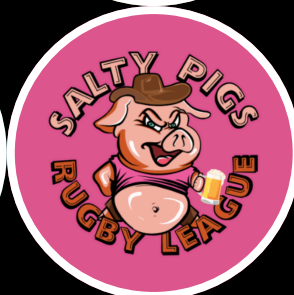
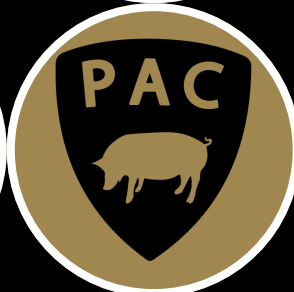
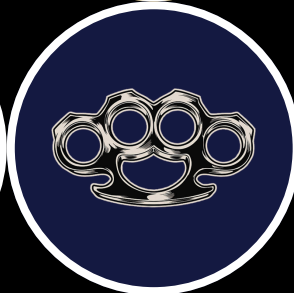




## NINES PREMIER LEAGUE



JANUARY 25-26

POLICY HANDBOOK

# #9PL25



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# PURPOSE

Nines Premier League Pty Ltd (9PL) is a family friendly environment for participants, staff, volunteers and spectators. 9PL is designed to be a safe and enjoyable experience for all involved and those in attendance must be mindful of how their actions can affect other people's experience.

This policy handbook aims to:

1. Ensure 9PL administers the tournament appropriately as set in the rules;
2. Teams understand the rules of the game, the rules of the tournament and their team compliance requirements;
3. Address the standards of behaviour to prevent discrimination, harassment and other anti-social behaviours; and
4. Encourage sportsmanship, camaraderie between competing teams and supporters as the 9PL is designed to be.



# SECTION A: RULES OF THE GAME & TOURNAMENT

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## 1) Application

### 1.1 Governing Body

Nines Premier League Pty Ltd is an independent body. 9PL has public liability insurance, player accident insurance and volunteer insurance.

9PL has \$20,000,000 in Public liability insurance held with Sportscover, certificate number 81333.

The 9PL 'Player accident insurance' policy is held with Sportscover, certificate number 81851. The level of individual player cover is available on the Player registration link on [www.9pl.com.au/register](http://www.9pl.com.au/register). All team managers are provided with a copy of the level of cover. If a prospective player is not a permanent Australian resident and without Medicare, he does not fall under this insurance policy and should source his own private health or travel insurance with contact sports cover.

The 'Player Accident insurance' policy also covers 9PL's Volunteers. The policy is available to all 9PL volunteers. 9PL volunteers will complete the 9PL Volunteer Registration form before undertaking any official duties.

All other volunteers fall under the Tugun RLFC Inc's banner.

Vendors and third parties are appropriately insured with \$20,000,000 public liability insurance and meet the regulatory requirements for their sector. 9PL has sighted and has copies on record for all vendors and third parties.

### 1.2 9PL Responsibilities

- a) Comply with this policy handbook and always promote its standards.
- b) Make this handbook available to each team, participant, and staff and educate such persons about the handbook.
- c) Act on any breaches of this handbook.

### 1.3 Team Responsibilities

- a) Comply with this policy and handbook and always promote its standards.
- b) Ensure this handbook is available to all team members and support staff.
- c) Report any breaches of the handbook to the 9PL management team.





## 2) Official Game Rules

9PL is conducted in accordance with 'Rugby League Laws of the Game International Level' with specific modifications for the 9PL Tournament.

### 2.1 Match Length

Each Match will consist of two equal halves of nine (9) minutes with a three (3) minute half time.

### 2.2 Squad Size & Players on Field

The total number of players on the field in each team will not exceed nine (9).

Each 9PL team may register a maximum of eighteen (18) players. The bench comprising of nine (9) players may be used on an unlimited interchange basis throughout the match (including Extra Time). A maximum of three (3) players may be interchanged at any one time

### 2.3 Scrums

All scrums shall be formed with a maximum of five (5) players from each team (three (3) players in the front row and two (2) in the second row). There shall be no more than four (4) players of each team acting as backs.

At the scrum, the attacking team shall have the loose head and feed, and can elect which side of the scrum the ball shall be fed.

The defending Scrum Halfback must also take up a position on the same side of the scrum as the ball is being fed. All defending players not involved in the scrum (other than the defending Scrum Halfback) must retire five (5) metres from their last row of forwards. (This is as per International Laws) Scrums will only be formed in the event of a double knock on or a mutual infringement.

In all other circumstances play will restart with a handover to the non-offending team, including where kicks find touch in general play. The handover will be provided to the non-kicking team ten metres infield opposite where the ball crossed the touch line.

In the event of a successful 40/20 kick, play will recommence with an 'optional tap kick' to the kicking team 20 metres in from where the ball crossed the touch line. There will be no quick tap taken as part of a successful 40/20 kick however if the referee deems the defending team to be of foul play by taking more than reasonable time to be onside, the referee can send players off.

### 2.4 Point Scoring

A try shall count for four (4) points except for those tries scored in a defined area known as the 'Bonus Zone.'



The 'Bonus Zone' is a clearly marked box, located in the in-goal area between the goal posts at each end of the playing field. In the event of a try being scored in the 'Bonus Zone', such tries shall count for five (5) points (5 point try).

The referee will signal that a "5 point try" has been scored by raising his hand into the air, extending his fingers to indicate that the try counts for five points.

If the ball is placed partly on the 'Bonus Zone' marking and the remainder of the ball in goal (except the dead ball line) the try will be deemed to have been scored in the 'Bonus Zone.'

All try conversions shall be taken by way of drop-kick in line with where the try was scored and will count for two (2) points.

All penalty kicks at goal shall be taken by way of a drop kick from the point at which the penalty is awarded and will be worth two (2) points.

A field goal in general play shall be awarded as one (1) point.

Players will have 30 seconds to take conversion & penalties at the referee's discretion.

## **2.5 Restarts**

All kick offs to re-start play, shall be taken by way of drop-kick which must travel ten (10) metres forward and land in the field of play.

All 'Drop-Kick Off' restarts shall be taken by the scoring team.

The kick off to commence each half shall be taken by way of drop-kick which must travel ten (10) metres and land in the field of play.

## **2.6 Sin Bin/Send off – Temporary Suspension**

The sin bin period shall be five (5) minutes or, in the event that a match is completed within this period, the period of temporary suspension shall be until the completion of the match.

The period of send-off shall be for the remainder of the game. If a player is sent off, he may also be suspended from future games at the discretion of the 9PL Tournament Director.

## **2.7 Tackle Count – 5 Tackle Sets**

A team in possession of the football shall be allowed four successive plays with the ball. A handover shall occur after the fourth play with the ball when the team is tackled for the fifth time, or they commit a breach or held up in goal.



## 2.8 Injuries & Stoppage Time

In the event of an injury, the time clock will not be stopped.

In the event of a serious injury taking place in the first half and less than one (1) half of the game has been played during the allocated 25-minute time slot, the remaining time will be played at 9:00am Saturday morning prior to finals beginning.

Finals Games - time will be stopped for injury at the referee's discretion.

## 2.9 Extra Time - Golden Try

For Round matches, in the event of a match ending with the scores equal after regular time, the match will finish as a draw and both teams will be awarded 1 point each.

For Finals matches, in the event of a match ending with the scores equal after regular time, the following process shall determine the winner of the match:

- The match referee shall conduct a coin toss in accordance with the laws of the game.
- The winner of the match will be determined by the team which scores the first try in this period of play. The match will immediately be concluded with this try.
- Field Goals in general play and penalty goals shall carry no points value during this period.
- The extra time period will last until a try is scored.

## 3) Tournament Structure

### 3.1 Draw

Teams will be drawn randomly into 4 pools of 4 teams.

Each team will play 3 round games against each team in their pool.

Competition points for the qualifying rounds will be awarded as follows:

- Win: 2 points
- Draw: 1 point
- Loss: 0 points

### 3.2 Finals Structure

Teams will be ranked 1-4 in each pool at the conclusion of the round games.

Teams will be ranked in the following order:

- Competition Points; if tied
- For & Against Differential; if tied
- Points Scored; if tied
- Coin Flip





The top 2 teams of each pool at the conclusion of the round games will progress to the trophy quarter finals.

The bottom 2 teams of each pool at the conclusion of the round games will progress to the shield quarter finals.

### **Trophy Finals**

- QF1 – 1st Pool A v 2nd Pool B
- QF2 – 1st Pool C v 2nd Pool D
- QF3 – 1st Pool B v 2nd Pool A
- QF4 – 1st Pool D v 2nd Pool C
  
- SF1 – Winner QF1 v Winner QF2
- SF2 – Winner QF3 v Winner QF4
  
- GF – Winner SF1 v Winner SF2

### **Plate Finals**

- QF1 – 3rd Pool A v 4th Pool B
- QF2 – 3rd Pool C v 4th Pool D
- QF3 – 3rd Pool B v 4th Pool A
- QF4 – 3rd Pool D v 4th Pool C
  
- SF1 – Winner QF1 v Winner QF2
- SF2 – Winner QF3 v Winner QF4
  
- GF – Winner SF1 v Winner SF2

### **Prize Money**

Trophy Winners - \$30,000 (10% donated to their chosen charity)

Trophy Runners Up - \$7,500

Trophy Semi Finalists - \$1,000 Deposit for 2026 Competition

Shield Winners - \$500



### 3.3 Tournament Abridging, Abandonment, & Cancellation

9PL and the competing teams understand that outdoor events and contact sports on occasions need to be abridged, abandoned and/or cancelled.

The event is considered completed if one day of scheduled play is concluded.

#### 3.31 Abridging

If Day 1 is completed however Day 2 is abandoned or cancelled, the winner will be awarded on overall table position from the conclusion of Day 1. In the event of tied position within the 8 the following criteria will be used to determine table position:

- Competition points, if tied
- For & Against differential, if tied
- Points scored; if tied
- Coin flip.

The prize money will be allocated from 1st to 8th in the following order:

1st - \$12,500  
2nd - \$10,000  
3rd - \$5,000  
4th - \$5,000  
5th - \$2,500  
6th - \$2,500  
7th - \$1,250  
8th - \$1,250

If Day 1 is unable to be played or is abandoned, Day 2 will be played in a knockout format. The tournament bracket will be in order of 1st to 16th team drawn on the live draw. Both Trophy and Shield will be played and the prize money will be allocated as follows.

Trophy Prize

1st - \$15,000  
2nd - \$10,000  
3rd - \$7,500  
4th - \$5,000

\* There will be a play-off for ninth place from the losers of the first-round knockout matchups

Shield Prize

1st - \$2,000  
2nd - \$500

#### 3.32 Abandonment

If a minimum of one day of play is not completed the event will be considered abandoned and teams will be refunded \$3,000.

#### 3.33 Cancellation

If the event is cancelled, teams will be refunded \$3,000.



# SECTION B: PLAYER ELIGIBILITY & REGISTRATION

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## 4) Player Registration

### 4.1 Player Eligibility

#### a) Ineligibility

A player who is;

- i) deregistered or banned for life by any Rugby League or Rugby Union national body; or
  - ii) registered based on false or misleading information
- is ineligible to play for any team in 9PL.

#### b) Age

- i) All players must be a minimum eighteen (18) years of age by January 25th, 2025.

### 4.2 Player Registration

- i) A player must be registered via the 9PL player registration platform by January 12, 2025.
- ii) For a player registration to be considered active, the team manager must confirm the player into the 18 player squad.
- iii) Player registration is for the period of the 2025 9PL tournament only.
- iv) It is the player's responsibility to inform his current domestic or international club he may be contracted to that he is participating in the 9PL tournament for a 9PL team.

### 4.3 Coach Registration

#### a) Ineligibility

A coach who is;

- i) deregistered by any governing body in Rugby League or Rugby union;
- is ineligible to coach any team in 9PL.

#### b) General

- i) It is highly encouraged each coach must be Accredited at NRL Level 1
- ii) 9PL requires each coach and team manager to complete the online Nines Premier League Coach & Team Manager accreditation.
- iii) Teams cannot appoint a coach who is not Accredited with the Nines Premier League Coach & Team Manager accreditation.

#### c) Accreditation Process

- i) The coach of each team will show proof of current coaching accreditations to the 9PL Tournament director which will be stored electronically by 9PL.
- ii) 9PL will electronically receive a copy of all accreditations from the 9PL online platform.





#### **4.4 Referee Accreditation**

- i) Referees must be Accredited to referee Rugby League at Club Level 1.
- ii) 9PL will only appoint referees with a minimum of Level 1.
- iii) Referees will show proof of current accreditation to the 9PL Tournament director which will be stored electronically by 9PL.
- iv) Referees, linesman and marshals will complete the 'Nines Premier League Match Official' accreditation on the online platform

#### **4.5 Sports Trainer Accreditation**

- i) 9PL will appoint a Level 2 Sports Trainer to oversee all matches.
- ii) Tournament sports trainers will show proof of current accreditation to the 9PL Tournament director which will be stored electronically by 9PL.
- iii) Team Sports trainers should be Accredited Level 1 Trainers
- iv) It is the responsibility of individual teams to ensure their trainer is suitably qualified.



# SECTION C: MEMBER PROTECTION

## 9PL Member Protection Statement

Nines Premier League Pty Ltd (9PL) is a family friendly environment for participation and spectating.

9PL regards violence, discrimination, sexual harassment, bullying, abuse in any form and other anti-social behaviour as unacceptable. 9PL is designed to be an enjoyable experience for all involved and participants, supporters & spectators are to be mindful of their actions and how they may affect other people's experience.

Inappropriate, aggressive or threatening behaviour will not be tolerated and 9PL reserves the right to remove non-compliant parties from the premises and potentially ban them from future 9PL competitions.

## 5) Member Protection

### 5.1 Responsibility of Person (All participants & those in attendance)

A Person must:

- a) Be aware of the 9PL Policy Handbook and contents;
- b) Comply with the 9PL Policy Handbook;
- c) Respect the game and the 9PL spirit of fair play;
- d) Be a positive member of the 9PL event. Treat others with the same respect they would like themselves to be treated;
- e) Contribute to a safe and respectful culture of the event and accept other's differences;
- f) Understand this is a family event and prioritise the safety and welfare of children;
- g) Comply with directives given from 9PL or volunteer staff;

### 5.2 General Code of Conduct

Persons & 9PL must not:

- a) Engage in conduct which brings or is likely to bring 9PL into disrepute;
- b) Commit a Criminal offence;
- c) Directly or indirectly bully or harass any person;
- d) Verbally or physically abuse anyone;
- e) Intimidate another person or create a hostile environment;
- f) Engage in any antisocial behaviour which diminishes other persons personal experience at 9PL;
- g) Engage in antisocial behaviour while under the influence of alcohol. Intoxicated persons will be asked to exit the premises.



### **5.3 Coach Code of Conduct**

In addition to 5.1 and 5.2 a coach must:

- a) Have best interests for players and opposition health and safety;
- b) Monitor the health and safety of players;
- c) Seek & follow advice of appropriately qualified health specialists in relation to player injury or illness;
- d) Display and foster the sportsmanlike qualities 9PL sets in this Policy Handbook;
- e) Display and foster respect for officials, opponents, and spectators.

### **5.4 Player Code of Conduct**

In addition to 5.1 and 5.2 a player must:

- a) Treat others fairly, equally and with respect and non-discrimination.
- b) Display and foster the sportsmanlike qualities 9PL sets in this Policy Handbook.
- c) Care for and respect the facilities and equipment made available for the competition.
- d) Display and foster respect for officials, opponents, and spectators.
- e) Respect the rules of 9PL.
- f) Act in a positive manner at all 9PL events and continue positively to the culture of the organisation and the teams participating.

## **6) Villification & Discrimination**

Treating one another with the respect one would expect for themselves is at the core of the 9PL experience for players, supporters and staff. Conduct which threatens, disparages, vilifies or insults another person will not be tolerated. This includes but is not limited to gender, race, colour, sexual orientation, disability or gender identity.

Failing to comply with the basic societal standards set by 9PL may lead to disciplinary action which can include exclusion from future 9PL events as a player, team, supporter or staff.





# SECTION D: HEALTH & SAFETY

9PL aims to provide and promote a healthy, safe and enjoyable environment for all involved. Section D sets out the requirements around injury management, using protective equipment and key considerations for Player health and safety.

While it is not typical for environmental factors to cause abridging, abandonment or cancellation prior to or during the event, there are occasions where 9PL may need to assess whether players, officials and spectators are in danger. This policy addresses the 9PL Heat, Lightning and wet weather guidelines.

## 7) Injury Management

It is important that adequate and timely first aid is available. Sports trainers and first aid providers play key roles in player preparation and safety in the 9PL.

Sports trainers must be well trained in the needs for Rugby League at the level which 9PL is played. Sports Trainers need a clear understanding of the role and importance of injury prevention and immediate emergency and injury management in Rugby League.

### 7.1 Minimum Requirements

- a) 9PL and each team must ensure that at each match:
- i) 9PL will ensure a Level 2 Sports Trainer Qualification is in available.
  - ii) Teams should provide a Level 1 Sports Trainer for their squad.
  - iii) An appropriately first aid kit and sport specific rescue/transport are available.

### 7.3 Emergency Management Competency

9PL provided sports trainers will have:

- a) Access to a telephone and calling ambulances if required
- b) Venue access to emergency vehicles
- c) Access to appropriate and adequate first aid equipment and supplies
- d) Understanding emergency response priorities and applying emergency procedures.
- e) Understanding of assessment of injured participants
- f) Ability to immediately manage severe and life-threatening medical emergencies including
  - Spinal & neck injuries;
  - Intracranial (brain) injuries & concussion (definition, causes, signs and management);
  - Unconscious casualties;
  - Airway airway/respiratory distress such as choking, airway obstructions & asthma;
  - Management of open wounds and application of the blood rule; and
  - Soft tissue injury management and application of RICER (Rest, Ice, Compression, Elevation, Referral) with no harm;
- g) On & off field communication including;
  - Liaising with referees, other Officials, Qualified Medical Professionals and team staff;
  - Visible and clearly understood signals used for emergency and injury management;
  - Record keeping.



h)Transporting injured participants including lifts, carries and use of an appropriate stretcher.

## **7.3 Protective Equipment**

### **7.31 Prohibited Protective Equipment**

Equipment with any of the following characteristics will not be approved by 9PL

- a) Equipment made with metal;
- b) Equipment with an exposed hinge;
- c) Equipment with an exposed point, strap or edge;
- d) Equipment with sharp edges
- e) Equipment made with plastic other than thermoplastic where there is sufficient external padding.

### **7.32 Mouthguards**

Mouthguards are strongly recommended by 9PL as they assist in preventing injuries to teeth and the face.

## **8. Extreme Weather**

### **8.1 Heat**

Heat related illness in extreme cases can be life threatening. The prevention and management of heat injury ensures player & official safety. 9 minute halves, breaks of at least one hour between games and 18 player rosters allow teams players ample time to hydrate, stay in the shade between games and plenty of rotations during the game. 9PL has sports trainers employed during the day of play and strongly encourages every team to provide their own qualified sports trainer to monitor their 18 player squad and officials.

9PL must:

1.Assess the risk of heat related illness by assessing the Bureau of Meteorology and implement the heat stress risk mitigation strategies for officials & players.

2.Where there is high to extreme risk 9PL should use reasonable measures to:

- Allow increased recovery times
- Increase the number of water carriers
- Decrease the length of halves
- Increase the length of half-time breaks

Teams must:

- Use cooling aids such as shade, water, sports drinks, cold sponges, water spray bottles.
- Report heat related illness to 9PL and 9PL provided Sports Trainer
- Ensure a Team official is available to monitor and manage players for heat related stress.
- Provide adequate hydration opportunity in bottles of water, sports drinks.
- Ensure regular rotations of the 18-player squad.



Players must:

- Ensure the risk of heat related injury is not increased by their own conduct.
- Ensure they drink a minimum 500ml – 750ml per match
- Monitor their own hydration
- Use cooling strategies before, during and after the matches.
- Not play with any existing illness
- Apply 50 SPF sunscreen.

## 8.2 9PL Heat Matrix

Temperature	Risk of Heat Injury	Management of Risks
25-30C	Moderate	Potentially include longer breaks at half-time
31-35C	High	Increase the number of water carriers
36C+	Extreme	Potentially decrease halves to 7-minutes and allow a 5-minute half-time break. Potentially reschedule games for the evening. Potentially cancel the event.

## 8.3 Lightning

January on the Gold Coast has the potential for lightning. A storm cell within 10km constitutes a threat to players, officials and spectators.

9PL will use the 30/30 Safety Guideline and the following applies:

- Approaching storm clouds, a clap of thunder or flash of lightning will heighten awareness. The level of risk will depend on the distance from the event and the direction which the storm is travelling.
- The distance from the event will be determined by the understanding it takes 3 seconds for sound to travel 1 kilometre.
- 9PL understands that lightning can be obscured by clouds and judgement calls by the Tournament Director may need to be made.
- If lightning is within 10km of the event it is recommended that play resume only after minimum of 30 minutes since the last sighting of lightning or sound of thunder. This figure is based on the typical thunderstorm travelling at 40km/h meaning after 30 minutes it should be 20km away and therefore minimising the likelihood of a lightning strike. In this 30-minute minimum period, all players, spectators and officials should be seeking or inside safe shelters.
- Blue sky and lack of rainfall are not sufficient reasons to breach the 30-minute rule.





#### 9PL must

- Regularly review the Bureau of Meteorology to assess risk
- If lightning is predicted within 10km of the tournament venue at the scheduled starting time the tournament may be delayed or suspended by the Tournament Director.
- The decision to resume play which has been delayed or suspended will be made by the Tournament Director based on information from the Bureau of Meteorology.

#### Teams must

- If the lightning threat becomes real, teams should leave the venue immediately and take shelter inside a building or metal framed car. They should not shelter under or near trees.

### **8.4 Wet Weather**

Gold Coast City Council reserves the right to stop play or cancel the event in entirety if heavy rain is experienced and fields are deemed unplayable.



