



Central Highlands Junior Rugby League

2023 Operations Manual

Please note this is a working document

Updated 26/11/2022

Please print a copy and ensure it is kept in your Comms Box to be access during game days. This assists with clarification of the rules.

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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:
 - Central Highlands Junior matches a maximum fee of \$3.00
- 1.2 Where a Central Highlands Junior match is held in conjunction with a Central Highlands Senior match, entry fees shall be subject to a maximum fee of \$5.00.
- 1.3 Where any Central Highlands match is held in conjunction with a QRL Major Competition match (Intrust Super Cup etc.), entry fees shall be set at the discretion of the management committee.
- 1.4 Children under the age of 17 years shall be permitted entry for all matches free of charge.
- 1.5 CHJRL season passes shall be recognised by all clubs during premiership rounds and finals series matches. Entry shall be subject to the terms and conditions printed on the passes.

2. AFFILIATION

- 2.1. A total affiliation fee of \$250 (inc. GST) will be charged to each junior club at the start of each season.

Further to 2.1, a \$30 per player affiliation fee will be charged after June 30.
\$5.50 per player of this affiliation fee will be payable to the QRL.

- 2.2. Clubs must have lodged the appropriate QRL affiliation paperwork prior to the Annual General Meeting. Should this paperwork not be lodged; the said club will become unaffiliated with the League and lose voting rights until the outstanding paperwork is lodged.
- 2.3. Should any club be in arrears with the Local League or Central Highlands Referees Association after the completion of the financial year; the said club will become unaffiliated with the League and lose voting rights until the outstanding arrears is settled.

3. BALL PERSONS

- 3.1. Ball persons must be a minimum of 10 years of age and be registered via the National Registration database as a volunteer/ player to be covered under the club's insurance (As per QRL operations manual).
- 3.2. A maximum of four (4) ball persons may be used during each match.
- 3.3. 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.
- 3.4. All Ball Persons will be identifiable by wearing a Hi-Vis Vest printed with BALL PERSONS. This must be worn only by the nominated ball persons. Additional clothing requirements for ball persons are considered to be shorts, socks and shirts / jerseys in colours that do not clash with either team's playing attire and must be wearing **closed-in shoes**.

4. BLEEDING PLAYERS AND HYGIENE

BLEEDING PLAYER PROCEDURE

4.1 The following procedure will apply in all cases where a player is bleeding, or their clothing or equipment has been contaminated by blood.

- 4.1.1** If the referee notices a bleeding or blood contaminated player, they will immediately stop play and call 'time-out' and signal to the team trainer to attend to the player.
- 4.1.2** The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether they will require treatment off the field.
- 4.1.3** 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.
- 4.1.4** If the trainer advises the referee that they 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).
- 4.1.5** 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.
- 4.1.6** 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.
- 4.1.7** If a bleeding player has left the field for treatment and is not interchanged, they may return to the field of play at any time provided they do so from an on-side position. If the bleeding player has been interchanged, they may only return to the field through the interchange official as a normal interchange player.
- 4.1.8** 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.

CONTAMINATED CLOTHING

- 4.2** In any case where a player's person, clothing or equipment has been contaminated by blood, whether through a wound to himself / herself 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.
- 4.3** Minor occasions of contaminated clothing and/or equipment should be treated with a solution of 15mls of household detergent and 17mls of household bleach.
- 4.4** 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

- 4.5 Players should be made aware of the potential danger of transferring infectious diseases, e.g. Hepatitis A, B and C and HIV.
- 4.6 Dressing room floors should be cleaned and swept prior to the team leaving the room.

5. CANCELLATION, POSTPONEMENT, ABANDONMENT AND / OR SUSPENSION OF MATCHES

- 5.1 Points matches may only be cancelled, delayed, postponed or abandoned with the prior approval of the League President.
- 5.2 If the referee suspends play and the match is cancelled or abandoned, there shall be no replay.
- 5.3 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 result for the purpose of determining the Competition Points Table.
- 5.4 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.
- 5.5 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 League President, 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.
- 5.6 Should a match be abandoned during play due to the minimum number of players on the field not being met, the following shall occur:
 - 5.6.1 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 result for the purpose of determining the Competition Points Table.
 - 5.6.2 If less than half of the match has been completed, the match shall be declared a forfeit and two (2) points awarded to the team not in breach. For Competition Points Table purposes, the score for the match will be recorded as 20-0.
- 5.7 Emergency circumstances include:
 - 5.7.1 A natural disaster such as an earthquake, flood or fire.
 - 5.7.2 A situation where the safety of players or match officials is potentially or actually at risk such as lightning, or extreme heat.
 - 5.7.3 Such other circumstances deemed to be an emergency by the League President or their nominees.
- 5.8 If any such occurrence arises, the procedure shall be as follows:

- 5.8.1** The League President or their nominee, in conjunction with the referee and both team's management will make any decision on the postponing or cancelling of any scheduled game;
- 5.8.2** After the commencement of a competition match, a referee may temporarily suspend play if, in their view, continuation of play would place the safety of Players and/or the Match Officials at risk.
- 5.8.3** If a game is to be delayed due to severe weather conditions, a decision will be made on the length of delay.
- 5.8.4** Where a game is in progress and is stopped due to an emergency, the following steps must be taken:
 - 5.8.4.1** 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;
 - 5.8.4.2** 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.
 - 5.8.4.3** If the game cannot be continued, the circumstances shall be reported to the League President or their nominee.

6. COMPETITION ADMINISTRATION

- 6.1** For the Central Highlands Rugby League to meet its administration obligations, a requirement exists for each club to lodge with the League its affiliation paperwork prior to the Central Highlands Junior Rugby League Annual General Meeting each year.
- 6.2** Clubs that have not lodged their affiliation paperwork by the Annual General Meeting will not be entitled to vote at the AGM nor at any further League meetings until such paperwork is submitted.
- 6.3** Clubs who are in financial arrears with the Central Highlands Junior Rugby League or Central Highlands Referees Association prior to the Annual General Meeting will not be entitled to vote at the AGM nor at any further League meetings until such arrears have been settled.

COMPETITION FORMAT

- 6.4** Central Highlands Junior Rugby League will offer Under 6s to Under 17s depending on the age groupings allocated.
- 6.5** The League has the authority to decide the format and implementation of competitions, including the number of grades, times and dates of all playing fixture matches and final series matches.
- 6.6** All players must adhere to QRL Rule 4.1.3 (Age Eligibility) for all competitions.
- 6.7** Under International Laws clubs cannot share players across teams in one age group. If players are required to play up to make up team numbers, they must only play for one team for the season. Players wishing to play up for an International Team, need to send an email to league president and registrar so it can be entered into My Sideline under dispensation and to be eligible to be added to the weekly team list through

My Sideline. Players playing up in age group **must** play for their age-appropriate team before playing up or will be suspended for 2 matches.

6.8 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.

6.8 In the event of a forfeit, for Competition Points Table purposes, a score of 20-0 shall be awarded to the non-forfeiting team.

6.9 At the conclusion of the premiership rounds, all teams shall be ranked in descending order according to the number of competition points accrued during the season.

6.10 3-2-1 points are allocated after each weekly match (U12/13, U14/15 and U16/17) during the season. After the match is completed the winning team awards 2 points to the best player on field for the losing team, for that game. The losing team's coach awards 3 points and 1 point to the winning side players for best on field. The home (host) game manager of the team will be responsible for Live Scoring via My Sideline and completion and submission of the 3-2-1 Point Scoring Form (See Appendix 1.)

6.11 Awards will be issued at the conclusion of the season in recognition of the following-
Player of the match grand final (U12/13, U14/15 and U16/17)
Player of the year based on the 3-2-1 points (U12/13, U14/15 and U16/17)
Top try scorer (tries) (U12/13, U14/15 and U16/17)
Top point scorer (Tries and goals) (U12/13, U14/15 and U16/17).

MINI LAWS

6.12 All games for the Under 6 – Under 9 age groups will be played under the Mini Laws of the Game.

6.12.1 The coach of an Under 6 team is permitted to be on the field of play during the entire season.

6.12.2 The coach of an Under 7 team is permitted on the field of play to 'coach' the team for Round 1 ONLY.

6.12.3 **No scores** will be recorded or displayed on scoreboards for the Under 6 – Under 9 age groups on game day, as they do not play for points and play for developmental purposes only.

MODIFIED LAWS

6.13 All games for the Under 10 – Under 12 age groups will be played under the Modified Laws of the Game.

6.14 **No scores** will be recorded or displayed on scoreboards for the Under 10- Under 12 age groups on game day, as they do not play for points and play for developmental purposes only (except where the U12 play in the U13 international competition).

INTERNATIONAL LAWS

- 6.1.** U15 and U13 competitions shall be played under the 'NRL Safeplay Code'. For further information, please refer to [Safeplay code](#).
- 6.15** The minimum number of players per team allowed on the field in a match is nine (9). Should less than nine (9) players participate in the match, then for safety reasons, the match shall be terminated. Current participants are players on the field and players who have been temporarily suspended (sinbinned). The result of the match will be decided in accordance with 5.3 and 5.4.
- 6.16** In a match that is counted for points for the annual tally, there is to be no sharing of players. In the case where players are playing up, they need to only play up for one team per season and are not permitted to play across teams or in consecutive matches for different teams in the age group they are playing up in.
- 6.17** All International teams shall play 11-a-side should one or both teams have 15 or less players unless it is mutually agreed between both coaches and the match officials to play 13-a-side.
- 6.18** All games must start on time; however, the referee can delay the start of play by up to a maximum of ten (10) minutes if a team has failed to appear. If after this time has elapsed, a team cannot take the playing field and a forfeit shall be declared in favour of the conforming team. Starting times for games shall be allocated by the Central Highlands Rugby League, with the referee having the authority on the day to change the start time in consultation with both clubs (no earlier than the published kick-off time).

FORFEITS

- 6.19** In the event of a team forfeiting a junior fixture prior to 12pm the day prior to the fixture, there shall be no forfeit fee.
- 6.20** Should a team forfeit a junior fixture after the time set out in 6.18, there shall be a \$500 forfeit fee.
- 6.21** Should a team forfeit a junior fixture on game day, there shall be a \$1000 forfeit fee.
- 6.22** Should the forfeiting team be the away team, the forfeit fee shall be paid in full to the home team.
- 6.23** Should the forfeiting team be the home team, the forfeit fee shall be paid in full to the Local League.
- 6.24** Should a team forfeit two (2) games in a season, the club shall no longer be eligible to play in the finals series and the League shall ask the club to show cause as to why they should remain in the competition.
- 6.25** Should a team forfeit 2 games on a weekend of a double round due to draw allocations, this will be classed as 1 game as part on 6.24.

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 their team's dressing room until they have changed out of their 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 after the completion of the match shall lodge 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 CHJRL 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 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 considered 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, they may participate as a Player in a Pre-Season Trial Match during the period of suspension, but they 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 their period of suspension pursuant to 7.12, and does so participate, that participation will not reduce their allocated or accumulated demerit points.

8. ELIGIBILITY

- 8.1.** A player shall not be deemed to have participated in a match if that player was nominated on the match sheet but does not take the field.
- 8.2.** A player shall be deemed eligible for the finals series of the competition after playing three (3) competition matches
- 8.3.** A junior player may play in up two age groups if there is no immediate age group above their registered age group, providing they have turned the appropriate age.

JUNIOR AGE ELIGIBILITY

Age	Eligible Age Groups
4	U6 Players who are 4 but are turning 5 in the calendar year are permitted to play prior to turning 5.
5	U6, U7 To play U7, a player must turn the age of six (6) in that year.
6	U6, U7
7	U7, U8
8	U8, U9
9	U9, U10
10	U10, U11
11	U11, U12, U13 A player who has not turned 11 can only play in U11, once they have turned 11 (birthday) they can be permitted to play U12 and U13 after this date. A player who has turned 11 where there is no U12 competition can play in U11 and U13.
12	U12, U13 A player who has turned 12 where there is no U12 competition can play in U13.
13	U13, U14, U15 A player who has not turned 13 can only play in U13, once they have turned 13 (birthday) they can be permitted to play U14 and U15 after this date. A player who is turning 13 where there is no U13 competition can play in the U14 competition.
14	U14, U15, U16 A player who has not turned 14 can only play in U14, once they have turned 14 (birthday) they can be permitted to play U15 and U16 after this date. A player who is turning 14 where there is no U14 competition can play in the U15 competition.
15	U15, U16, U17 A player who has not turned 15 can only play in U15, once they have turned 15 (birthday) they can be permitted to play U16 and U17 after this date. A player who is turning 15 where there is no U15 competition can play in the U16 competition.
16	U16, U17 A player who is turning 16 where there is no U16 competition can play in the U17 competition.
17	U17, U19+ Players who are turning 17 in the calendar year are permitted to play in the U19 competition following approval from the League. Where a junior player has attained the age of seventeen (17) years prior to one (1) July, that player may with the consent of the League, the club and their parent or primary care provider, register and play in any Senior Grade competition in that year exclusively.

18/15 MONTH REGISTRATION WINDOW

- 8.4.** A player who is born between 1 July – 31 December may apply to play down an age group, should that said player feel overly challenged in their calendar age group.
- 8.5.** To apply to play down parents/ guardian need to email their club executives a completed '18th Month Registration Application' form. The form clearly states the actions that need to be followed and the decision process. It is then the club's responsibility to forward the email on to the Local League with the attached form. The email needs to include the player's name, date of birth, height, weight, playing experience and a recent photo, in addition to the form. Once a decision is made in regard to the player playing down the players club will be informed.
- 8.6.** Players who wish to play down an age group must be approved by the Local League and QRL and must meet the below criteria:
- Be born between 1 July – 31 December
 - Forfeit their right to play up an age group, including their calendar age group
 - Not have any previous representative football experience
 - Be deemed to be size appropriate through QRL approval
- 8.7.** Where age groups are combined e.g. U17 (U16 and U17 players) a 15 month rule applies. Players must be born between 1 October – 31 December.

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:
- 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.
 - The colour of the garment may only be black or an approved colour which shall be the colour of the playing socks.
 - The wearing of full-length compression garments is not permitted unless approved by the League President 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.** Jerseys must be manufactured in accordance with the QRL Branding Guidelines relevant to the year of competition and jersey artwork must be sent to the Central Highlands Rugby League for prior approval.

DANGEROUS AND PROHIBITED EQUIPMENT

- 9.7.** The use of gloves or mittens is prohibited.
- 9.8.** All visible body jewellery shall be removed, and non-visible jewellery must be taped prior to the commencement of the match.
- 9.9.** Players with beads in their hair must remove them or must wear head gear which covers them.
- 9.10.** 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.
- 9.11.** 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.
- 9.12.** Any items of non-standard or modified equipment must first be approved for use by the League President or their nominee before that item may be used by a player in a match.
- 9.13.** The referee may order a player to remove any item or any part of their 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.
- 9.14.** 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.
- 9.15.** The match officials should check all equipment prior to the commencement of each match.

FIELD EQUIPMENT

- 9.16.** Corner posts shall be placed at the intersection of each touch line and goal line. The posts shall be of nonrigid material and shall be not less than 1.25m high.
- 9.17.** For the avoidance of doubt, spring loaded corner posts and/or those with metal spikes are not permitted for use.
- 9.18.** Corner post pads may be no wider than the width of the touch line.
- 9.19.** Goal post pads shall be a maximum width and depth of 50cm.

10. FACILITIES

- 10.1.** Each club shall ensure that their nominated host venue is presented in an appropriate manner and has adequate ground officials in the interest of the comfort of the public and the welfare of officials.
- 10.2.** Should the fitness of the ground be questioned, the League President shall have final say on its suitability by no later than 9am on the day of the game.
- 10.3.** For all senior fixtures, the club must have a digital timer that displays the match time.
- 10.4.** The host club shall provide reasonable quantities of ice and water and adequate shade on the bench (should the match(es) be played during the day).

11. FINALS SERIES

FORMAT

11.1. The four (4) highest ranked teams shall compete in a final series for the **Under 13 – 17**

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

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

- The greater positive difference between points scored for and against, then if equal;
- The greater percentage of points scored for and against, being determined by: Points scored for x 100
Points scored against x 1
then if equal;
- The most tries scored, then if equal;
- The most goals kicked, then if equal;
- The most drop goals kicked, then if equal;
- By the toss of a coin.

11.3. The venue for the Under 13– 17 finals series matches will be determined by the Finals Matrix. The Management Committee reserves the right to adjust the Finals Matrix under special circumstance in consultation with the member clubs.

11.4. Clubs nominated on the Finals Matrix may decline to host their nominated final. If the hosting club chooses to do so they must put in writing their intentions to the league President at least a month before nominated hosting date. The president will notify all other clubs who are not hosting a final series in that calendar year to put forward an expression of interest to host.

11.5. The fee for each junior final match(es) shall be \$1500, paid to the League for hosting either Preliminary, Semi or Grand Final. Prior to event upon invoice from the league.

EXTRA TIME

11.6. 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:

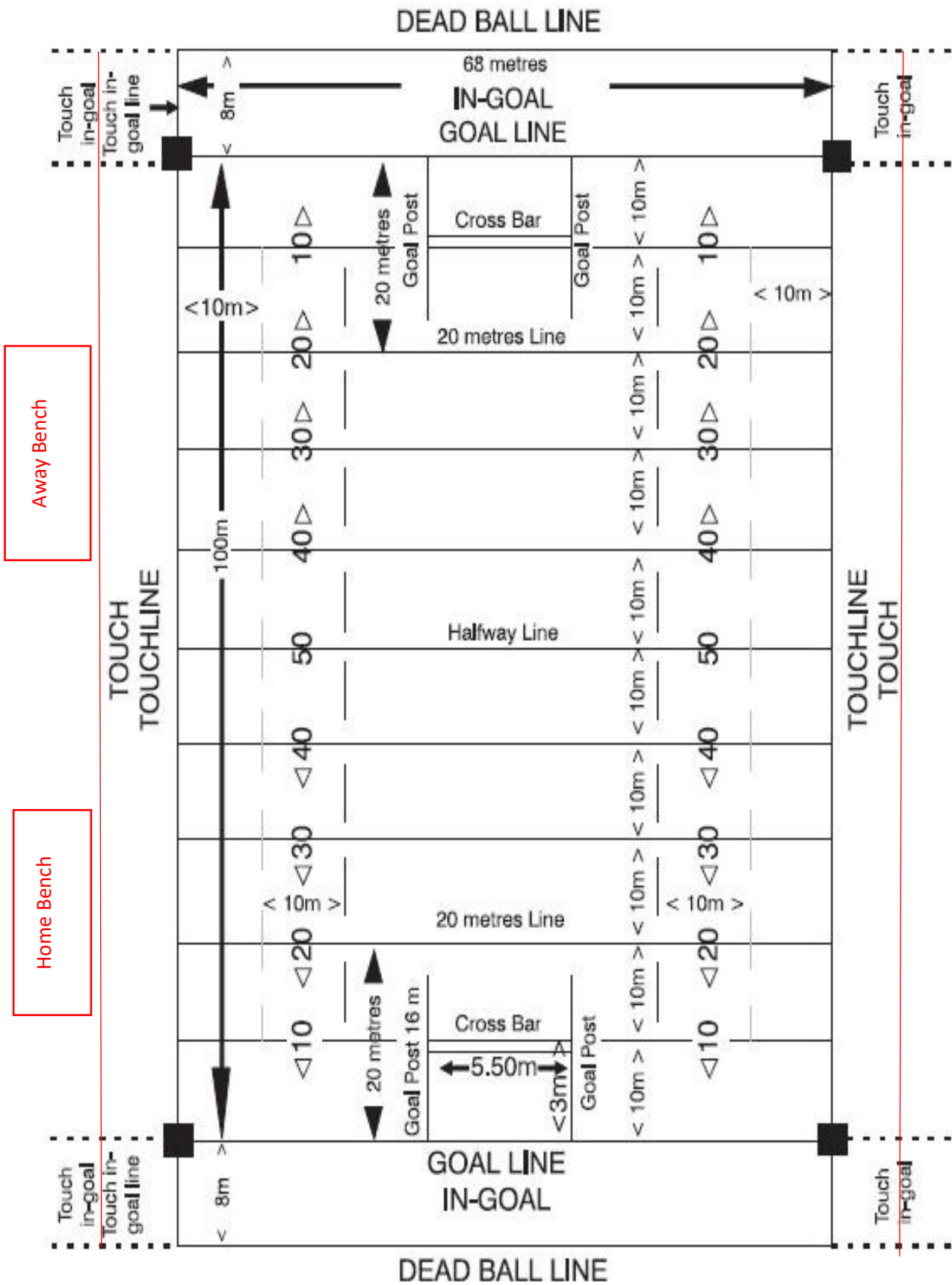
- The commencement of the period of extra time shall be determined by the toss of a coin as described under the Laws of the Game.

- Regardless of whether point(s) have or have not been scored in the first extra time 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.
- Play shall then continue for a further period of five (5) minutes.
- At the competition of the two (2) x five (5) minute periods, the team with the most points shall be winner of the match.
- Should the scores remain level after the extra time period, play shall continue for an unlimited time basis until the first point(s) have been scored to determine the winner of the match.
- In such golden point period, the first scorer of any point(s) (e.g. field goal, penalty goal or try) will immediately be declared the winner.

12. GROUND MARKINGS AND DIMENSIONS

- 12.1.** These provisions set out the official markings and dimensions of the playing surface for all competition matches.
- 12.2.** The host club is responsible for having its field lines marked and painted in strict accordance with this manual.
- 12.3.** For all mini and modified laws matches, field markings may be made using paint or markers/witches' hats.
- 12.4.** Each international 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.
 - Red Line 2m outside the playing field.
- 12.5.** The grid line marking shall be unbroken lines, white in colour and 10cm in width except 40m line (red).
- 12.6.** 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 2m in height.
- 12.7.** 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).
- 12.8.** The broken lines in the diagram shall consist of marks or dots on the ground not more than 2 metres apart.
- 12.9.** All transverse lines must be marked across the full width of the field.

12.10. Each venues field must include a red line a minimum of 2m outside the playing surface. Only On-field Players, Match Officials and On-field Staff (while attending on-field) are allowed inside this line. A red box is to be marked around each bench area. Interchange players, coaching staff and on-field staff are to remain in this area during the match with exception to players changing out and on-field staff attending on-field.



13. HEAT POLICY

13.1. For any match during the season, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match (in conjunction with the [QRL Heat Guidelines](#)):

- All matches shall have a compulsory drink break. Referees will call a one 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;
- The NRL On Field Policy will be relaxed so that all three (3) trainers may carry water;
- The half-time interval may be extended and shall be done so after consultation of both the match and team officials.

13.2. In the event of severe heat conditions, the commencement of a match may be delayed.

14. INSURANCE

14.1. Each club shall hold at least the minimum cover of insurance for each team that participates in the competitions as outlined in the Gallagher QRL Insurance Handbook.

14.2. Each club shall hold Club Management Liability insurance as outlined in QRL Circular 337.

15. INJURY REPORTING

15.1. All players shall have a completed medical advice card which can be accessed by the Sports Trainer on game days.

15.2. All injuries must be managed by NRL-accredited Sports Trainer in accordance with the NRL Sports Trainer Manual.

All injuries shall be recorded on the My Sideline database. Managers need to consult with the teams FAO to ensure that the FAO (Sports Trainer) have adequately completed the injury reporting on My Sideline. To ensure access the teams FAO needs to contact the club’s executive for access.

16. LIQUOR

16.1. Clubs shall ensure the sale of alcohol complies with the Queensland Liquor Act 1992 and the guidelines for Liquor Licensees as administered by the Office of Liquor and Gaming. Liquor must be in accordance to the QRL branding and partnership deal (e.g. – 2022 is XXXX and Lion brand).

16.2. All clubs that hold a liquor licence are not permitted to sell alcohol prior to 12pm.

17. MATCH FOOTBALLS

- 17.1.** Only official Steeden QRL Mini footballs are to be used during all Under 6 – 9 matches. They are to be in a clean state and with no additional markings on them.
- 17.2.** Only official Steeden QRL Mod footballs are to be used during all Under 10 – 12 matches. They are to be in a clean state and with no additional markings on them.
- 17.3.** Only official Steeden QRL Size 5 footballs are to be used during all international matches. They are to be in a clean state and with no additional markings on them.
- 17.4.** Game day balls can be changed to a coloured option such as pink, green etc. to allow for inclusivity of all players that may have difficulty seeing a white ball (players with Dyslexia and sight etc). Club coaches are to express to the other team before the match, that they will be using the coloured ball for the duration of game.
- 17.5.** The following footballs will be distributed to each club by the League free-of-charge at the start of the season:
- 1 x mini football per mini team
 - 1 x mod football per Under 10/Under 11 team
 - 2 x mod footballs per Under 12 team
 - 2 x Size 5 footballs per international team (Junior League)
 - 4 x varied colour (pink, green etc.) mini footballs per club
 - 4 x varied colour (pink, green etc.) mod footballs per club
 - 4 x varied colour (pink, green etc.) Size 5 footballs per club (Junior League)
- 17.6.** The host club must ensure they have ready access to footballs on match day.
- 17.7.** 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.
- 17.8.**

18. MATCH OFFICIALS

- 18.1.** The match officials for Mini-Mod Junior League-administrated matches (U6- U11) during the home and away season will be appointed by the host club, who will be responsible for the payment of those officials on the day in the form of cash payment and signature on 'Referee Payment Record' to prove payment was issued.
- 18.2.** The match officials for International Junior League administrated matches (U13 – U17) during the home and away season will be appointed by the Central Highlands Referee Association. The host club is responsible for submitting the coming weekends draw to the Referee association by Tuesday evening each week, so match officials can be appointed in sufficient time. The host club will be responsible for the payment of those officials on the day in the form of cash payment and signature on 'Referee Payment Record' to prove payment was issued.
- 18.3.** The match officials for Junior League-administrated finals matches will be appointed by the Central Highlands Referees Association, who will be responsible for the payment of those officials. The Central

Highlands Referees Association will need to invoice the Local League to recover payment of officials for the series.

- 18.4.** Clubs are responsible for ensuring they have sufficient referees trained within their club, who are registered and accredited with My Sideline and The Central Highlands Referees Association yearly. At a minimum 2 junior (U6-U11) referees and 2 for international games (U12-U17) should be accounted for.
- 18.5.** In the event that a referee cannot be appointed then the match will need to be rescheduled, to an agreeable time between both teams and the referee. If the game cannot be rescheduled after exhausting all options then the game is considered a draw and the points are split evenly between the two teams to ensure equity.
- 18.6.** The host club 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.
- 18.7.** 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.
- 18.8.** **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.**
- 18.9.** All complaints regarding the performance of the match officials shall be lodged in writing to the League Chairman within two business days of the match, accompanied by specific timings of such complaints.
- 18.10.** All referees officiating International fixtures shall wear a GoPro camera.

MATCH OFFICIAL PAYMENTS

- 18.11.** The match official payments are as follows. If clubs wish to pay their referees above the nominate fee below they are granted permission to do so.

Competition	Referee	Touch Judge	Interchange (Finals)
Under 6 – 9	\$15	N/A	
Under 10 -12	\$20	\$10	\$5
Under 13	\$30	\$15	\$7.50
Under 15/14	\$30	\$15	\$7.50
Under 17/16	\$40	\$20	\$10
Under 19	\$110	\$60	\$35
Women’s	\$110	\$60	\$35
Men’s	\$150	\$80	\$45
TRAVEL LEVY	\$1000 travel fee per club per season for Seniors.		
Equipment fee	\$100 per club per season both Junior and Seniors.		

19. MATCH REPORTS

- 19.1.** The host club shall be responsible for the completion of the match report and the recording of match results through the My Sideline database.

- 19.2.** All clubs are encouraged to use the iPad provided by the League to record team lists and match results. These iPads remain the property of the clubs. Clubs are also permitted to use other electronic devices if they wish to record games and for live scoring due to the nature of the internet and availability of devices etc.
- 19.3.** Each club's final team listing shall be loaded in My Sideline by **8pm each Thursday** and finalised if any changes (such as illness etc.) completed 30 minutes prior to the advertised kick-off time and lodged on the My Sideline database by each team. Team lists need to be loaded by this time to ensure adequate time to print and have prepared for matches.
- 19.4.** For scoring on game days of the international competition matches, the managers from each team will be expected to sit at a table together approximately at the half way mark, between benches. The managers will live score together and agree on the results at the end of the match before processing on My Sideline and officially recording the results. Additionally, while the host manager is recording the data on My Sideline the away manager is recording the results on a printed paper copy. The paper copy needs to be **signed by both** and it's encouraged that both managers take a photo to ensure there are additional copies of the games results to dispute inaccuracies.
- 19.5.** The host club shall lodge, via My Sideline, the half time and full-time scores, individual point scorers (tries/goals etc.), any dismissed and/or reported players and player of the year points (3-2-1).
- 19.6. The host club is responsible for the accurate recording of these scores and for the completion of the match report.** Clubs need to be aware that correct reporting is reflected in the system, as the data from My Sideline is used in the higher channels above and outside the league.
- 19.7.** No scores that exceed forty (40) points difference in junior games shall be publicised at the ground (by the ground announcer or on the scoreboard), nor shall it be publicised in any media after the game (newsletters, social media etc.)
- 19.8.** Any technical difficulties that prevent lodgement through My Sideline needs to be addressed and resolved immediately with the League, by directly contacting our CHJRL Registrar first and then local QRL delegate.

20. MATCH REVIEW

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

- 20.1.** All match officials must submit On-Field Incident Reports through the referees Portal within one (1) business day of the relevant match.
- 20.2.** The Local League Match Review Committee will convene following the close of the second business day after the match (generally Tuesday).
- 20.3.** Clubs must submit all incidents that they wish to be reviewed by the Match Review Committee, via the On Field Incident Report, to the Local League by no later than 9pm on the first business day following the match.
- 20.4.** All charges by the Match Review Committee will be issued via the Match Review Summary Sheet by no later than 12pm on the third business day following the match (generally Wednesday).
- 20.5.** Players will have until 12pm on the fourth business day following the match to lodge their election to the relevant charge (generally Thursday).

- 20.6. If the Local League 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 [Part 5 of the QRL Rules](#).

21. MATCH TIMES

- 21.1. Match days and times (Weekend Draw) for junior matches will be determined and published by the host club, in consultation with the visiting club (excluding finals). Match days and times must be determined and lodged to the **Local League and the Central Highlands Referee Association by Tuesday evening**, to ensure sufficient time for referees to be organised and allocated games.
- 21.2. Match days and times for junior finals will be determined and published by the Local League.
- 21.3. Once set, requests for changes to match days and times may be made up to five (5) days prior to the scheduled match.
- 21.4. Any match alterations inside of five (5) days shall require the approval of the opposition club and Local League, which shall not be unreasonably withheld.
- 21.5. Should any clubs dispute their allotted game time / day, they shall contact the Local League.
- 21.6. Each match shall be played in the below time periods:

Age Group	Time Period	Half Time Period	NRL Laws of the Game
U6-U9	4 x 8 minute quarters	Club discretion	NRL Junior League Laws
U10-U12	2 x 20 minute halves	5 minutes	NRL Junior League Laws
U13	2 x 30 minute halves	10 minutes	NRL International Laws
U15/14	2 x 30 minute halves	10 minutes	NRL International Laws
U17/16	2 x 30 minute halves	10 minutes	NRL International Laws

Note under NRL

International Laws (updated March 2021) Section 7- Time keeping. Length of game should not exceed eighty minutes with a minimum of a five-minute interval. Please see notes section in regard to reduced time.

- 21.7. Time off, as indicated by the match official, during the final series shall be permitted during the **final series only**.

22. MEETINGS

- 22.1. Each club must have at least one representative at each general meeting.
- 22.2. Each member club must be represented in person at least 2 meetings each year. General/AGM included.
- 22.3. Any club that fails to attend two (2) meetings in a row shall be fined \$100.

23. ON FIELD POLICY

The Junior League operate under the “Community” level of the [NRL On-Field Policy](#).

MINIMUM REQUIREMENT FOR RUGBY LEAGUE AND LEAGUE TAG

No match shall commence under any circumstances until the required on-field safety personnel are available.

The minimum accreditation requirements for each age group are summarised below:

Age	Minimum Personnel Required for Contact Rugby League	Age Minimum Personnel Required for League Tag	Minimum Accreditation Required
U6-7	One (1) x First Responder for up to four (4) matches being played on an International Field.	One (1) x First Responder for up to four (4) matches being played on an International Field.	<ul style="list-style-type: none"> • League First Aid; or •NRL Level 1 Sports Trainer; or • NRL Level 2 Sports Trainer
U8-9	One (1) x First Responder for up to three (3) matches being played on an International Field.	One (1) x First Responder for up to three (3) matches being played on an International Field.	
U10-12	One (1) x First Responder per match	One (1) x First Responder per match	
U13-15	One (1) x First Responder per team for each match.	One (1) x First Responder per team for each match.	
U16+	One (1) x First Responder per team for each match.	One (1) x First Responder per team for each match.	

LEAGUESAFE (YELLOW SHIRT)

For all competitions, there is no minimum number of My Sideline trainers; however, there is a maximum of two League safe trainers who may enter the field of play.

Identified in a yellow shirt with the word LEAGUESAFE printed on the back.

Access to the field is limited to:

- When their 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

SPORTS TRAINERS

For all matches, 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 Under 6 – Under 12 match, whilst a minimum Level 1 Sports Trainer must be assigned to each International team.

LEVEL 1 TRAINER (BLUE SHIRT)

Identified in a blue shirt with the words LEVEL 1 TRAINER printed on the back.

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 TRAINER (ORANGE SHIRT)

Identified in an orange shirt with the words LEVEL 2 TRAINER or HEAD TRAINER printed on the back.

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 always comply with the decision of the NRL Head Trainer;
- All directions given to on-field personnel by the Head Trainer must always be adhered to.
- 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.

GENERAL NOTES

- 23.1.** 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.
- 23.2.** 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.
- 23.3.** All injuries / illnesses assessed by the qualified Sports Trainer must be recorded in the NRL Injury Report Booklet.
- 23.4.** 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.

- 23.5.** 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, they 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.
- 23.6.** 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).
- 23.7.** 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.
- 23.8.** Anyone entering the field of play must wear appropriate, enclosed footwear at all times.

24. PUBLIC ANNOUNCEMENTS

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

25. REGISTRATION

PLAYER REGISTRATIONS

- 25.1.** All players must register online via the My Sideline database prior to participating in any training session, trial match or competition fixture.
- 25.2.** Where a player is registering to play rugby league for the first time, one of the following forms of identification must be produced:
- Birth certificate
 - Driver Licence / 18+ card
 - Passport
- 25.3.** In accordance with QRL Rule 4.6, in any Football Year, a Club shall not register more than five (5) Junior players in any one Junior age group who in the preceding Football Year were registered to play rugby league at another club. Of these five (5) Junior players, no more than two (2) shall be from any one (1) Junior Rugby League Football Club.
- 25.4.** Further to 25.3, Junior Representative players shall not be eligible to apply for transfer of registration, within the Central Highlands Junior Rugby League, in the Football season following their participation as a Junior Representative Player. This applies to players who represent Central Highlands and above in club representative fixtures and Capricornia and above in School representative fixtures.
- 25.5.** Any players who are being remunerated by a club must sign a standard playing contract and lodge it with the League prior to receiving payments.

- 25.6.** In the event of a team playing an unregistered player, the offending club shall be fined \$500.
- 25.7.** Further to 25.6, if the team with the unregistered player(s) wins the match, they shall forfeit any competition points awarded.
- 25.8.** For further information, please refer to [Part 4 of the QRL Rules](#).

COACH, TRAINER AND VOLUNTEER REGISTRATION

- 25.9.** Each club shall be required to register all coaches, trainers and volunteers (Team Managers etc) on the My Sideline database prior to the commencement of the competition.
- 25.10.** All coaches and trainers shall be assigned to their respective team on the My Sideline database prior to the start of the season.
- 25.11.** All coaches and trainers shall be required to be correctly accredited in accordance with the NRL Accreditation Scheme.
- 25.12.** 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.

26. REPLACEMENTS (INTERCHANGE)

- 26.1.** An interchange is the replacement of one (1) player in a team for another during the match.
- 26.2.** Only thirteen (13) players from each team may be on the field of play at any one time in all competition matches.
- 26.3.** All International teams are required to list a maximum of six (6) players as interchange players on their official team list.
- 26.4.** An unlimited interchange system is used in the Junior Competitions.
- 26.5.** A replaced player must have left the field of play prior to the interchange player taking their place on the field.
- 26.6.** If a team elects to interchange a bleeding player who leaves the field this interchange will be included for the purposes of calculating the number of interchanges.
- 26.7.** 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 26.4, provided that it is made without delay and, in any case, by the time the referee has acted on the incident.
- 26.8.** 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 26.4.

26.9. Each team will be responsible for ensuring compliance with these Replacement / Interchange Provisions at all times.

INTERCHANGE PROCESS

26.10. An interchange player must enter the field in an on-side position after the replaced player has left the field of play.

26.11. Except for scrums, 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).

26.12. In the case of scrums:

- 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 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.
- 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.

CONCUSSION POLICY

26.13. In the event of any one or more of the following being observed by the Head Trainer or team Sports Trainer during a match, the player must be taken from the field:

- Clinical features including abnormal neurological signs of a serious or structural head and/or neck injury requiring emergency management and hospital transfer;
- Loss of consciousness or suspected loss of consciousness;
- No protective action in fall to ground (tonic or floppy; or cervical hypotonia);
- Impact seizure or possible impact seizure, e.g. tonic clonic movements or tonic posturing;
- Confusion or disorientation;
- Memory impairment (e.g. failed the Maddocks questions)
- Motor incoordination (e.g. balance disturbance or possible balance disturbance, clumsiness with upper limbs or in getting up);
- Player reports significant, new or progressive concussion symptoms;

- 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, not responding appropriately to those around them including other Players, referees or trainers / medical staff);
- Behavioural change atypical of the Player;
- Slow to stand following a possible head injury (1st priority is to ensure that there is no neck injury present);
- Loss of responsiveness (Player lying motionless for 2-3 seconds or until support staff arrives); or
- Suspected facial fracture.

Additional resources can be found at [QRL Concussion](#).

26.14. Any player who is required to leave the field of play due to a head injury shall not be allowed to return to play in that match.

26.15. Furthermore to 26.13, a club must submit a medical clearance to their club and record on My Sideline, for any player with a head injury prior to that player returning to play.

27. REPRESENTATIVE SELECTION

27.1. If a player is called up or selected to play with any Central Highlands Junior Rugby League representative team, the player's services will be lent temporarily by the Club to the Central Highlands Junior Rugby League.

27.2. If any player, after confirming their selection to train or play with any Central Highlands Junior Rugby League representative team, refuses without just cause acceptable to the Local League President, they will be suspended immediately for two (2) competition matches for their club and may receive further disciplinary action by the Local League.

27.3. For further information, please refer to the Central Highlands Junior Representative Policy.

28. SIDELINE AREA AND BENCH LOCATIONS

28.1. Both the home and visiting team benches must be on the same side of the field bounded by a red line as per 12.10.

28.2. Where team benches are located within the playing area (i.e. inside the fence) the following provisions must be adhered to:

- Adequate seating and shade 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.
- 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).
- **NOTE- In places such as McIndoe where the crowd is in close proximity the benches should be taped or roped off clearly indicating that spectators etc. are not permitted to be in that space.**

- 28.3.** On the bench, each team is only permitted to have the following staff: one coach, one manager, up to three on-field staff (Leaguesafe/Sports Trainer).
- 28.4.** Coaches, FAO (Sports Trainer) and Leaguesafes are not permitted to walk up and down the sideline supporting players, they are to remain in the specified areas.
- 28.5.** 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.
- 28.6.** All Coaching staff are expected to adhere to the NRL Code of Conduct. Breaches of the NRL Code of Conduct can result in strong disciplinary consequences, these are identified in the NRL Code of Conduct Summary of Offences. If found in breach of any of these policies adopted by NRL, QRL and Central Highlands JRL **you** may be fined the following- First Offence \$100, Second Offence \$500, suspension or membership terminated. The penalty will be determined by the League and/or the Match Review Committee.

Code of Conduct – Summary of Offences

NOTE – Clubs are responsible for the conduct of their players, parents/carers of players, coaches, officials and spectators.

No person(s) attending a match, function, or Club related event or activity shall:

- A** Use offensive or obscene language to any participant.
- B** Enter the Field of Play or the Playing Area during the course of a match without the prior approval of the Ground Manager appointed by the home Club and/or League.
- C** Excessively dispute the decision of a Referee or Touch Judge either during or after a match.
- D** Assault, or act with aggression, to any person/s.
- E** Behave in a way contrary to the Code of Conduct and/or the spirit of the game.
- F** Behave in a way which disturbs the enjoyment of a match, function, activity or event by any person/s, or brings discredit to any Club, League or the game.
- G** Act in such a way as to exhibit racial intolerance, by language or other conduct, to any person/s.
- H** Refuse to accept the reasonable direction of the Ground Manager, official of the team/ Club which that person is supporting, or official of the home Club and/or League.
- I** No person/s may make comment or take actions that bring discredit to any person, Club or league through any social media outlet.

Clubs are responsible for the conduct of their players, parents/carers of players, coaches, officials and Club supporters.

Breaches of the Rugby League Code of Conduct may result in penalties, including but not limited to:

- > Suspension of a match and/or
- > Termination of a match (including potential forfeiture of competition points) and/or
- > Monetary fines and/or
- > Suspension of a participant on a temporary or permanent basis and/or
- > Suspension of a Club, League or Association on a temporary or permanent basis

These penalties are in addition to any penalty which may be imposed by the relevant governing League bodies.

- 28.7.** The match officials may request any person on the bench to leave the bench area and may name that person in their match report.
- 28.8.** 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.
- 28.9.** 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 2 metres from the sideline.

28.10. 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.

28.11. Under no circumstances is a suspended player permitted on the sideline or bench area.

28.12. 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).

29. TEAM LIST SUBMISSION

29.1. All clubs must submit a team list by **8pm on the Thursday** prior to the scheduled fixture. If team lists are not submitted by this agreed time and the following will occur 1st Offence- Warning, 2nd Offence- Fine or loss of points for that match.

29.2. Staff that are listed each week on the My Sideline team list **must be** the staff that are in attendance at the specific game, not just copied over each week. Staff that must be in attendance and correctly entered include Coach, Team Manager, Trainer 1 (sports Trainer/ FAO), Trainer 2 (leaguesafe 1), Trainer 2 (leaguesafe 2).

29.3. Each player shall take the field in the jersey number that appears on the team list.

29.4. On game day, each club's final team listing shall be completed 30 minutes prior to the advertised kick-off time and is the responsibility of each team to have this lodged.

30. TIMEKEEPING

OFFICIAL MATCH TIME

30.1. 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.

30.2. All decisions of the official timekeeper(s) shall be final and not open to review or appeal unless the League President, at their absolute discretion, so determines. During final series the appointed referees will be deemed the official timekeeper(s).

MATCH CLOCKS

30.3. Match clocks should be in good working order and should be digital, showing minutes and seconds.

30.4. All clubs match clocks should be a countdown clock (i.e. 40 minutes to zero)

30.5. A back up system should also be available at all venues.

SIN BIN OPERATORS

30.6. The timekeeper will be responsible for timing any temporary suspensions (sin bins) that may occur.

30.7. Should a period of temporary suspension occur, the timekeeper shall communicate the time in which the sin binned player can return to both teams.

TIME KEEPING IN RELATION TO REFEREES

30.8. When a referee starts play, they will blow their whistle and indicate with one arm above their head and order the ball to be kicked off.

- 30.9.** If, for any reason (e.g. an injury or caution), the referee orders time off by indicating with both arms above their head, vertical to their body, timekeepers must immediately stop their time clocks.
- 30.10.** When play is to recommence, the referee will indicate by waving one arm over their head. Timekeepers must recommence match clocks immediately. This procedure is to be carried out throughout the match.
- 30.11.** Timekeepers shall have at least one additional time piece when keeping time for use in the event of the match clock malfunctioning.

SIRENS

- 30.12.** At the completion of each half, the timekeeper must continue to sound the siren until such time as the match referee signals that they have heard it by raising their arm above their head. The referee will indicate a cessation (after the hooter is blown) by blowing their whistle and waving both their arms across their body.
- 30.13.** If the venue siren fails to operate, the timekeeper must use a standby air horn. If, for any reason, the referee cannot hear the siren, the timekeeper must immediately alert the home team who shall advise the match officials.

END OF PLAY

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

31. TRIBUNALS

- 31.1.** The Local League shall elect three or more persons to serve on the Match Review Committee, Disciplinary Review Committee, Judiciary Tribunal and Disciplinary Tribunal prior to the start of each season.
- 31.2.** Should a Tribunal need to be convened for any Judiciary and/or Disciplinary matters, this will generally be convened at the Central Highlands Rugby League office on a Thursday evening following the incident.

JUDICIARY TRIBUNALS

- 31.3.** Players will have until 12pm on the fourth business day following the match to notify the League if they wish to contest the charge(s) handed down by the Match Review Committee.
- 31.4.** Players may choose to appear in person or via electronic means.
- 31.5.** Subject to any rights of appeal or review all decisions of the Judiciary Tribunal shall be final and conclusive. All such decisions shall be binding and shall be given effect to by the parties and the proceedings of the Judiciary Tribunal into that particular incident are thereby concluded.

DISCIPLINARY TRIBUNALS

- 31.6.** A disciplinary complaint must be made with the Central Highlands Rugby League within seven (7) days of the incident.
- 31.7.** A complaint may be made orally but must be confirmed in writing within forty-eight (48) hours thereafter.
- 31.8.** Upon receipt of a complaint by the Central Highlands Rugby League, it shall make all enquiries it deems necessary to determine whether the alleged perpetrator should be the subject of a disciplinary charge.

- 31.9.** Should the Local League believe the incident is worthy of a disciplinary charge spanning between one (1) to eight (8) weeks, they shall refer the incident to the Disciplinary Review Committee.
- 31.10.** Shall the Local League believe the incident is worthy of a disciplinary charge exceeding eight (8) weeks, they shall refer the incident to the Disciplinary Tribunal.
- 31.11.** Subject to any rights of appeal or review all decisions of the Disciplinary Tribunal shall be final and conclusive. All such decisions shall be binding and shall be given effect to by the parties and the proceedings of the Disciplinary Tribunal into that particular incident are thereby concluded.
- 31.12.** For further information, please refer to [Part 5 of the QRL Rules](#).

32. VIDEOGRAPHY

- 32.1.** It is the responsibility of the host club to record all international competition matches and shall supply a copy of the game to the local League for judiciary purposes. Games must be uploaded to HUDL no later than **5pm first business day** after the game (generally by Monday 5pm).
- 32.2.** Only one person per club will be granted permission to access HUDL to upload videos, due to the ramifications that can occur with social media etc. The person granted access **MUST NOT** give out their password to anyone, including other executives as it can be shared and copied. The system tracks users and duration etc. and if found in breach a fine will be issued to the person responsible, and their access removed.
- 32.3.** If a player or any other person is found guilty of access and using the footage from HUDL they will be fined, with the possibility of suspension.
- 32.4.** The League shall maintain exclusive rights to the intellectual property captured by each host club and shall be entitled to use such property in any manner it deems appropriate for the promotion and enhancement of the competition.

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 [NRL Anti-Doping Policy](#).
- 34.2.** All participants must comply with any request for testing, should it be made by the Australian Sports Anti-Doping Authority. Testing shall be undertaken to obtain analytical evidence as to the participants compliance (or non-compliance) with the strict Code prohibition on the presence/Use of a Prohibited Substance or Prohibited Method.

35. GAME DAY STAFF









- 35.1.** All host clubs shall supply a minimum of 2 x Game Day staff to oversee but not be responsible for crowd conduct, Spectator/Playing staff.

- 35.2. All visiting international clubs will supply 1 x Game Day staff/security to assist the host club. This is with the idea that overseeing the visiting crowd conduct and visiting player/ staff conduct.
- 35.3. Host and Visiting Presidents (or their representatives) will be responsible for the conduct of their respective crowds, players and staff and will be immediately notified by the Game Day Staff if their assistance is needed.
- 35.4. All Game Day staff will be identified by a Hi-Vis Vest printed with GAME DAY STAFF. This must be worn by a nominated person/s, and they must be present at all games.

36. QRL POLICIES, PROCEDURES, TOOLS AND SUPPORT

36.1. All updated and current policies can be located at [On-Field Policies](#).

ON-FIELD POLICIES /

 <p>INTERNATIONAL LAWS</p> <p>The International Laws of the Game</p> <p>CLICK TO VIEW</p>	 <p>JUNIOR LEAGUE LAWS</p> <p>The Junior League Laws (6-12s)</p> <p>CLICK TO VIEW</p>	 <p>SAFE PLAY CODE</p> <p>Safe Play Code (6-15s)</p> <p>CLICK TO VIEW</p>	 <p>MASTERS LAWS</p> <p>Masters Rugby League Laws (35+)</p> <p>CLICK TO VIEW</p>
 <p>NRL ON-FIELD POLICY</p> <p>The On-Field Sports Trainer Policy</p> <p>CLICK TO VIEW</p>	 <p>NRL ANTI-DOPING POLICY</p> <p>View the NRL's Anti-Doping Policy</p> <p>CLICK TO VIEW</p>	 <p>NRL NATIONAL CODE OF CONDUCT</p> <p>The NRL National Code of Conduct</p> <p>CLICK TO VIEW</p>	 <p>SPORTS TRAINER DOCUMENTS</p> <p>Documents, policies, and guidelines to assist Sports Trainers</p> <p>CLICK TO VIEW</p>

36.2. Additional tools for running you club and support can be found at [The Clubhouse](#).

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The greatest game of all is the lifeblood of communities across the state.

 <p>RESOURCE CENTRE</p> <p>Make your club thrive</p>	 <p>EQUIPMENT HUB</p> <p>Everything you need to play</p>	 <p>GET INVOLVED</p> <p>Register for your local club here</p>	 <p>LATEST UPDATE</p> <p>View the latest memo</p>
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CENTRAL HIGHLANDS JUNIOR RUGBY LEAGUE

3-2-1's Point Scoring updated 2022 International games (U13/ U15/ U17)

In CHJRL we award our top players in each age group a 'Player of the Year' trophy. This award comes from the 3-2-1's submitted after each match (not including final rounds or Coalfields Challenge). Without these sheets completed and sent through we cannot identify who will be awarded player of the year. At the end of the season the points are collated, and players awarded a trophy at the Grand Final. Please note that suspended players become ineligible for the trophy if they are suspended during the season, regardless of if they have served their suspension or not. Additionally, the player who you nominate must be deserving of the points and demonstrate a high ability during that particular game you are awarding points for.

Across CH we ask that managers work with coaches to record 3-2-1's. After the match is completed the winning team awards 2 points to the best player on field for the losing team, for that game. The losing team's coach awards 3 points and 1 point to the winning side players for best on field. The home (host) game manager of the team will be responsible for Live Scoring via My Sideline and completion and submission of this 3-2-1 Point Scoring Form. This means that as a manager it's your responsibility to go over to the coaches at the end of the game (during hand shaking etc.) and ask who they have awarded their 3 and 1 point, and 2 points, have them sign and then submit the form.

Note: Coaches award points to the opposing team.

This sheet is then immediately sent to the CHJRL via email registrarchjrl@gmail.com or a photo sent to 0447 951 280 for point collation.

3-2-1's Point Scoring

Date: _____ **Round:** _____ **Age Group: Under** _____ **Managers Name:** _____

Losing Team Club: _____

3 <i>3 points awarded by the losing team coach to a player on the opposing team, believed to be best on field.</i>		1 <i>1 point awarded by the losing team coach to a player on the opposing team, believed to be best on field.</i>
Player Name: _____		Player Name: _____
Jersey Number: _____		Jersey Number: _____

Coach name: _____ **Sign:** _____

Winning Team Club: _____

	2 <i>2 points awarded by the winning team coach to a player on the opposing team, believed to be best on field.</i>	
	Player Name: _____	
	Jersey Number: _____	

Coach name: _____ **Sign:** _____