notes

- » All official personnel over the age of (14) years who enter the field of play, must possess a minimum of an NRL Leaguesafe Certificate of Completion or an Accredited Sports Trainer Statement of Attainment and an NRLID Number.
- » No person other than a 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. 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 NRLID Number;
- » All injuries / illnesses assessed by the qualified Sports Trainer must be recorded in the NRL Injury Report Booklet;
- » Each player shall complete the NRL Medical Advice Card before his / her first training or playing commitment. This will be the responsibility of the designated Accredited NRL Sports Trainer to ensure all

cards are completed and kept up to date. As part of the Club's duty of care, this process should be fully supported by Club Officials. All Privacy Laws must be adhered to;

- » 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;
- » 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. 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;
- » As a guide; each team may engage and use a maximum of three (3) trainers in the playing area during a game; a maximum of two (2) on the field of play during general play at any one time (unless otherwise sanctioned by the Referee).
- » 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;
- » Anyone entering the field of play must wear appropriate, enclosed footwear at all times.

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

#### **Leaguesafe - Yellow Shirt / Vest** (Minimum qualification to enter the field of play)

NOTE: The words NRL LEAGUESAFE must be printed on the back of the shirt/vest.

Access to the field is limited to:

- » When his/her team is in possession to conduct interchange and to administer water only;
- » When a try has been scored;
- » During a "timeout" called by the Referee for an injury;
- » 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;
- » Must enter and leave the field of play from an on-side position.

Duties:

- » To administer water
- » To assist in the interchange process
- » To convey messages

#### **NRL Level 1 Sports Trainer – Blue Vest or Shirt**

NOTE: Level 1 Trainer to be printed on back of shirt or vest.

Access to the field is unlimited to attend an injured / ill player and to administer water (relevant to all age groups).

Duties:

- » Assist, by observing and monitoring players during play, as well as those who have been removed from the field of play through injury/illness;





- » Assist an injured / ill player on and off the field of play at training and / or a game.

## **Level 2 Sports Trainer (“Head Trainer”) – Orange Shirt / Vest**

NOTE: Level 2 Trainer or HEAD TRAINER to be printed on back of shirt or vest.

Access to the field is unlimited to attend an injured / ill player and to administer water (relevant to all age groups).

Duties:

The Head Trainer will be the most senior person within the NRL Sports Trainer team and will supervise all on-field personnel, including Leaguesafe.

- » The Accredited NRL Head Trainer will make the final decision on a player’s welfare in the absence of a medical professional;
- » Coaches / Administrators / Players must comply with the decision of the NRL Head Trainer at all times;
- » All directions given to on-field personnel by the Head Trainer must be adhered to at all times.
- » 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.

All Rugby League trainers acting in an official capacity are bound by the NRL’s On-field Policy and Code of Conduct. For electronic versions of the On-Field Policy and Code of Conduct, go to [www.playnrl.com](http://www.playnrl.com).



## NRL On Field Policy – Performance



Performance levels within the game are defined as those competitions not covered under the “Community Policy” above, namely:

- » Tier 1 (Telstra Premiership),
- » Tier 2 (Intrust Super Competitions – NSW and Queensland), and
- » Tier 3 (Ron Massey Cup and Sydney Shield in NSWRL, COLTS and Meninga Cup in the QRL, and Australian Schoolboy/CAS Representative team events.

Following consultation with State Leagues – which operate under the NRL’s Whole of Game On-Field Policy, and with changes to competition frameworks for 2018, there is a need to differentiate between the “community” levels and “performance” levels of the game.

The difference which currently exists between the “Community” NRL On-field Policy and the elite Competition (Telstra Premiership Competition) is that the NRL has determined that Paramedics, Nurses, Doctors and Physiotherapists may act in the capacity of Sports Trainer in elite competitions provided that:

- » Their Paramedic/Nurse/Doctor/Physiotherapy qualifications are current, they are registered with their appropriate professional accreditation body, and they have appropriate medical indemnity insurance; and
- » They undertake mandatory annual training in NRL approved Spinal Injury Management, Concussion, Advanced Resuscitation and CPR.

All trainers in the “elite” or “Performance” levels of the game are expected to undertake training on an annual basis depending on their exact role; this includes NRL/SMA Level 1 and Level 2 Sports Trainers acting in these roles. This additional training is outlined in the matrix below.

It is mandatory that a Medical Practitioner (Doctor) be in attendance at each of the Performance level matches for this On-field policy to apply. This is in addition to any doctor who may choose to be a Head trainer/Orange shirt.

### PERFORMANCE LEVEL COMPETITIONS:

Role	Qualifications and Training Required
<b>Head Trainer</b> Identified by an Orange Shirt	<b>PARAMEDIC*</b> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required (State-based Ambulance Service);</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
	<b>PHYSIOTHERAPIST*</b> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly – Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> </ul>

	<ul style="list-style-type: none"> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
	<p><b>DOCTOR*</b></p> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
	<p><b>NURSE*</b></p> <ul style="list-style-type: none"> <li>» Currency of yearly registration with respective professional bodies required;</li> <li>» Must be currently practicing, and full sports insurance coverage required;</li> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly - Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
	<p><b>MINIMUM LEVEL 2 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly – Provide Advanced Resuscitation (HLTAID007) provided by SMA;</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> <li>» Yearly CPR Training (HLTAID001)</li> </ul>
<p><b>Assistant Medical</b> Identified by a Yellow Shirt</p>	<p><b>MINIMUM LEVEL 1 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly - Provide Emergency Care for a Suspected Spinal Injury (PUAEME004A) provided by SMA;</li> <li>» Yearly CPR Training (HLTAID001)</li> <li>» Yearly Concussion Module (provided by the NRL) – NRL Elite Head Injury and Concussion Protocols</li> </ul>
<p><b>Message and Water Runner</b> Identified by a Blue Shirt</p>	<p><b>MINIMUM LEVEL 1 NRL/SMA SPORTS TRAINER QUALIFIED</b></p> <ul style="list-style-type: none"> <li>» Yearly CPR Training (HLTAID001)</li> </ul>

\*Clubs must ensure that all Head Trainers have appropriate Rugby League-specific skills when undertaking this role (e.g. taping, wound management) as not all medical professionals are necessarily well equipped for these specific on-field roles; these are currently included as part of the NRL/SMA Level 2 Sports Trainer Course.



ABN 65 009 878 013

**Queensland Rugby Football League Limited**

83 Castlemaine Street, Milton QLD 4064  
Locked Bag 3000, Paddington QLD 4064

**T** 07 3367 6000 **F** 07 3367 6085 **E** [rugbyleague@qrl.com.au](mailto:rugbyleague@qrl.com.au)

**QRL.COM.AU**