

POLICY HANDBOOK 26/27

NINES PREMIER LEAGUE PTY LTD

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

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

Section A: Rules of the Game & Tournament

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 DUAL, policy number AU00114056-000.

The 9PL 'Player accident insurance' policy is held with DUAL. The level of individual player cover will be available on the staff and player registration link once available. All team managers will be provided with a copy of the level of cover.

If a prospective player is not a permanent Australian resident and without Medicare benefits, 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 partner club'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.

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

b) 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 compromising of nine (9) players may be used on an unlimited interchange basis throughout the match (including Extra Time).

Teams may make interchanges at any time. Interchange players must wait for the player being replaced to be off the field before entering the field of play.

A sideline referee will be overseeing this process and communicating with the central referee. If a team is found to have 10 or more players on the field, a penalty will be awarded to the opposing team on the 50m line – 10m in from touch. Or at the spot of play if the team is already in the opposing half. The penalty will be a tap restart (cannot kick for touch).

c) Change of Possession

No scrums will take place.

For all changes of possession, including forward passes, knock-ons, mutual infringements and similar offences, play will restart with a handover to the non-offending team as a controlled restart.

Where a kick in general play crosses the touch line, play will restart with a handover to the non-kicking team, 20 metres infield and opposite the point where the ball crossed the touch line.

In the event of a successful 40/20 or 20/40 kick, play will recommence with a '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 or 20/40 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 will allow the tap to be taken.

d) Points

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 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.
A field goal in general play from beyond the 40m line shall be awarded as two (2) points.

Players will have 30 seconds to take conversion & penalties at the referees discretion.

e) 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.

If a kick at a restart (kickoff or dropout) fails to travel 10 metres or goes out on the full during a short restart attempt, play will resume with a play the ball 10m from the kick line and 10 metres in from touch instead of a penalty.

f) Sin Bin / Send Off – Temporary Suspension & Disciplinary Process

The sin bin period shall be three (3) 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 player may return to the field once the three-minute period has elapsed, subject to field marshall/sideline referee confirmation. The period of send-off shall be for the remainder of the game. A player who is sent off may also be suspended from future matches at the discretion of the 9PL Tournament Director.

Any player sent to the sin bin or sent off will have their conduct reviewed by the Tournament Director. The Tournament Director may impose a suspension for the following match or a number of remaining matches, depending on the severity of the offence. Judiciary decisions are final and will be communicated promptly to the team manager.

g) Tackle Count – 5 tackle sets

A team in possession of the football shall be allowed four successive play the balls.

A handover shall occur after the fourth play the ball when the team is tackled for the fifth time, or they commit a breach or held up in goal.

h) Round games

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 7:30am Sunday morning prior to finals beginning.

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

i) 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.

j) Appeals & Dispute Process

Any team wishing to appeal a decision or lodge a dispute (including matters relating to player eligibility, disciplinary actions, match results, or tournament rulings) must submit their appeal to the 9PL Tournament Director.

The appeal must:

- Be lodged within 30 minutes of the decision or incident occurring;
- Clearly state the decision or action being appealed;
- Outline the grounds for the appeal and include any supporting evidence (e.g., witness statements, video footage).

Upon receiving an appeal, the Tournament Director will review the matter and may seek input from match officials, event staff, or other relevant parties. A decision will be provided to the team manager within a reasonable timeframe. All decisions made by the Tournament Director in relation to appeals are final.

k) Decision-Making Authority

During the 9PL tournament, referees have full authority over all decisions relating to

the rules of play on the field. Their decisions are final for the duration of the match and may only be appealed post-match via the Appeals & Disputes Process.

The Tournament Director has final authority over all administrative and tournament-related matters, including but not limited to: player eligibility, disciplinary actions, fixture changes, weather-related adjustments, and any disputes not covered directly by the Laws of the Game.

9PL management retains the right to make decisions in the best interests of the tournament where circumstances arise that are not specifically addressed in this handbook.

2.1 Tournament Structure for both Qualifiers & Nines Premier League

a) 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.

*In the case of an uneven number of team entries (less than 16 teams), one or more pools may play with 3 teams in their pool and subsequently only play 2 round games on Day 1. This will also then result in one or more teams in the Shield Division not playing a quarter final on day 2 and going straight through to a semi final.

Competition points for the qualifying rounds will be awarded as follows:
- Win: 2 points
- Draw: 1 point
- Loss: 0 points
- Walkover: 2 points (for non-offending team)
- Forfeit: 2 points (for non-offending team)

A walkover will be awarded when a team is unable to start a scheduled match, such as having insufficient eligible players or failing to appear on time. In this case, the opposing team will receive the win, full competition points, and a default score of 20–0 for for/against purposes.

A forfeit will occur when a team concedes or is removed from a match after it has begun, including circumstances where a team walks off, fields ineligible players, or is otherwise ruled out. In the case of a forfeit, the opposing team will receive the win, full competition points, and a default score of 20–0 for for/against purposes, and additional disciplinary action may apply.

b) 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.

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
- 3v4 Playoff – Loser SF1 v Loser SF2
- GF – Winner SF1 v Winner SF2

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

Shield Finals

- QF1 – 3rd Pool A v 4th Pool B
- QF2 – 3rd Pool C v 4th Pool D
- QF3 – 3rd Pool B v 4thPool 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

Ladder Position	**Nines Premier League Gold Coast**	**Qualifier Events Sydney & Brisbane**
Trophy Winner	$35,000	$10,000 + GC Entry ($7,500)
Trophy Runner Up	$7,500	$5,000 + GC Entry ($7,500)
3rd-4th	$3,750	N/A
5th-8th	$1,000	N/A
Shield Winner	$1,000	N/A

c) Advancement from Qualifiers to Nines Premier League Finals

Premier League Finals on the Gold Coast. Qualified teams may recruit additional players after qualifying; however, players from the original registered squad may not transfer to another Gold Coast team, in accordance with the Player Transfers Between Qualifiers and Finals rule.

d) 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.

e) 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.

This is the case for Qualifier events also. The Top 2 teams that advance to the Gold Coast Finals will be determined based on Day 1 results and strength of schedule. This final decision will be at the discretion of the 9PL Team.

The prize money will be allocated to the Top 8 in the following allocations:

Ladder Position	**Nines Premier League Gold Coast**	**Qualifier Events Sydney & Brisbane**
1st Pool 1	$10,000	$2,000
1st Pool 2	$10,000	$2,000
1st Pool 3	$10,000	$2,000
1st Pool 4	$10,000	$2,000
2nd Pool 1	$2,500	$500
2nd Pool 2	$2,500	$500
2nd Pool 3	$2,500	$500
2nd Pool 4	$2,500	$500

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.

This is the case for Qualifier events also. The Qualifier Grand Final winner and runners up shall advance to the Nines Premier League on the Gold Coast.

At the Nines Premier League on the Gold Coast both Cup and Shield will be played, and the prize money will remain as advertised.

f) Abandonment

If a minimum of one day of play is not completed the event will be considered abandoned and teams will be refunded the cost of entry.

g) Cancellation

If the event is cancelled, teams will be refunded the cost of entry.

Section B: Player Eligibility & Registration

3. Player Registration

3.1 Player Eligibility

a) Ineligibility

A player is ineligible to play for any team in 9PL if they are:

i) deregistered or banned for life by any Rugby League or Rugby Union national body;

ii) registered based on false or misleading information; or

iii) currently serving a suspension issued by any Rugby League or Rugby Union governing body.

b) Suspension Exemptions

A team may submit a written request to 9PL for approval for a suspended player to participate. Approval is at the sole discretion of 9PL and must be granted in writing 14 days prior to the player taking the field.

c) Disputes

If a team fields a player who is ineligible under this section, and another team disputes the player's eligibility, 9PL may investigate and take appropriate action, which may include loss of competition points, fines, or disqualification.

b) Age

i) All players must be a minimum eighteen (18) years of age by the first day of play at the tournament he is competing in.

Player Registration

i) A player must be registered via the 9PL player registration platform by the Friday leading up to the competition (1 day prior). This is essential for commentary and broadcast requirements.

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 for the 9PL summer season of 2026/27.

iv) It is the players 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.

Medical Treatment Consent
By completing the 9PL player registration process, each player consents to receive medical treatment, including first aid, physiotherapy, and emergency transport, as deemed necessary by qualified medical personnel during the tournament. This consent applies to any treatment required on or off the field and includes ambulance transport to a medical facility if required.

Player Transfers Between Qualifiers and Finals

i) Any player registered for a team in the Brisbane or Sydney qualifier who is promoted to the

Nines Premier League on the Gold Coast must remain with that team and will not be permitted to transfer into a different team.

3.1 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 Level 1 Coaching.

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.

3.2 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, touch judges and field marshals will complete the 'Nines Premier League Match Official' accreditation on the online platform

3.3 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 or Leaguesafe.

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.

4. Member Protection

4.1 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;

4.2 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.

4.3 Coach Code of Conduct

In addition to 4.1 and 4.2 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.

4.4 Player Code of Conduct

In addition to 4.1 and 4.2 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.

5. 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.

6. 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.

6.1 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.

6.2 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
    a. Spinal & neck injuries;
    b. intracranial (brain) injuries & concussion including definition, causes, signs, removal from play, and management in line with Rugby League concussion guidelines (no same-day return to play and medical clearance required before return);
    c. unconscious casualties;
    d. airway airway/respiratory distress such as choking, airway obstructions & asthma;
    e. management of open wounds and application of the blood rule; and
    f. soft tissue injury management and application of RICER (Rest, Ice, Compression, Elevation, Referral) with no harm;
g) On & off field communication including
    a. liaising with referees, other Officials, Qualified Medical Professionals and team staff;

b. visible and clearly understood signals used for emergency and injury management;
c. record keeping.

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

6.3 Protective Equipment

6.4 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.

6.5 Mouthguards

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

7. Extreme Weather

7.1 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:
    a. Allow increased recovery times
    b. Increase the number of water carriers
    c. Decrease the length of halves
    d. Increase the length of half-time breaks

Teams must:

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

Players must:

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

7.2 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.

If the temperature is forecast to exceed 36°C, the Tournament Director will make the final decision on whether matches are rescheduled, shortened, or cancelled. Wherever possible, teams will be given a minimum of two (2) hours' notice of any schedule changes. Any adjustments to match duration or format due to extreme heat will not affect the allocation of prize money unless the tournament is formally abridged or abandoned in accordance with the Tournament Abridging, Abandonment, & Cancellation policy.

7.3 Lightning

Summer in Australia 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:

1. 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.
2. The distance from the event will be determined by the understanding it takes 3 seconds for sound to travel 1 kilometre.
3. 9PL understands that lightning can be obscured by clouds and judgement calls by the Tournament Director may need to be made.
4. 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.

5. Blue sky and lack of rainfall are not sufficient reasons to breach the 30-minute rule.

9PL must

1. Regularly review the Bureau of Meteorology to assess risk
2. 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.
3. 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

1. 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.

7.4 Wet Weather

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