



MATCH REVIEW

GUIDELINES & GRADING
REFERENCE

OVERVIEW

The MRC will form a view on:

- › Based on the evidence whether there is a reasonable prospect of the player being found guilty of the offence.
- › Complete an assessment of the grading by following a process to determine what they believe is the correct grading.

The process to determine the grading of a charge is a two-step process.

1. Assess the **Key Grading Indicators**
2. Assess any **Mitigating Factors or Aggravating Factors**.

STEP 1. KEY GRADING INDICATORS

There are three Key Grading Indicators which the MRC must assess when considering the correct grading.

- › **FORCE**
- › **RISK OF INJURY**
- › **Was the conduct CARELESS, RECKLESS, INTENTIONAL**

These three indicators must be assessed as:

- › **LOW**
- › **MODERATE**
- › **HIGH**

For Grade 1 Offences- the three key factors would generally be assessed in the **LOW** to **MODERATE** ranges.

For Grade 2 Offences- the three key factors would generally be assessed in the **MODERATE** range.

For Grade 3 Offences- the three key factors would generally be assessed in the **MODERATE** - **HIGH** range.

STEP 2. ASSESSING OTHER FACTORS

Assess whether there are other relevant factors that may see a Grading for a charge either **INCREASED** or **DECREASED**.

AGGRAVATING FACTORS - factors may see a player being awarded a **HIGHER** penalty.

MITIGATING FACTORS - these factors may favour a player being awarded a **LOWER** penalty.

AGGRAVATING FACTORS

- › Injury to a player
- › Direct contact to the head/neck
- › No ability for a player to protect themselves
- › Other relevant factors

MITIGATING FACTORS

- › Other players have impacted outcome
- › Contact/impact not direct
- › Attacking player has dropped significantly
- › Other relevant factors

FINAL GRADINGS

Grade 1 charges Will generally see Key Indicators in the **LOW** to **MODERATE** range with no Aggravating factors.

Grade 2 charges Will generally see Key Indicators in the **MODERATE** range with some Aggravating factors. There may also be some other Mitigating factors.

Grade 3 charges Will generally see Key Indicators in the **MODERATE** to **HIGH** range with several Aggravating factors. There is generally no Mitigating factors for the player charged.



CARELESS HIGH TACKLE

Charges pertain to if the player fails to show the care that all players must exercise.

- Grade 1** The Defender, in attempting to make a tackle makes unnecessary, but accidental, forceful contact with the head/neck of an opponent.
- Grade 2** As above with increased level of force.
- Grade 3** As above with high forceful contact that may/may not cause injury.

RECKLESS HIGH TACKLE

Charges pertain to if the player, in making or attempting to make the tackle, foresees that contact with the head or neck of an opposing player may occur but nevertheless makes the tackle regardless of the danger.

- Grade 1** The Defender, in attempting to make a tackle makes unnecessary, forceful contact with the head/neck of an opponent.
- Grade 2** As above with increased level of force.
- Grade 3** As above with high forceful contact that may/may not cause injury.
- #Reckless Grade 1-3 is essentially Careless HT Grade 4-6 for ease of application.**

DANGEROUS CONTACT

- Includes Cannonball (Diving into the legs off an opposition player), Chicken wing, dropping the forearm, Unnecessary contact (E.g., stomping), grapple tackle, hip drop, raised knee into contact, forceful contact on un-suspecting player (kicker, kick receiver, support runner) who has passed ball.
- Grading increases based on whether accidental or intentional, the force used and the potential to cause injury or the extent of the injury to the player.

DANGEROUS THROW

- Grade 1** Arm/hand between legs, head below hips, element of lift/elevation, dangerous position (likely that head/neck/shoulders would be first point of contact with ground) but doesn't go on with tackle or releases. Key indicators are elbow to sky and up on toes.
- Grade 2** As above plus opponent's head/neck/shoulder makes first point of contact with ground, even if defender pulls out of tackle.
- Grade 3** All the above plus, mid-high elevation, no arresting of tackle and continues to drive player into ground with considerable force.
- #Reckless Grade 1-3 is essentially Careless HT Grade 4-6 for ease of application.**

STRIKING

Involves the action of striking with forceful contact and can include the following actions:

- **Punching**
- **Headbutts**
- **Knees**
- **Elbows**

- Grade 1** Players involved in altercation and in line of sight of each other and one player throws a punch that makes forceful contact with the opposition player.
- Grade 2** Player throws multiple punches that make contact, are forceful, have the potential to cause injury or does cause injury.
- Grade 3** Or above – Player runs a distance to throw punches, forceful, attacked person potentially unaware of the imminent strike, with potential to or causes injury to attacked player.

A player who retaliates with a strike of their own is open to the same charge/s as the instigator.

If a player throws a punch but does not make contact, they can be charged with contrary conduct.



CRUSHER TACKLE

- Grade 1** Where a defender in making the contact, applies forceful pressure to the head/neck/spine of opposing player. (Re-grip/re-adjust, head pin).
- Grade 2** As above, however defender applies additional pressure, regrips and knows where opponents head is and doesn't create space or loses control of the tackle. (Re-grip/re-adjust, head pin, significant forceful pressure to head/neck/spine).
- Grade 3** As above however defender applies significant pressure by throwing out legs and using full body weight to apply force to head/neck/spine. (Re-grip, excessive forceful pressure to head/neck/spine, legs being thrown out behind (indicates full body weight when taken to ground), no release).

CONTRARY CONDUCT

The Match Review Committee has the delegated authority to impose suspensions exceeding those prescribed in the penalty schedule for offences relating to contrary conduct - match official abuse.

- Threatening behaviour (Physical / Verbal).
- Covers disputing decision/offensive language.
- Can be used for a melee situation if the player is already on the field (see re-entering field of play for grading guide).
- Includes using gestures to the crowd, opposition players or the match officials.
- Includes punches thrown that don't make contact.
- Includes actions that are not in the true spirit of the game.
- Gradings increase with the severity of the offence and potential to be negative in nature or cause injury.

SHOULDER CHARGE

- Grade 1** No attempt to wrap both arms including hands, forceful contact.
 - Grade 2** No attempt to wrap both arms including hands, high forceful contact.
 - Grade 3** No attempt to wrap both arms including hands, high forceful contact with head/neck and causes injury.
- Direct Referral to Judiciary – all the above with contact causing injury.**

TRIPPING

*Charged as:
Dangerous Contact*

- Grade 1** Contact is accidental/intentional as a result of attacker changing direction late and reactive in nature with little to no force.
- Grade 2** Contact is intentional/accidental with significant force.
- Grade 3** Contact is intentional with significant force and potential to cause injury or causes injury to attacking player.

KICKING

*Charged as:
Dangerous Contact (medium/high force and contact but definitive action)*

or

Striking (High forceful contact and definitive action)

- Grade 1** Accidental or low on force and contact.
 - Grade 2** Intentional in nature with limited force and contact.
 - Grade 3** Contact is intentional with high force and potential to cause injury or causes injury to attacked player.
- #Kicking can also be charged as contrary conduct if there is low or no contact but definitive action.**



INTENTIONAL HIGH TACKLE

Charged as:

High Tackle

Charges pertain to if the player in making or attempting to make the tackle, foresees contact with the head or neck of the opposing player and intends that contact to occur.

- Refer to Judiciary.
- Use Reckless Grade 3 and above as a guide for penalty.

DROPPING KNEES

Charged as:

Dangerous Contact

- Grading depends on whether was accidental or intentional.
- Gradings increase with the force involved with potential to or causes injury to attacked player.

LAW BREAKING

Charged as:

Contrary Conduct

- Deliberately breaks the laws of the game resulting in referee putting the player on report or dismissing the player from the field.

OFFENSIVE LANGUAGE

Charged as:

Contrary Conduct

- Audible to the crowd.
- Directed at the official / opposition players / spectators.
- Can be a one-off incident or a repeated offence resulting in being put on report during or after the game (match report) or being dismissed from the field.
- Also applies to players on the bench.

DISPUTING DECISION

Charged as:

Contrary Conduct

- Directly linked to a player involving in a verbal situation with match officials resulting in being put on report during or after the game (match report) or being dismissed from the field.

RE-ENTERING PLAY

Charged as:

Contrary Conduct

- Can be used in conjunction with other charges.
 - When a player comes from the bench / sin bin area to be involved in an on-field incident.
- Grade 1** Re-enters field but does not become involved in the on-field incident and does not escalate the situation.
- Grade 2** Re-enters field and becomes involved by grabbing opposition players and potentially escalates the situation.
- Grade 3 or above** Re-enters the field of play and becomes actively involved in the on-field incident including using the use of strikes, kicks or other actions.

OBSTRUCTING

Charged as:

Dangerous Conduct

- Includes passive and active obstruction.
- Level of risk involved.
- Includes actions involving a kicker, block runners, or escorts.
- Grading increases based on whether accidental or intentional, the force used and the potential to cause injury or the extent of the injury to the player.

