



**2023**

# **Central Highlands Operations Manual**

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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 Senior matches Adult fee of \$5.00
  - Central Highlands Senior matches Student 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 subject to a maximum fee of \$10.00.
- 1.4 Children under the age of 12 years shall be permitted entry for all matches free of charge.
- 1.5 CH 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 \$700 (inc. GST) will be charged to each senior club at the start of each season. \$330 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. Shall 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 financially 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.
- 2.4. Further to 2.2 and 2.3, a \$200 fine shall be imposed to any club who fails to lodge their affiliation forms, team nomination forms, any other form as requested by Central Highlands Rugby League or fails to comply with a Central Highlands Rugby League direction.

## 3. BALL PERSONS

- 3.1. Ball persons must be a minimum of 10 years of age.
- 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. Minimum clothing requirements for ball persons are considered to shorts, socks, closed in shoes and shirts / jerseys in colours that do not clash with either team's playing attire.

## **4. CANCELLATION, POSTPONEMENT, ABANDONMENT AND / OR SUSPENSION OF MATCHES**

- 4.1** Points matches may only be cancelled, delayed, postponed, or abandoned with the prior approval of the League President.
- 4.2** If the referee suspends play and the match is cancelled or abandoned, there shall be no replay.
- 4.3** Matches that are abandoned due to extenuating circumstances in the second half 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.
- 4.4** Matched abandoned due to extenuating circumstances in the first half, the match shall be declared drawn and one (1) point awarded to each of the teams. For Competition Points Table purposes, the score for the match will be recorded as 0-0.
- 4.5** If any team is unable to play a scheduled match, due to extenuating prior circumstances and it cannot be replayed, and with prior approval from the 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.
- 4.6** Emergency circumstances include:
  - 4.6.1** A natural disaster such as an earthquake, flood, or fire.
  - 4.6.2** A situation where the safety of players or match officials is potentially or at risk such as lightning, or extreme heat.
  - 4.6.3** Such other circumstances deemed to be an emergency by the League President or his / her nominees.
- 4.7** If any such occurrence arises, the procedure shall be as follows:
  - 4.7.1** The League President or his / her nominee, in conjunction with the referee and both team's management will make any decision on the postponing or cancelling of any scheduled game.
  - 4.7.2** After the commencement of a competition match, a referee may temporarily suspend play if, in his / her view, continuation of play would place the safety or Players and/or the Match Officials at risk.
  - 4.7.3** If a game is to be delayed due to severe weather conditions, a decision will be made on the length of delay.

**4.7.4** Where a game is in progress and is stopped due to an emergency, the following steps must be taken:

**4.7.4.1** As the emergency is a 'time out', a direction will be given by the referee regarding field position, possession, and the number of the tackle, at the time of cessation of play.

**4.7.4.2** If the game re-commences within a reasonable time, play will continue as with any 'time out' – with the same field position, possession, and the next tackle count.

**4.7.4.3** If the game cannot be continued, the circumstances shall be reported to the League President or his / her nominee.

## 5. COMPETITION FORMAT

**5.1** The Central Highlands Rugby League will offer fixtures in Men's, Women's, Under 19s.

**5.2** 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.

**5.3** All players must adhere to QRL Rule 4.1.3 (Age Eligibility) for all competitions.

**5.4** 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.

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

**5.6** 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.

## INTERNATIONAL LAWS

**5.7** 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. The result of the match will be decided in accordance with 4.4 and 4.5.

**5.8** 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 in agreement (no earlier than the published kick-off time).

## FORFEITS

- 5.9** In the event of a team forfeiting a senior fixture prior to 9pm the day prior to the fixture, there shall be a \$800 forfeit fee.
  
- 5.10** Should a team forfeit a senior fixture after the time set out in 5.14, there shall be a \$1200 forfeit fee.
  
- 5.11** Should the forfeiting team be the away team, the forfeit fee shall be paid in full to the home team.
  
- 5.12** Should the forfeiting team be the home team, the forfeit fee shall be paid in full to the Local League.
  
- 5.13** 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. DISMISSED PLAYERS

### TEMPORARY SUSPENSION

6.

- 1.1.** 6.1A player receiving a period of temporary suspension by the referee shall leave the field of play and enter the dressing shed allocated by the home team with a team manager/official and remain in that area until the end of the temporary suspension period. The match is not to be viewed at any time by the sin binned player.
  
- 1.2.** 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.
  
- 1.3.** The temporary suspension shall be suspended if the referee signals time-off during the suspension period and shall recommence when the referee recommences play.
  
- 1.4.** 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.
  
- 1.5.** Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.



## PERMANENTLY DISMISSED PLAYERS

- 1.6. Any player permanently dismissed from the field (i.e. sent-off), must immediately retire to his team's dressing room until he has changed out of his playing uniform.
- 1.7. 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.
- 1.8. The referee after the completion of the match shall lodge the Referees on Field Incident Report of the dismissed player.

## 7. ELIGIBILITY

- 1.9. A player shall be deemed eligible for the finals series of the competition after playing three (3) competition matches (excluding the Under 19 competition).
- 1.10. A player shall be deemed eligible for the grand final of the Under 19 competition after playing two (2) competition matches.
- 1.11. Eligible Under 19 players must play in the Under 19 competition first, prior to playing in any Men's match. Players who don't fulfil they're Under 19 commitments will face disciplinary action by the Central Highlands Rugby League.
- 1.12. A team shall only have two players on permit eligible for finals. All other players must be primary club members.

## JUNIOR AGE ELIGIBILITY

- 1.13. 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 club and his or her parent or primary care provider, register and play in any Senior Grade competition in that year exclusively, notwithstanding there is no under seventeen (17) or eighteen (18) competition.

## 8. EQUIPMENT

### DANGEROUS AND PROHIBITED EQUIPMENT

- 8.1. The use of gloves or mittens is prohibited.
- 8.2. All visible body jewellery shall be removed, and non-visible jewellery must be taped prior to the commencement of the match.
- 8.3. Players with beads in their hair must remove them or must wear head gear which covers them.

- 8.4. 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.
- 8.5. 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.
- 8.6. Any items of non-standard or modified equipment must first be approved for use by the League President or his /her nominee before that item may be used by a player in a match.
- 8.7. The referee may order a player to remove any item or any part of his equipment which might be considered dangerous and shall not allow the player to take any further part in the match until the item or equipment is removed.
- 8.8. 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.

## FIELD EQUIPMENT

- 8.9. 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.
- 8.10. For the avoidance of doubt, spring loaded corner posts and/or those with metal spikes are not permitted for use.
- 8.11. Corner post pads may be no wider than the width of the touch line.
- 8.12. Goal post pads shall be a maximum width and depth of 50cm.

## 9. FACILITIES

- 9.1. 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.
- 9.2. For all senior fixtures, the club must have a digital timer that displays the match time.
- 9.3. 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).
- 9.4. The host club shall give a carton of beer to both teams at the end of each senior match.

## 10. FINALS SERIES

### FORMAT

- 10.1. The four (4) highest ranked teams shall compete in a final's series for the **Men's competition**. The top four (4) finals series of matches shall be:

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

**10.2.** The highest ranked team shall compete in the Grand Final for the **Women's competitions**. The finals series of matches shall be:

Week	Game	Match Name	Home Team	Away Team
1	1	Preliminary Final	Ladder # 2	Ladder # 3
2	2	Grand Final	Ladder # 1	Winner of Game 1

**10.3.** The two (2) highest ranked teams shall compete in the **Under 19 competition** Grand Final.

**10.4.** 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:  

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

**10.5.** The venues for the **Men's** finals series matches will be determined as follows:

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

**10.6.** The venues for the **Women’s** finals series matches will be determined as follows:

Week	Game	Match Name	Host Rights
1	1	Preliminary Final	Loser of Game 1
2	2	Grand Final	Winner of Men’s Game 1

**10.7.** The venue for the **Under 19** grand final will be McIndoe Park, Emerald.

**10.8.** The fee for each senior finals match(es) shall be as follows:

Week	Game	Match Name	Fee
1	1	Major Semi Final	\$2000
1	2	Minor Semi Final	\$2000
2	3	Preliminary Final (M&W)	\$3000
3	4	Grand Final (M&W)	\$6000

**10.9.** The prize money to be paid out at the completion of the competition shall be as follows:

Competition	Premiers	Runner’s Up
<b>Men’s</b>	\$5000	\$3000
<b>Women’s</b>	\$3000	\$1500
<b>Under 19</b>	\$1500	\$500

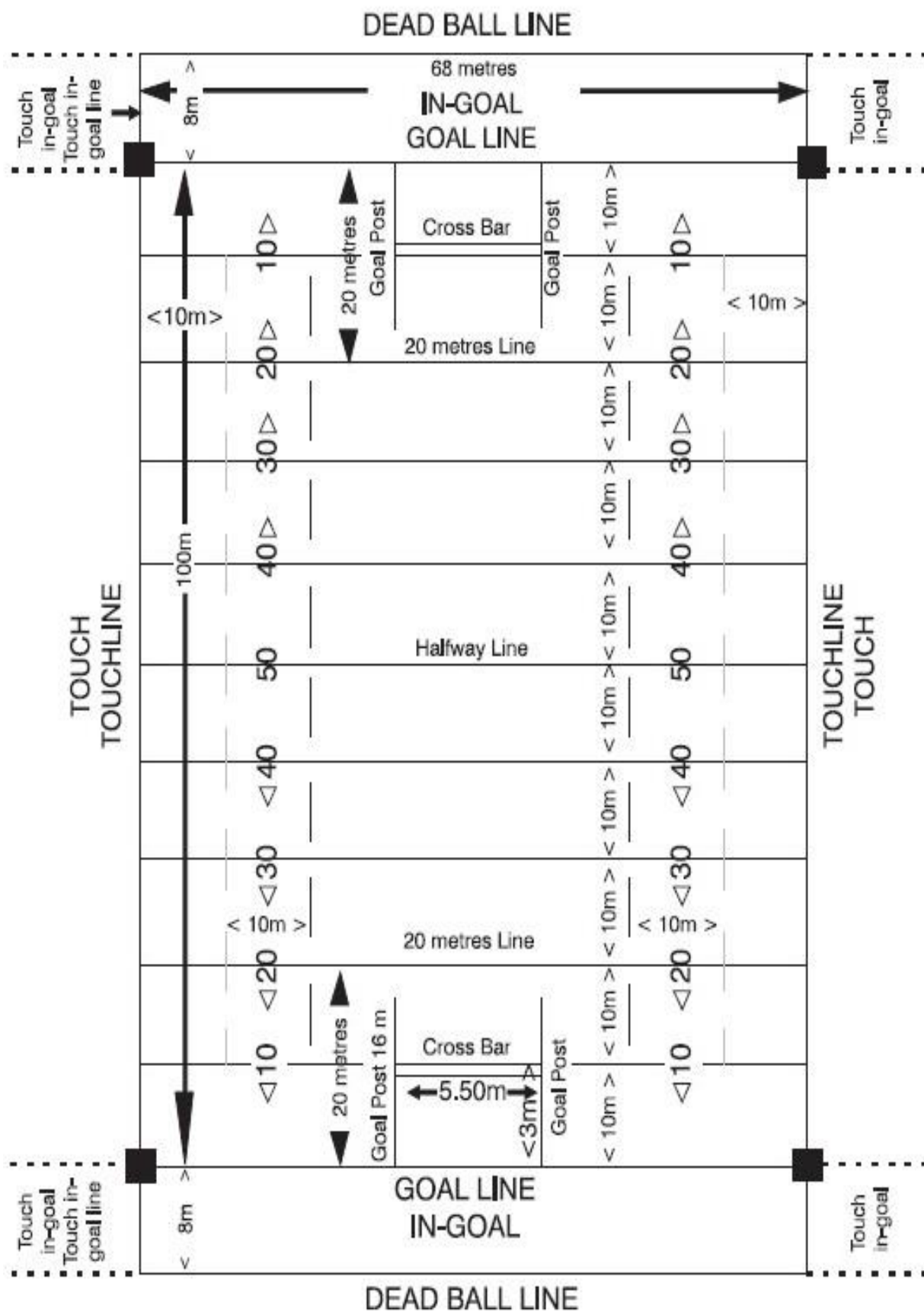
## EXTRA TIME

**10.10.** 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.

## 11. GROUND MARKINGS AND DIMENSIONS

- 11.1.** These provisions set out the official markings and dimensions of the playing surface for all competition matches.
- 11.2.** The host club is responsible for having its field lines marked and painted in strict accordance with this manual.
- 11.3.** For all mini and modified laws matches, field markings may be made using paint or markers/witches' hats.
- 11.4.** 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.
- 11.5.** The grid line marking shall be unbroken lines, white in colour and 10cm in width except 40m line (red).
- 11.6.** 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.
- 11.7.** 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).
- 11.8.** The broken lines in the diagram shall consist of marks or dots on the ground not more than 2 metres apart.
- 11.9.** All transverse lines must be marked across the full width of the field.



## 12. HEAT POLICY

**12.1.** 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, which all must be in agreeance.

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

## 13. LIQUOR

**13.1.** 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.

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

**13.3.** Only Lion branded beer and cider shall be sold at any Central Highlands Rugby League event.

## 14. MATCH FOOTBALLS

**14.1.** 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.

**14.2.** The following footballs will be distributed to each club by the League free-of-charge at the start of the season:

- 3 x Size 5 footballs per international team

**14.3.** The host club must ensure they have ready access to footballs on match day.

**14.4.** 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.

## 15. MATCH OFFICIALS

- 15.1. The match officials for all Senior League-administrated matches will be appointed by the Central Highlands Referees Association and CHRL Executive Committee, who will be responsible for the payment of those officials.
- 15.2. Where the referee's appointment board is unable to appoint touch judges for matches each participating team will be required to provide an accredited touch judge to cover these positions. If a participating team fails to provide an accredited touch judge they will waive the right to appeal any decisions made by the referee or volunteer touch judge.
- 15.3. 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.
- 15.4. 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. Fines are applicable for breaches
- 15.5. All complaints regarding the performance of the match officials shall be lodged in writing to the Central Highlands Referees Association and CHRL Executive Committee within two business days of the match, accompanied by specific timings of such complaints.
- 15.6. All referees officiating senior fixtures shall wear a GoPro camera and Communications. Equipment is to be in working order

### MATCH OFFICIAL PAYMENTS

- 15.7. The match official payments shall be as follows:

Competition	Referee	Touch Judge	Interchange (Finals)
Under 19	\$110	\$60	\$35
Women's	\$110	\$60	\$35
Men's	\$150	\$80	\$45
TRAVEL LEVY	\$1000 per club per season		
Equipment Levy	\$100 Per club per season		

## 16. MATCH REPORTS

- 16.1. The host club shall be responsible for the completion of the match report and the recording of match results through the my-sideline database, club are required lodge, half time and full-time scores, individual point scorers (tries/goals etc.), any dismissed and/or reported players.
- 16.2. Each club's team list shall be completed by **5pm each Friday** and lodged on the MySideline database and is the responsibility of each team to have this lodged. On game day the club's final team list shall be completed 30 minutes prior to kick-off.



- 16.3.** Any technical difficulties that prevent lodgement through my-sideline needs to be addressed and resolved immediately with the League’s President or Secretary.

## 17. MATCH REVIEW

- 17.1.** 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 10am on Mondays.
- 17.2.** All players, coaches, club officials, team officials, referee officials, volunteers and spectators are bound by the rules of the QRL and NRL’s Code of Conduct. For further information, please refer to [Part 5 of the QRL Rules](#).

## 18. MATCH TIMES

- 18.1.** Match days and times for senior matches will be determined and published by the Local League.
- 18.2.** Once set, requests for changes to match days and times may be made up to five (5) days prior to the scheduled match.
- 18.3.** 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.
- 18.4.** Should any clubs dispute their allotted game time / day, they shall contact the Local League.
- 18.5.** Each match shall be played in the below time periods:

Age Group	Time Period	Half Time Period
U19	2 x 30 minute halves	10 minutes
Women’s	2 x 30 minute halves	10 minutes
Men’s	2 x 40 minute halves	10 minutes

- 18.6.** Time off, as indicated by the match official, during the regular season shall only be permitted in the Men’s competition.
- 18.7.** Time off, as indicated by the match official, during the final’s series shall be permitted.

## 19. MEETINGS

- 19.1.** Each club must have at least one representative at each general meeting.
- 19.2.** Any club that fails to attend one (1) meetings in a row shall be fined \$200.

## 20. ON FIELD POLICY

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

### GENERAL NOTES

- 20.1.** 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).
- 20.2.** 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.
- 20.3.** Anyone entering the field of play must wear appropriate, enclosed footwear at all times.

## 21. PUBLIC ANNOUNCEMENTS

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

## 22. REGISTRATION

### PLAYER REGISTRATIONS

- 22.1.** All players must register online via the my-sideline database prior to participating in any training session, trial match or competition fixture.
- 22.2.** 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
- 22.3.** 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.
- 22.4.** In the event of a team playing an unregistered player, the offending club shall be fined \$500 per player and will lose any competition points gained from any matches in which the player(s) participated while unregistered.

## COACH, TRAINER AND VOLUNTEER REGISTRATION

- 22.5.** 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.
- 22.6.** All coaches and trainers shall be assigned to their respective team on the my-sideline database prior to the start of the season.
- 22.7.** All coaches and trainers shall be required to be correctly accredited in accordance with the NRL Accreditation Scheme.
- 22.8.** 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. Fines will apply for unaccredited staff.

## 23. REPLACEMENTS (INTERCHANGE)

- 23.1.** An interchange is the replacement of one (1) player in a team for another during the match.
- 23.2.** Only thirteen (13) players from each team may be on the field of play at any one time in all competition matches.
- 23.3.** All competition teams (excluding the Under 19 and Women's competition) are required to list a maximum of six (6) players as interchange players on their official team list.
- 23.4.** Under 19 and Women's competition teams are required to list a maximum of four (4) players as interchange players on their official team list.
- 23.5.** An unlimited interchange system is used in the Under 19's and Women's competitions.
- 23.6.** A limited interchange system is used in the Men's competition. Each team may use up to a maximum of sixteen (16) interchanges in ordinary time during a match.
- 23.7.** Each club will be provided a set of official interchange cards numbered 1-16 (plus three (3) HIA cards).
- 23.8.** In finals matches that extend into extra time, an additional four (4) interchanges will be permitted for each team making a total of twenty (20) interchanges in these matches. Any unused interchanges of the sixteen (16) permissible during ordinary time may also be utilised during extra time.
- 23.9.** A replaced player must have left the field of play prior to the interchange player taking his place on the field.
- 23.10.** If a team elects to interchange a bleeding player who leaves the field this interchange will be included for the purposes of calculating the number of interchanges pursuant to 22.6.
- 23.11.** 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 22.6, provided that it is made without delay and, in any case, by the time the referee has acted on the incident.

- 23.12.** 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 22.6.
- 23.13.** An Interchange Official shall be appointed by the host club during the regular season to manage the interchange process for each team, however, he or she will not be responsible for ensuring that clubs comply with these provisions. In proceedings with respect to any breach by a club of these provisions, it will not be a defence to that breach to assert or maintain that the Interchange Official gave a particular direction or that they erred in some way.
- 23.14.** Each team will be responsible for always ensuring compliance with these Replacement / Interchange Provisions.

### INTERCHANGE PROCESS

- 23.15.** Immediately before the commencement of the match, an official from each club should remove the interchange cards from the folder and retain the cards on the bench for use during the match. The empty folder must be handed to the Interchange Official, so the cards can be replaced in the folder as each interchange is affected and returned to the club at the completion of the match.
- 23.16.** As each interchange is to be made, the interchange player must report to the Interchange Official with an interchange card in sequential ascending numerical order (i.e. 1st interchange will hand over No. 1, 2nd interchange will hand over No. 2, etc. The last interchange player will hand over No. 14) for presentation to the Interchange Official. If a 'free' interchange is permitted under Rule 23.11, the interchange player must present the free interchange card to the Interchange Official. In all cases, it is the interchange player who must personally present the card to the Interchange Official (i.e. Trainers are not permitted to carry or present the card on behalf of a player).
- 23.17.** The interchange player must retain possession of the card until the Interchange Official approves his entry onto the field of play by taking the card from him after the replaced player has left the field of play. The acceptance by the Interchange Official of the card provides the only valid authorisation for the player to take the field. Unless and until the Interchange Official accepts the card, the interchange player will not have approval to enter the field of play and must not attempt to do so. Interchange players must not under any circumstances pressure the Interchange Official to take the card, irrespective of whether the replaced player has already left the field of play. An interchange for the purposes of these Rules will be taken to have occurred (and counted for the purposes of calculating the teams total interchanges) once the card is accepted by the Interchange Official, even if the interchange player's Team then decides not to proceed with the interchange with the consequence that the interchange player does not take the field of play.
- 23.18.** If a player reports to the Interchange Official without a card, he will be sent back to the bench to obtain a card before the interchange will be allowed to proceed.

- 23.19.** The Interchange Official will retain all cards until the end of the match to indicate the number of interchanges used by each team.
- 23.20.** An interchange Player must enter the field in an on-side position after reporting to the Interchange Official and after receiving the approval of the Interchange Official to enter the field of play and after the replaced player has left the field of play.
- 23.21.** A maximum of two (2) interchange players can report to the Interchange Official at any one time. Other players must remain on the bench until the two interchanges being managed by the Interchange Official have been affected.
- 23.22.** 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). Except for scrums (which are dealt with in 23.23 below),
- 23.23.** In the case of scrums:
- 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.
- 23.24.** In matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1, 2, 3 and 4 to each club so that these cards can be used for the additional interchanges permitted during extra time. Any unused cards from regular time must be used first before the 1, 2, 3 and 4 numbers are utilised.

### FREE HEAD INJURY REPLACEMENT

- 23.25.** A free interchange will be available in all Senior Men's matches for suspected head injuries.
- 23.26.** In the event of suspected head injuries observed by the Head Trainer or team Sports Trainer during a match, the player must be taken from the field. For further information refer to:  
[https://www.playrugbyleague.com/media/10905/2021-concussion-management-guidelines\\_2021.pdf](https://www.playrugbyleague.com/media/10905/2021-concussion-management-guidelines_2021.pdf)
- 23.27.** If a player is required to leave the field of play as a consequence of the identification of one or more of these features, this interchange will not be included for the purposes of calculating the number of interchanges pursuant to 23.6.
- 23.28.** 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.
- 23.29.** Furthermore to 23.28, a club must submit a medical clearance to the League Secretary for any player that is interchanged due to a head injury prior to that player returning to play.

## 24. REPRESENTATIVE SELECTION

- 24.1. If a player is called up or selected to play with any Central Highlands Rugby League representative team, the player's services will be lent temporarily by the Club to the Central Highlands Rugby League.
- 24.2. If any player, after confirming their selection to train or play with any Central Highlands Rugby League representative team, refuses without just cause acceptable to the Local League President, he or she will be suspended immediately for two (2) competition matches for his or her Club and may receive further disciplinary action by the Local League.
- 24.3. For further information, please refer to the **Central Highlands Representative Policy**.

## 25. SIDELINE AREA AND BENCH LOCATIONS

- 25.1. Both the home and visiting team benches must be on the same side of the field away from the main crowd area.
- 25.2. Where team benches are located within the playing area (i.e. inside the fence) the following provisions must be adhered to:
  - Adequate seating shall be provided for each team and placed parallel to the touch line. This seating should be of a resilient nature and located as near to the 50m line as possible.
- 25.3. 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) and one statistician.
- 25.4. 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.
- 25.5. The match officials may request any person on the bench to leave the bench area and may name that person in his / her match report.
- 25.6. Players and officials on the bench must at all times remain at the bench allocated to their team (except for player warm-ups). Any player(s) warming up must remain at least 1 metre from the field of play.
- 25.7. Whilst team officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances. Where possible team officials must remain at least 5 metres from the sideline.
- 25.8. No player or players may temporarily leave the field of play and subsequently re-enter the field of play without the permission of the referee or touch judge unless it is for the blood rule.
- 25.9. Under no circumstances is a suspended player permitted on the sideline or bench area.

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

## 26. TIMEKEEPING

### OFFICIAL MATCH TIME

**26.1.** 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.

**26.2.** All decisions of the official timekeeper(s) shall be final and not open to review or appeal unless the League President, at his / her absolute discretion, so determines.

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

### SIN BIN OPERATORS

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

**26.5.** 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

**26.6.** When a referee starts play, he / she will blow his / her whistle and indicate with one arm above his / her head and order the ball to be kicked off.

**26.7.** If, for any reason (e.g. an injury or caution), the referee orders time off by indicating with both arms above his / her head, vertical to his / her body, timekeepers must immediately stop their time clocks.

**26.8.** When play is to recommence, the referee will indicate by waving one arm over his / her head. Timekeepers must recommence match clocks immediately. This procedure is to be carried out throughout the match.

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

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

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

### SIRENS

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

- 26.13.** 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.

## 27. VIDEOGRAPHY

- 27.1.** It is the responsibility of the host club to record all international competition matches and shall supply one (1) copy to each club and to the League by 10am Monday via uploading to Hudl.
- 27.2.** 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.

## 28. WARM UP AREA

- 28.1.** The home team shall ensure a safe, secure and suitable area is provided for warm up.
- 28.2.** Both teams must return to the dressing room at least five (5) minutes prior to the scheduled kick off time.

## 29. WELFARE AND EDUCATION

### ASADA

- 29.1.** The competition and its participants are bound by the [NRL Anti-Doping Policy](#).





### 30. SCHEDULE OF FEES & FINES

	Description of Fee/Fine	Value	Unit of Measure
<b>FEES</b>			
	Senior Affiliation Fees - Club	\$700	per season
	Senior Forfeit Fees – Prior 9pm day before	\$800	per occasion
	Senior Forfeit Fees - After 9pm day before	\$1,200	per occasion
	Senior Finals Hosting Fees - Semi Final	\$2,000	per event
	Senior Finals Hosting Fees - Preliminary Final	\$3,000	per event
	Senior Finals Hosting Fees - Grand Final	\$6,000	per event
	Failure to lodge affiliation forms, team nomination forms or any other form as required by CHRL	\$200	per offence
	Failure to comply with CHRL direction	\$200	per offence
	Liquor sales breach	\$10,000	per offence
	Failure to submit team list and or final team list by prescribed times	\$200	per offence
	Failure of club (or delegate) to attend meeting	\$200	per offence
	Play unregistered player in a game	\$1000	per player
	Use of Unregistered or Unaccredited Coach, League Safe or Sports Trainer in a game	\$1000	per offence
	Breach of interchange	\$2000	per offence
	Failure to appear at Judiciary or Tribunal hearing	\$500	per offence
	Failure to video record an international games match	\$1000	per offence
	Failure to upload game video by 5pm first business day after game	\$500	Per offence