

EAST COAST TRIBAL LEAGUE
Aboriginal Corporation



**\$1000.00
ENTRY FEE**



TEAMS

- Men's
- Women's
- Junior's
- Under 10
- Under 13
- Under 15
- Under 17

TEAMS ARE CAPPED

**APRIL 8TH, 9TH
& 10TH 2023**



RUGBY LEAGUE

KNOCKOUT KEMPSEY

VERGE STREET OVALS

WWW.TRIBALLEAGUE.COM.AU



Prize Money Determined on Entrants



GOVERNING THE OFFICIAL 2023 ECTL ABORIGINAL RUGBY LEAGUE KNOCKOUT CARNIVAL

1. The Official Title of the Rugby League Knockout Competition will be The ECTL Aboriginal Rugby League Knockout Carnival.
2. The Carnival will take place in the month of April annually.
3. The Carnival shall be open by way of invitation to all Aboriginal Rugby League and Sporting Clubs (that have a Charter for Aboriginal Rugby League that represent Aboriginal Communities throughout New South Wales) and are able to **include 8 non-Aboriginal players** if they wish to.
4. All players and officials will be registered to play under the affiliation of ECTL.
5. Any club, or its officials or players that are found guilty of breaching these rules and regulations will be refused entry into the Knockout and from future involvement in this.
6.
 - (i) The ECTL, host for inaugural 2023, will issue invitations to Clubs throughout New South Wales inviting them to participate in the Carnival with the **inclusion** of Non/Indigenous players if they wish to.
 - (ii) Each club that intends to accept the invitation to participate, will be required to give consent to abide by the Rules and Regulations as stipulated by the ECTL. Non-compliance will result in the possibility of the nomination being rejected.
 - (iii) All team nominations from respective clubs in New South Wales (New South Wales) must be registered with the President of the Host Club by the close of business (5:00pm) Monday 27th March 2023, and accompanied by a NON- REFUNDABLE Team Nomination Fee of \$1000.00
 - (iv) Once a club has registered it's team or teams with the President of the Host Club, that club's team or teams will remain locked into the event as a registered team nomination, and there will be no refund of the \$1000.00 nomination fee, regardless of whether the club decides to withdraw the team(s) from the event, or is unable to make the event for whatever reason.
7. Each team will consist of a maximum number of TWENTY-FIVE (25) Players and TWO (2) Team Officials.
8. Clubs that cannot nominate the full complement of TWENTY-FIVE (25) players in their team when nominating, will be allowed to nominate additional players up until TEN (10) minutes prior to the commencement of their first competition game of the Carnival, provided those players nominated are not registered with another team. Where a club has more than ONE (1) team entered in the Competition, respective clubs should also refer to RULE 11.

9. Any player who signs the official team registration form of a club, when that club is nominating by the official team registration date, must play with that particular team. That player is not allowed to participate in the carnival with any other team.
10. All participating teams must furnish their team sheets with the names of the players and their signatures prior to taking the field for their first competition game of the knockout.

Whatever, names and number of players registered at the time of them taking the field for their first competition game in the Knockout will be the entire compliment and team numbers that will be used for the remainder of that Knockout whilst ever they still remain in contention for the championship.

11. Clubs that nominate more than one team in the Carnival must nominate at least TWENTY- FIVE (25) names of players in the Number One (1) Team, no later than ONE (1) hour prior to the official draw.

TEAM MAKE-UP AND REPLACEMENTS

13. All TWENTY-FIVE (25) players can be used in all matches, which include preliminary rounds, semi-finals and the final. This includes THIRTEEN (13) players on the field and TWELVE (12) replacements. All TWELVE (12) replacements can be used as unlimited interchange players during each game throughout the course of the Carnival.

REFEREES PANEL

14. The Referees Panel will consist of the Governing Committee selected by the ECTL of nominated delegates from participating teams, in conjunction with the Referees Coordinator, will hear all disputes.

BLOOD BIN

15. The "Blood Bin" will be used in all matches of the Carnival.

CONCUSSION

16. Please refer to Management of Concussion in Rugby League **DISPUTES**

COMMITTEE

17. The Disputes Committee will consist of the Governing Committee selected by the ECTL of nominated delegates from participating teams.
18. The Governing Committee selected by ECTL will officially adjudicate over all associated disputes arising from the Carnival.
19. In the case of a Governing Committee delegate's team appearing before the Dispute's Committee, the delegate will resign his/her duties to deliberate but may accompany the club officials (and where necessary, the player) during any hearing procedures.

20. All protests or appeals will be lodged with the host ECTL, via the official table, in writing by the two nominated Team Officials, no later than FIFTEEN (15) minutes after the completion of the match concerning the dispute or protest.
21. The written protest or dispute must contain statement of fact and must provide clear and precise details relating directly to the reason for the protest or dispute. The mandatory protest or dispute fee of \$2000.00 cash must also accompany the document. Then an official receipt for the sum of \$2000.00 will be provided.
22. In the event of a successful protest or appeal, the protest or appeal fee will be returned to the club. However, by the same token, if unsuccessful, the fee will be forfeited to the ECTL.
23. **All major protests or disputes lodged that relate to the playing of a non-Aboriginal person will not come into play as there are 8 non- Aboriginal players permitted to play unless they field more than 8 players.**
24. The Governing Committee selected by ECTL will officially convene a meeting no later than the close of proceedings on the final day of the Carnival at the venue hosting the ECTL Aboriginal Rugby League Knockout Carnival to hear such protests or disputes.
25. Once the Governing Committee of the ECTL Aboriginal Rugby League Knockout Carnival is in receipt of protest or dispute (see RULE 20), the Governing Committee will allow all matches to continue as normal throughout the day.
26. If the Governing Committee of the ECTL Aboriginal Rugby League Knockout Carnival officially rule that a club breached Rule (22), that particular club which includes all its officials and players registered on the official team Nomination Form or Registration Sheet will automatically be banned for life from the further participating in any official event endorsed or controlled by the ECTL and forfeit the nomination fee (\$1000).
27. In the event that the Governing Committee of the ECTL Aboriginal Rugby League Knockout Carnival rule on banning a club or clubs for major breach of the Rules and Regulations that govern the official ECTL Aboriginal Rugby League Knockout Carnival, all such prize monies or other entitlements that may be due to that particular club or clubs involved will be held in trust until such time that the Governing Committee of the ECTL Aboriginal Rugby League Knockout Carnival determine such distribution to the appropriate club or clubs either effected by, or involved in the original protest or dispute.
28. The Sin Bin will be used for suspended players during a match. However, the ECTL will have the additional power to cite any player or players and/or club official or officials for further disciplinary action, particularly for any blatant act of conduct that is deemed to be contrary to the spirit and principles of the Carnival. Should this instance occur, the offending player(s) and/or official(s) will receive a "Notice of Intent" from the Governing Committee of the ECTL Aboriginal

Rugby League Knockout Carnival immediately following the conclusion of the match? The player(s) and/or official(s) will then be notified of the specified time and place that the Disputes Committee will be convening the meeting to deal with the issue of complaint. This rule also applies to trainers etc:

(i) Automatic suspension from the Carnival.

29. The "Sin-Bin" time limits during the Carnival will be as follows:

- (i) Preliminary Games: FIVE (5) Minutes, and
- (ii) Semi-finals and Final: TEN (10) Minutes (as normal)

30. Any player or players and/or official or officials sent from the field of play for the duration of a match will automatically appear before the Governing Committee within FIFTEEN (15) minutes after the match in which the dismissal occurred. This rule also applies to trainers etc.

Failure to appear will result in:

(i) Automatic suspension from the Carnival.

31. All decisions that are made by the Governing Committee during the operation of the Carnival will be final.

PLAYING UNIFORMS

32. All clubs participating in the Carnival are to ensure that all players wear full playing uniforms during all matches that they are required to participate in for the duration of the Carnival.

Full playing uniforms include proper playing jerseys, shorts, socks and appropriate footwear. Team jerseys are to have clear numbers at least 18cms in height on the back of the jerseys. Additional numbers on the sleeves and/or fronts of the jerseys are an optional item. Shorts should be of proper material and socks should be stockings (to the knee).

THE GAMES

33. Official badge referees, appointed by the Governing Committee will control all games during the Carnival.

34. The official Team Registration Sheet, if not already done so when nominating the team, must be completed and lodged by the Club Official(s) TEN (10) minutes prior to their first game of the competition. The confirmation of Aboriginality forms must be attached accordingly (rule 55).

35. The Official Team Match sheets that are used for the games must be completed by all teams and lodged at the Official Table TEN (10) minutes prior to the starting time of their respective match.

36. All clubs are to ensure that ONE (1) registered Team Official be present at the Official Table whilst their team is playing a match and the other Registered Team Official is present at the Official Interchange Table to assist with the policing of the Players Interchange System.
37. All clubs are to ensure that only the Team Manager and the listed replacement players be the only persons permitted to approach the Official Interchange Table when making a replacement and/or interchange.
38. All clubs are to ensure that only their Team Coach, Manager, two trainers and reserve players be the only ones permitted on the bench whilst their team is playing.
39. All clubs are to ensure that their supporters remain outside the Official Playing Area of the ground at all times (this includes the area set aside for the reserve bench).
40. All players and officials will remain at the ground if their respective teams are still required to play further matches on that ground that day.

INSURANCE

41. The ECTL will provide public liability insurance coverage for all areas that are associated with the Carnival.
42. ALL CLUBS/ORGANISATIONS WILL BE REQUIRED TO PROVIDE THEIR OWN INSURANCE TO COVER THE PLAYERS AND OFFICIALS IN THEIR RESPECTIVE TEAM OR TEAMS.

MATCHES (GAMES) DURATION AND OUTCOMES

43. All matches of the Carnival will be played under the laws that govern the rules and regulations of the game as stipulated by the National Rugby League of Australia (NRL).

In the event there is any discrepancy between these rules and the NRL rules, the provisions of these rules shall be applicable.

PRELIMINARY ROUNDS

44. The preliminary rounds will consist of TWO (2) x TWENTY (20) minute halves; with no break at half time. There will be no time out for injury, unless in the case of an ambulance being called by the referee in conjunction with other authorised personnel for the safe removal of an injured player.

SEMI – FINALS

45. The Semi-Finals will consist of TWO (2) x THIRTY (30) minute halves; with a FIVE (5) minute break at half time. There will be no time out for injury during the first half, unless in the case of an ambulance being called by the referee in

conjunction with other authorized personnel for the safe removal of an injured player. There will be time off for injury in the second half.

FINAL

46. The final will consist of TWO (2) x THIRTY (30) minute halves; with a TEN (10) minute break at half time. There will be no time out for injury during the first half, unless in the case of an ambulance being called by the referee in conjunction with other authorised personnel for the safe removal of an injured player. There will be time off for injury in the second half.

DRAWN GAMES KNOCKOUT GOLDEN POINT RULE

47. If scores are equal at the conclusion of normal time, then in such matches (Semi Finals & Final), a period of extra time of five minutes each way will be played whereby the scorer of any point (e.g. penalty goal, field goal, try or penalty try) will not be declared the winner in the first 5 minutes of extra time. Then if the score is level at the end of extra time a golden point decision will come into play in the next set, and commencement of the period of extra time will be determined by the toss of a coin to determine who will kick off and the direction of play. If no points are scored after a period of extra time the referee shall cease play and the teams shall immediately change ends with the team that did not kick off for the first period, kicking off for the second period. Play shall continue for a further period until points are scored. (e.g. penalty goal, field goal, try or penalty try) will not be declared the winner in the first 5 minutes second set of extra time. In the event of the match remaining deadlocked after the extra time the team who was deemed to have scored the first try will be declared the winner. The period of extra time is according to the rules governing preliminary, semi and final games.

DRAWN PRELIMINARIES

48. In the case of a drawn game the team who was deemed to have scored the first try will be declared the winner.

DRAWN SEMI-FINALS

49. Should a semi/final end in a draw, regardless of points, the match will go into extra time of FIVE (5) minutes each way under normal conditions. In the event of the match remaining deadlocked after the extra time the team who was deemed to have scored the first try will be declared the winner.

DRAWN FINAL

50. Should the final end in a draw, regardless of points, the match will go into extra time of TEN (10) minutes each way under normal conditions. In the event of the match remaining deadlocked after the extra time the team who was deemed to have scored the first try will be declared the winner.

INTERCHANGE

51.

- (i) Only the team manager and the listed replacement players are the only persons permitted to approach the official interchange table when making a replacement and/or interchange.
- (ii) Prior to an interchange being made the team manager must provide details of interchange players or player to the official interchange table. The interchange table official will provide one only A4 sized coloured number board (1-12) to the interchange referee. The players must accompany the official interchange referee to the sideline with their nominated number provided by the official interchange table.
- (iii) All interchange player/players must remain with the interchange referee on the sideline until cleared to enter the playing field. This will only happen when the interchange referee is satisfied that the interchange process was carried out correctly the interchange referee will display clearly the nominated interchange number provided for that player or players signifying a successful interchange transaction was complete
- (iv) Clubs are permitted to use an unlimited number of interchanges.
- (v) That the Governing Committee of the ECTL Aboriginal Rugby League Knockout Carnival adjudicates on disputes where it is deemed that a team has gained an unfair advantage due to any non-compliance with the interchange procedure.

The disputes Committee of the ECTL Aboriginal Rugby League Knockout Carnival will adjudicate fairly and impartially, and no delegate shall sit on his or her team's disciplinary hearing.

The powers available to the Disciplinary Committee include but are not limited to:

a. Deduction of Points

Where points were scored whilst a breach occurred on the field that impacts on the game (either on the ball or off the ball incidents).

b. Dismissal of the dispute

c. Dismissal with formal warning

DRUGS AND ALCOHOL IN SPORT

52. As a major initiative in trying to promote awareness among Aboriginal sportsmen, and others, of the dangers in misuse and abuse of drugs, and its effects on their sporting ability, the ECTL Inc have resolved that any player of official that is participating in the Carnival must refrain from use of any drugs. This is regardless of whether they are being used for recreational or performance-enhancing purposes.

DRUG, ALCOHOL & SMOKE FREE ZONES

53. The ECTL has officially declared that all sections of the ground involved in the staging of the Carnival will be drug, alcohol & smoke free.

UNDER AGE PLAYERS

54. It should be deemed necessary for parents or guardians to sign a declaration of consent for their son(s) not of legal age (16), to participate in any Aboriginal Rugby League Carnival controlled by the ECTL Inc. *Please refer to FORM D in Club Nomination Section.*

PRIZE MONEY

55. Winners will receive (\$) 75% of nomination fees
Runners Up will receive (\$) 25% of nomination fees

MAJOR KNOCKOUT TROPHIES

56. All clubs are reminded that the ECTL Inc is the official keepers of all major trophies donated to the Carnival for 2023.

CONFIRMATION FORMS

57. All participating are required to attach a completed form with details regarding Confirmation of identity form for each individual team member to the official Team Registration Form before that player can be registered to play in the Carnival.

SQUATTERS

58. The Governing Committee of the carnival has resolved that any unauthorised person or persons who occupy by way of squatting on any playing field or fields during the staging of ECTL Aboriginal Rugby League Knockout Carnival will automatically be banned for life from participating in any official event endorsed or controlled by the ECTL Inc.

NATIONAL CODE OF CONDUCT

59. All registered players; accredited persons – coaches, first aid and League safe Officers; referees and touch judges; Officials – club, League or Association staff and volunteers, ground managers and duty officials; parents/carers of players, sponsor representatives and club supporters; members of the general public attending as spectators will adhere to the Australian Rugby League Commission, National Code of Conduct whilst in attendance at the 2023 ECTL Aboriginal Rugby League Knockout Carnival.

SUSPENSIONS

60. Any players, coaches or officials who are currently **servicing suspension** or are facing pending judicial action under any competition gazetted by the Australian Rugby League Commission which includes Country Rugby League, Queensland Rugby League, New South Wales Rugby League, Northern Territory Rugby League, Victoria Rugby League, Western Australia Rugby League, South Australia Rugby League, Tasmania Rugby League **are eligible to participate in 2023 ECTL Aboriginal Rugby League Knockout Carnival** under the rules of **East Coast tribal League** as we are an entity of our own constituency we are not bound by any other affiliation. Our LORES are bounded by our rights as **Traditional Custodians** of our **Traditional Lands**.

CLUB TRAINERS

61. The following rules apply to Trainers:
- (i) All team trainers that have ARL League Safe accreditation or ARL First Aid Officer Accreditation will be accepted to treat any injuries occurred during the carnival.
 - (ii) Maximum of two trainers on the field at any time unless injuries warrant further numbers
 - (iii) Trainers are only to enter the field of play for an injury when there is a try or stoppage or if the referee has signalled time off
 - (iv) Trainers who enter the field of play while their team is in possession of the ball are to address the players as required and immediately return to the bench
 - (v) Trainers are not to enter the field of play during a scrum and when and if an altercation commences (if a trainer is on the field when an altercation commences, he is in no way to move closer to the incident)
 - (vi) No coaching from the sideline or whilst on the field
 - (vii) No lingering on the field
 - (viii) Trainers are reminded of the 'no approach referee' rule
 - (ix) Trainers are to give support and encouragement and are not to participate in bad sportsmanship, sledging, crude or unseemly actions to opposing players, referees and other officials
 - (x) Trainers must remain in the reserve area between going on and off the field.
 - (xi) **MEDICAL TENT & TRAINED MEDICAL STAFF AVAILABLE ON CALL ON GROUNDS THROUGHOUT THE CARNIVAL**