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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 for general admission. Higher fees can be charged for Premium Seating & Corporate.
 - Intrust Super Cup matches a maximum fee of \$10.00
 - BHP Premiership / Hastings Deering Colts / Harvey Norman U19 Cup / Auswide Bank Mal Meninga Cup and or Cyril Connell Challenge stand-alone matches a maximum fee of \$5.00
- 1.1.1. Where a BHP Premiership / Hastings Deering Colts / Harvey Norman U19 Cup / Auswide Bank Mal Meninga Cup and or Cyril Connell Challenge match is held in conjunction with an Intrust Super Cup match entry fees shall be subject to a maximum fee of \$10.00 for general admission tickets.
- 1.2. Aged, invalid and service pensions (concessions) shall be recognised by all clubs. Such fees shall be subject to a maximum fee for a general admission ticket for those persons eligible for an aged, invalid or service pension.
 - Intrust Super Cup matches a maximum fee of \$5.00
 - BHP Premiership / Hastings Deering Colts / Harvey Norman U19 Cup / Auswide Bank Mal Meninga Cup and or Cyril Connell Challenge stand-alone matches a maximum fee of \$2.00
- 1.2.1. Where a BHP Premiership / Hastings Deering Colts / Harvey Norman U19 Cup / Auswide Bank Mal Meninga Cup and or Cyril Connell Challenge match is held in conjunction with an Intrust Super Cup match entry fees for concessions shall be subject to a maximum fee of \$5.00 for general admission tickets.
- 1.3. Children under the age of 15 years shall be permitted entry into general admission areas for all matches free of charge.
- 1.4. QRL season passes shall be recognised by all clubs during premiership rounds and finals series matches (excluding Grand Finals). Entry shall be subject to the terms and conditions printed on the passes.

2. BALL PERSONS

- 2.1. Ball persons must be a minimum of 10 years of age and be registered via the National Registration database as a volunteer to be covered under the club's insurance.
- 2.2. A maximum of four (4) ball persons may be used during each match. Each club shall be entitled to appoint two (2) each.
- 2.3. The visiting club may request the home team to make available a maximum of two (2) persons to act for the visiting club in the role of ball persons.
- 2.4. 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.
- 2.5. Ball persons who enter the field of play to deliver kicking tees may only do so at a stoppage of play and must leave the field of play immediately after its delivery. After the kick has been taken a trainer must remove it from the field.
- 2.6. Trainers, rather than ball persons, must retrieve the kicking tee after any kick off to restart play.
- 2.7. Minimum clothing requirements for ball persons are two (2) set of shorts, socks and shirts / jerseys in colours that do not clash with either team's playing attire. In wet weather, clear plastic coats should be provided by the home team.
- 2.8. The club's sponsor's logos may be displayed on the shirt / jersey except for alcohol product logos.

USE OF MOTORISED VEHICLES

- 2.9. Upon written application, the Competitions Manager (or their nominee) may approve the use of motor bikes or similar motorised vehicles for the purpose of conveying kicking tees and/or sand onto the field of play.

The following provisions for the use of these vehicles must always be strictly adhered to:

- 2.10. The vehicles may only be taken onto the field when the ball is out of play for an attempt at conversion following a try, a penalty kick at goal, and starts of play from the 50-metre line but must immediately return to outside the field of play.
- 2.11. The vehicles may not enter the field of play in any other circumstances (e.g. a penalty place kick for touch, or a 20-metre restart).



- 2.12. The vehicles may only deliver the kicking tee to the kicker. They must immediately leave the field and return to the approved position where these vehicles must be parked when not in use, as outlined in [2.18](#).
- 2.13. Under no circumstances are the vehicles to stay on the field until the kick has been taken (i.e. a trainer must retrieve the tee after the kick).
- 2.14. The riders or drivers must always be mature and competent enough to operate the vehicles safely.
- 2.15. The operation of the vehicle is to be under the constant management and supervision of a club official.
- 2.16. The vehicles are not to be used in any manner that could potentially pose a risk of injury to players or on-field officials.
- 2.17. The vehicles must always be operated responsibly and take the most direct route on and off the field.
- 2.18. When not on the field, the vehicles must be kept at a safe distance from the touch line and not impede the access or movement of other officials (e.g. touch judges, trainers, media etc.)
- 2.19. The vehicles must be well maintained and not cause any excessive noise or visual pollution when in use.
- 2.20. The QRL reserves the right to withdraw approval for the use of such vehicles, without cause, at any time.

3. BLEEDING PLAYERS & HYGIENE

BLEEDING PLAYER PROCEDURE

- 3.1. The following procedure will apply in all cases where a player is bleeding on their person, clothing or equipment has been contaminated by blood.
 - 3.1.1. If the referee notices a bleeding or blood contaminated player, they will immediately stop play and call 'time-out' and signal to the team trainer to attend to the player.
 - 3.1.2. The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether the player will require treatment off the field.
 - 3.1.3. If the trainer advises that the player can be treated on the field, the referee will instruct the player to drop out behind play for that purpose and the match will immediately recommence.
 - 3.1.4. If the trainer advises the referee that they will have to treat the player off the field, the match will not restart until the player has left the field. The player may be interchanged, or alternatively the team can elect to temporarily play with 12 players. (Note: other than for the initial assessment, the match will not be held up while the bleeding player receives treatment or is interchanged).
 - 3.1.5. If the referee stops play twice for the same player and the same wound, the player must be taken from the field for treatment and either interchanged or the team may elect to play on with 12 players until the bleeding player returns.
 - 3.1.6. The referee will hold the game up to replace a bleeding player, but a trainer must first advise the referee that an interchange is going to take place.
 - 3.1.7. If a bleeding player has left the field for treatment and is not interchanged, the player may return to the field of play at any time provided the player does so from an on-side position. If the bleeding player has been interchanged, the player may only return to the field through the interchange official as a normal interchange player.
 - 3.1.8. A bleeding player returning to the field of play who has not been interchanged, is not to be regarded as a replacement / interchange player and therefore may take a kick for goal. Conversely, a bleeding player returning to the field of play who has been interchanged may not take a kick for goal at that time.

STITCHING / STAPLING

- 3.2. Any player who is bleeding and requires treatment by way of either stitches, stapling or otherwise, must be taken to the team dressing room or shared medical facility so this procedure can be conducted out of the view of the general public.



- 3.3. After the treatment, the wound must be bandaged or covered to protect the injury, to eliminate the risk of further bleeding and to prevent the potential risk of transmission of blood-borne infectious diseases.

CONTAMINATED CLOTHING

- 3.4. In any case where a player's person, clothing or equipment has been contaminated by blood, whether through a wound to himself or through contact with a wounded player, the referee shall direct the team trainer to enter the field of play to attend to that player by taking immediate steps to ensure that the player is free of any blood contamination before that player shall be permitted by the referee to re-join play. Until those steps have been taken, the player shall, at the minimum, drop out behind play.
- 3.5. Minor occasions of contaminated clothing and/or equipment should be treated with a solution of 15mls of household detergent and 17mls of household bleach.
- 3.6. All but minor occasions of contaminated clothing or equipment will require the replacement of such clothing or equipment prior to the player re-entering the field of play.

HYGIENE

- 3.7. Players should be made aware of the potential danger of transferring infectious diseases, e.g. Hepatitis A, B and C and HIV.
- 3.8. Spitting is not permitted, except in specified controlled areas.
- 3.9. Contaminated and blood-stained articles and dressings are to be placed in appropriate 'contaminated waste' disposal bags.
- 3.10. Dressing room floors should be cleaned and swept prior to the team leaving the room after every match.
- 3.11. Players must not share drink containers. Each player should have their own drink container. Shared drink containers may transmit disease.

4. CANCELLATION, POSTPONEMENT, ABANDONMENT, FORFEIT

- 4.1. All Statewide Competition matches may only be cancelled, delayed, postponed or abandoned with the prior approval of the Competitions Manager.
- 4.2. If the referee suspends play and the match is cancelled or abandoned there shall be no replay.
- 4.3. If half or more of the match has been completed, 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 Table.
- 4.4. If less than half of the match has been completed, 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 Competitions Manager, 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. Preliminary matches such as BHP Premiership / Hasting Deering Colts / Harvey Norman U19 Cup / Auswide Bank Mal Meninga Cup / Cyril Connell Challenge which, due to serious injury or other delay, encroach on the next scheduled game, may be abandoned after receiving authorisation from the Competitions Manager (or their nominee). The result of such match shall be determined by applying the procedures outlined in sections [4.3](#), [4.4](#) and [4.5](#).
- 4.7. Where preliminary matches are played under the jurisdiction of a Local League or other governing body the abandonment and procedures of such abandonment will be the responsibility of the Local League or other relevant governing body.
- 4.8. Emergency circumstances include:
- 4.8.1. A natural disaster such as an earthquake, flood or fire.
- 4.8.2. A situation where the safety of players or match officials is potentially or actually at risk such as lightning, or extreme heat.



- 4.8.3. Where scheduled transport for one of the teams for the playing of the match is delayed or cancelled.
- 4.8.4. Such other circumstances deemed to be an emergency by the Competitions Manager (or their nominee).
- 4.9. If any such occurrence arises, the procedure shall be as follows:
 - 4.9.1. The Competitions Manager (or their nominee), in conjunction with the referee and both team's management will make any decision on the postponing or cancelling of any scheduled game;
 - 4.9.2. After the commencement of a competition match, a referee may temporarily suspend play if, in their view, continuation of play would place the safety of Players and/or the Match Officials at risk.
 - 4.9.3. If a game is to be delayed due to severe weather conditions, a decision will be made on the length of delay.
 - 4.9.4. Where a game is in progress and is stopped due to an emergency, the following steps must be taken:
 - 4.9.4.1. 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;
 - 4.9.4.2. 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.
 - 4.9.4.3. If the game cannot be continued, the circumstances shall be reported to the Competitions Manager (or their nominee).

5. COGNITIVE TESTING

- 5.1. Each player in all Statewide Competitions is to undergo two Baseline Cognitive and Concussion Tests, via Cognigram and Smartabase, or any other platform as instructed by the QRL. Two separate tests are required – one for long term player health and one for immediate match day assessment and return to play.
- 5.2. Baseline testing must take place prior to the player taking the field in any trials or competition matches.
- 5.3. A player must also complete the relevant (Junior or Senior) [Concussion](#) online education module before they are eligible for selection in any match.
- 5.4. Refer to [Appendix 5](#) for additional information and procedures.

6. COIN TOSS AND TEAM RUN-ON

- 6.1. Captains of each team, or their nominated player representative, are required to take part in the coin toss in the presence of the match referee before each team's warm up.
- 6.2. The toss may be broadcast (at the discretion of the host broadcaster), and captains are required to comply with any reasonable requests from the host broadcaster for a brief interview immediately after the toss has been completed.
- 6.3. In all cases the visiting team will take the field first when directed by the QRL Ground Manager or Match Officials, followed by the home team also when directed by the QRL Ground Manager or Match Officials.
- 6.4. Team Officials must adhere to requests of Game Day Operations Team members regarding entry or return to the field of play to meet scheduled game times.

7. COMPETITION FORMAT

- 7.1. The Intrust Super Cup and the BHP Premiership are open aged competitions for players attaining a minimum age of 18 years in the year of competition. *Training program to start no earlier than the 2nd weekend in November.*
- 7.2. The Hastings Deering Colts is a restricted age competition for players who will turn 18, 19, 20 or 21 years' in the year of the competition (i.e. players born in 2000, 2001, 2002 or 2003). *Training program to start no earlier than the 2nd weekend in November.*



- 7.3. The Harvey Norman U19s is a restricted age competition for female players who will turn 17, 18 or 19 years' in the year of the competition (i.e. players born in 2002, 2003 or 2004). **Training program to start no earlier than the 2nd weekend in January. Induction Day and Wellbeing and Education sessions ONLY can be held before this date.**
- 7.4. The Auswide Bank Mal Meninga Cup is a restricted age competition for players who will turn 17 or 18 years' in the year of the competition (i.e. players born in 2003 or 2004). *Training program to start no earlier than the 2nd weekend in November.*
- 7.5. The Cyril Connell Challenge is a restricted age competition for players who will turn 15 or 16 years' in the year of the competition (i.e. players born in 2005 and 2006). **Training program to start no earlier than the 2nd weekend in January. Induction Day and Wellbeing and Education sessions ONLY can be held before this date.**
- 7.6. Players eligible for Auswide Bank Mal Meninga Cup must play in that competition and their teams' participation in that competition completed prior to them being eligible for selection in either the Hastings Deering Colts or the Intrust Super Cup in conjunction with the age limits above. Clubs can apply for an exemption to this rule through written submission to the Competitions Manager with the consent of both the Intrust Super Cup Head Coach and CEO.
- 7.7. Competitions shall be conducted over the following timeframes:

Intrust Super Cup	Max. of 19 premierships rounds of competition with a 4-week finals series.
BHP Premiership	Max. of 7 premierships rounds of competition with a 2-week finals series.
Hastings Deering Colts	Max. of 16 premierships rounds of competition with a 4-week finals series.
Harvey Norman U19's	Max. of 4 rounds of competition with no finals series.
Auswide Bank Mal Meninga Cup	Max. of 6 premierships rounds of competition with a 2-week finals series.
Cyril Connell Challenge	Max. of 4 rounds of competition with no finals series.

- 7.8. 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.
- 7.9. In the event of a forfeit, for Competition Points Table purposes, a score of 40-0 shall be awarded to the non-forfeiting team.
- 7.10. At the conclusion of the premierships rounds all teams shall be ranked in descending order according to the number of competition points accrued during the season.

8. CURTAIN RAISER

- 8.1. For any matches being played as curtain raiser to the NRL, the usual QRL expectations still apply.
- 8.2. The following needs must be addressed by the 'home' team:
- 8.2.1. Intrust Super Cup match
- 4 x Intrust Super Goal Post Pads,
 - 4 x XXXX Corner Posts
 - 3 x Intrust Super Bolsters (positioned both try lines and the 50-metre line on the opposite sideline to the cameras)
 - 4 x Intrust Super footballs
 - 3 x iPads, 2 x Interchange Cards sets, 1 x Interchange Official vest, 2 x stopwatches
- 8.2.2. BHP Premiership match
- 4 x BHP Goal Post Pads,
 - 4 x QRL FOGS footballs
 - 3 x iPads, 2 x Interchange Cards sets, 1 x Interchange Official vest, 2 x stopwatches
- 8.2.3. Hastings Deering Colts match
- 2 x Hastings Deering Colts bolsters (positioned on both 40-metre lines on the opposite sideline to the cameras)
 - 4 x Hastings Deering Colts footballs
 - 3 x iPads, 2 x Interchange Cards sets, 1 x Interchange Official vest, 2 x stopwatches



- 8.3. If playing as a curtain-raiser to a NRL match, confirm with the NRL club the following details:
- No conflicting sponsors to Intrust Super, XXXX, Hastings Deering, Auswide Bank or BHP to be advertised during the matches
 - Will they provide ball persons, NRL Game Day Operations Staff and NRL Game Day Doctor?
 - Number of tickets they will be providing for both home and away teams and match officials?
 - Location for entry for Teams/Match Officials/QRL Game Day Operations Staff?
 - Will they provide post-match meals for teams and match officials?
 - Parking for Match Officials and QRL Game Day Operations Staff.

9. DISMISSED PLAYERS

TEMPORARY SUSPENSION

- 9.1. A player receiving a period of temporary suspension by the referee shall leave the field of play and enter the sin bin area allocated by the home team and remain in that area until the end of the temporary suspension period.
- 9.2. 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.
- 9.3. The temporary suspension shall be suspended if the referee signals time-off during the suspension period and shall recommence when the referee recommences play.
- 9.4. 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. If play continues after the siren has sounded, this time is included towards the players suspension until the referee blows time on the half.
- 9.5. If more than one player receives temporary suspension from the one incident, the players' temporary suspension shall be equal, and they shall be entitled to return to the field of play together after the completion of their suspension.
- 9.6. Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.

PERMANENTLY DISMISSED PLAYERS

- 9.7. Any player permanently dismissed from the field (i.e. sent-off), must immediately retire to their team's dressing room until the player has changed out of their playing uniform.
- 9.8. 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.
- 9.9. Immediately after the completion of the match the referee shall lodge with the nominated QRL Ground Manager the Referees On-Field Incident Report of the dismissed player.

SUSPENDED PLAYERS

- 9.10. Any Player who is suspended or disqualified from playing rugby league by the QRL Judiciary Panel or any other Judiciary and disciplinary bodies with authority to make such determinations shall not participate as a Player in any match until that suspension has been served or that disqualification has expired, as the case may be, and must not enter the playing field or area inside the fence prior to, during, or after a match.
- 9.11. No Pre-Season Trial Match is to be taken into account when determining the period of suspension - as per rule 44A from the NRL Judiciary Code – QLD Edition.
- 9.12. Without derogating from clause [9.11](#), in any case where a player is serving a period of suspension as the sole consequence of a conviction for either a Grade 1 Offence or a Grade 2 Offence, the player may participate in a Pre-Season Trial Match during the period of suspension, but the player shall not otherwise participate in any other match (whether that be an Ordinary Match, a carnival, a Final Series Match, a Representative Match or a Touring Team Match).
- 9.13. To remove doubt, where a Player is entitled to participate as a Player in a Pre-Season Match during their period of suspension pursuant to [9.12](#), and does so participate, that participation will not reduce their allocated or accumulated demerit points.



10. ELIGIBILITY – FIXTURES & FINALS

10.1. There are four eligibility categories for Final Series qualifications:

Level One	NRL Telstra Premiership	<i>(Highest Level)</i>
Level Two	Intrust Super Cup & BHP Premiership	
Level Three	Local League Open Age Competitions <i>(exclusive to A Grade or Division 1)</i>	
Level Four	Under Age Competitions <i>(i.e. Hastings Deering Colts / Harvey Norman U19's / Auswide Bank Mal Meninga Cup / Cyril Connell Challenge)</i>	<i>(Lowest Level)</i>

10.2. Qualification shall commence at the start of each premiership competition and cease upon the completion of each competition's premiership rounds.

10.3. A player shall be deemed eligible for the Final Series of the competition in which the player played the majority of games throughout the premiership season.

10.4. If a player has participated in an equal amount of premiership competition matches in multiple levels of competitions, the player shall be deemed qualified for the lower level.

10.5. However, if a player has participated in five (5) games or more in any open aged competitions (Level 1, 2 or 3) or one (1) game or more in any Statewide female competition (Level 2 – BHP Premiership) or under aged competitions (Level 4 - HDC or MMC) throughout the season, such player will be deemed eligible to compete in that competition's Finals Series (or a higher Level), regardless of whether the player has played a majority of games in that competition.

10.6. A player who has qualified for a lower level competition finals series shall still be eligible to participate in the final series of a higher-level competition.

10.7. If they have not satisfied the criteria in [10.3](#) or [10.5](#), a higher-level qualified player shall not be eligible to participate in a lower level final series unless the player has failed to gain selection in the higher-level team playing on the same weekend.

10.7.1. However, if the higher-level team is still competing but has a bye in their relevant final series then players are eligible to play for the lower level team provided they have played at least one match for the lower level team during the regular season.

10.8. A higher-level qualified player who has failed to gain selection in that team is to be deemed eligible to play in a lower level finals series provided they have played at least one (1) regular season match at the lower level. A player whose team is eliminated from a higher-level competition must have played a minimum of one (1) finals series match to be deemed eligible to continue in lower level finals series, therefore eliminating any of the previous eligibility rules.

10.9. A player will not be eligible to play in two levels of a Final Series scheduled on the same weekend except where the lower level team has played earlier than the higher-level team on that weekend, provided they have qualified for the lower level using the criteria above.

10.10. Each Club with a team engaged in any Final Series shall lodge a list of players whom they consider to be eligible to play in each level by no later than 1.00pm on the second business day (generally Tuesday) following the conclusion of the last premiership competition match.

10.11. A player shall be deemed to have participated in a match if that player was nominated on the final team list

10.12. A player who participates in any Statewide Competition match on any given weekend shall not be eligible to participate in any other QRL match on the same weekend without the approval of the Competitions Manager (or their nominee) and the Local League Operations Manager.

10.12.1. However, any player who plays ten (10) minutes or less in any fixture of any level may seek approval from the Competitions Manager (or their nominee) and the Local League Operations Manager to play in a lower level match on the same weekend.



11.EQUIPMENT

PLAYER EQUIPMENT

Please refer to Brand Guidelines for requirements regarding Player Apparel.

- 11.1. Jerseys must be manufactured in accordance with the QRL Brand Guidelines relevant to the year of competition and submitted for approval prior to production to apparel@qrl.com.au or the relevant submission platform as determined from time to time by the QRL (currently Smartabase).
- 11.2. A Player must not wear any item that might prove dangerous to other players. If in doubt a player is required to have any such item approved by the match officials prior to the commencement of the match.
- 11.3. A player may wear compression garments but may only do so as follows;
 - 11.3.1. The length of the garment must not extend below the elbow or knee of the player, outside the neck / collar of the jersey, or the length of the playing sock.
 - 11.3.2. The colour of the garment may only be black or an approved colour which shall be the colour of the playing socks.
 - 11.3.3. The wearing of full-length compression garments is not permitted unless approved by the Competitions Manager or receipt of medical clearance/advice.
- 11.4. Protective equipment may be worn provided it contains nothing of a rigid nature. Protective clothing refers to shoulder pads, arm bands, rib covering, head gear, hip pads and must not be of a rigid nature. The match officials will make a final decision in areas of doubt relating to what is considered as rigid.
- 11.5. Studs on boots or shoes must be no less than 8mm diameter at the apex and, if made of metal, must have rounded edges.
- 11.6. The playing jersey should be tucked inside the top of the shorts and remain tucked in throughout the match. This means that extra short jerseys or those cut above the waist are prohibited.

DANGEROUS & PROHIBITED EQUIPMENT

- 11.7. The use of gloves or mittens is prohibited.
- 11.8. All visible body jewellery shall be removed, and non-visible jewellery must be taped prior to the commencement of the match.
- 11.9. Players with beads in their hair must remove them or must wear head gear which covers them.
- 11.10. 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.
- 11.11. 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.
- 11.12. Any items of non-standard or modified equipment must first be approved for use by the Competitions Manager (or their nominee) before that item may be used by a player in a match.
- 11.13. The referee may order a player to remove any item or any part of their 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.
- 11.14. 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.
- 11.15. The match officials must check all equipment prior to the commencement of each match.
- 11.16. Under no circumstances are fireworks to be placed on the field of play at any time before the game without the prior approval of the Competitions Manager (or their nominee). Additionally, no fireworks are to be placed anywhere near the player's tunnels as the players enter the field.



FIELD EQUIPMENT

Please refer to Brand Guidelines for requirements regarding on field equipment.

- 11.17. Corner posts shall be placed at the intersection of each touch line and goal line. The posts shall be of non-rigid material and shall be not less than 1.25m high.
- 11.18. For the avoidance of doubt, spring loaded corner posts and/or those with metal spikes are not permitted for use.
- 11.19. Corner post pads may be no wider than the width of the touch line and shall comply with the QRL Brand Guidelines relevant to the year of competition.
- 11.20. If a ball carrier makes contact with the corner post the player will not be deemed to be out of play unless any part of their body has made contact with either the touch line or touch-in-goal line, or the ground beyond the touch line or touch-in-goal line.
- 11.21. Goal post pads shall be a maximum width and depth of 50cm and shall comply with the QRL Brand Guidelines relevant to the year of competition.
- 11.22. A kicking tee may be used provided it is a product that is licenced and displays the logo of the QRL, NSWRL or NRL. Such tees may be used for kicks at goal and starts or restarts of play from the 50m line.

CLUB EQUIPMENT

- 11.23. Clubs to maintain allocated club kit which includes the following;

- Interchange cards Home Set (1)
- Interchange cards Away Set (1)
- Sports Trainer cards Set (1)
- Interchange Vest (1) & Photographers Vest (1)
- HIA Vest (1)
- Stopwatches (2)
- QRL iPads (3)
- Protective iPad cases (3)
- iPad chargers (3)

These items must be kept in a secure place. Any lost or damaged gear needs to be registered for replacement with the QRL.

12. FACILITIES

VENUES

- 12.1. The club shall ensure that the venue nominated to host a competition match is presented in an appropriate manner and has adequate ground officials / security engaged in the interest of the comfort of the public and the welfare of match officials and participants.
- 12.2. Each venue is to use the **NRL Preferred Facilities Guidelines – State Level** as a point of reference and preferred standard for Statewide Competition Clubs.
- 12.3. Each venue shall be required to provide as a minimum standard the following amenities and services;
 - 12.3.1. Lockable separate home and away team dressing room. These dressing rooms shall have toilet and shower facilities that meet Australian Health Standards which shall be made available for access at least 40 minutes prior to the kick-off of Hastings Deering Colts, Harvey Norman U19 Cup, Auswide Bank Mal Meninga Cup and Cyril Connell Challenge matches and at least 90 minutes prior to the kick-off of Intrust Super Cup and BHP Premiership matches;
 - 12.3.2. Lockable Match Officials' dressing room. These dressing rooms shall have a toilet and shower facilities that meet acceptable Australian Health Standards;
 - 12.3.3. Adequate Female Dressing Room Facilities if fielding a team in the BHP Premiership or Harvey Norman U19 Cup.
 - 12.3.4. Medical Officers room;
 - 12.3.5. Drug Testing room;



- 12.3.6. Match Official Match Day Coach room/area away from public;
 - 12.3.7. Designated media area;
 - 12.3.8. Provision of a covered, elevated and powered area located on or near the halfway line for videography of matches suitable for four people;
 - 12.3.9. Provision of an area for broadcast commentary suitable for three people;
 - 12.3.10. Adequate power points, radio points and internet connections for use by media from newspaper, radio, magazine and internet outlets.
 - 12.3.11. Men's, Women's and Disabled amenities available for public use;
 - 12.3.12. Separate canteen and bar facilities;
 - 12.3.13. Public address system;
 - 12.3.14. Scoreboard;
 - 12.3.15. Digital time piece with match time display that counts down in seconds;
 - 12.3.16. Ambulance access to the area immediately adjacent to the playing field;
- 12.4. The host club shall provide reasonable quantities of ice, water and lockable storage.

LIGHTING STANDARDS

12.5. The following lighting standards shall be required for training and competition matches:

- Ball and physical training 50 Lux
- Match practice 100 Lux
- Competition Matches 200 Lux

The above information has been extracted from Australian Standard AS 2560 Part 2.3 and the NRL Preferred Facilities Standards – State Level.

COACHES FACILITIES

- 12.6. During a game coaches are permitted to view the game from their teams' bench, behind the goal posts at the end of the field, or if applicable, in a coach's box. At all times the coach/es must stay an adequate distance from the field of play which is often defined by the red line that runs parallel and 3 meters from the side line.
- 12.7. Team Officials must adhere to requests of Game Day Operations Team members including but not limited to the below;
- 12.7.1. Entry or return to the field of play to meet game times
 - 12.7.2. Return to coaches' box or behind red line
 - 12.7.3. Inappropriate language
 - 12.7.4. Interaction with any match officials
- 12.8. When situated near the general public, coaches are always required to respect the Code of Conduct.

MEDICAL FACILITIES

- 12.9. Each venue shall;
- 12.9.1. Contain a table for observing, assessing and treating players with injuries such as minor head injuries, concussion, fractures, lacerations etc;
 - 12.9.2. Provide facilities for adequate disposal of used materials such as syringes, needles, contaminated waste disposal kit etc;
 - 12.9.3. Have unobstructed access for any player taken by stretcher from the field.
 - 12.9.4. Have access to medical supplies and equipment as advised by QRL Chief Medical Officer (CMO) from time to time.



13.FINALS SERIES

FORMAT

- 13.1. The eight (8) highest ranked teams shall compete in a finals series for the **Intrust Super Cup** and the **Hastings Deering Colts**. The top eight (8) finals series of matches shall be:

Week	Game	Match Name	Home Team	Away Team
1	1	1st Qualifying Final	Team 1	Team 4
1	2	2nd Qualifying Final	Team 2	Team 3
1	3	Elimination Final 1	Team 5	Team 8
1	4	Elimination Final 2	Team 6	Team 7
2	5	1st Semi Final	Loser of Game 1	Winner of Game 3
2	6	2nd Semi Final	Loser of Game 2	Winner of Game 4
2	-	BYE	Winner of Game 1 & Winner of Game 2	
3	7	1st Preliminary Final	Winner of Game 1	Winner of Game 6
3	8	2nd Preliminary Final	Winner of Game 2	Winner of Game 5
4	9	Grand Final	Winner of Game 7	Winner of Game 8

- 13.2. The four (4) highest ranked teams shall compete in a finals series for the **BHP Premiership** and **Auswide Bank Mal Meninga Cup**. The top four (4) finals series of matches shall be:

Week	Game	Match Name	Home Team	Away Team
1	1	1st Qualifying Final	Team 1	Team 4
1	2	2nd Qualifying Final	Team 2	Team 3
2	3	Grand Final	Winner of Game 1	Winner of Game 2

- 13.3. At the conclusion of the premiership rounds, if two (2) or more teams are equal on competition points, the final series rankings will be determined according to the following criteria.

13.3.1. The greater positive difference between points scored for and against, then if equal

13.3.2. 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,

13.3.3. The most tries scored, then if equal

13.3.4. The most goals kicked, then if equal,

13.3.5. The most drop goals kicked, then if equal,

13.3.6. By the toss of a coin.

- 13.4. The venues for **Intrust Super Cup** finals series matches will be determined as follows;

Week	Game	Match Name	Host Rights
1	1	1st Qualifying Final	Team 1
1	2	2nd Qualifying Final	Team 2
1	3	Elimination Final 1	Team 5
1	4	Elimination Final 2	Team 6
2	5	1st Semi Final	Highest ranked loser Week 1
2	6	2nd Semi Final	Highest ranked loser Week 1
3	7	1st Preliminary Final	Highest ranked winner from Week 1
3	8	2nd Preliminary Final	Highest ranked winner from Week 1
4	9	Grand Final	QRL

- 13.5. Hastings Deering Colts finals series matches will generally be allocated to Intrust Super Cup finals series venues regardless of team rankings or at the complete discretion of the Competitions Manager.



13.6. BHP Premiership and Auswide Bank Mal Meninga Cup finals series match venues will be at the complete discretion of the Competitions Manager.

13.7. Host venues shall receive four (4) new Match Footballs for each competition hosted during the final series.

EXTRA TIME

13.8. 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.

13.9. 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.

13.10. If no point or points have been scored after a further 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.

13.11. Play shall then continue on an unlimited time basis until the first point or points have been scored to determine the winner of the match.

13.12. In such extra time, the first scorer of any point or points (e.g. field goal, penalty goal or try) will immediately be declared the winner.

13.13. If a try is scored in extra time the conversion kick will not be permitted.

13.14. For matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1 & 2 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 numbers are utilised.

13.15. HIA Free Interchanges do not apply in extra time as they are considered a normal interchange.

14. GAME DAY OPERATIONS TEAMS

14.1. The Game Day Operations team consists of the following personnel appointed by the QRL unless otherwise stated:

- QRL Ground Manager
- QRL Interchange Official
- QRL HIA Official/Standby Referee
- QRL Doctor
- Timekeeper (appointed by the Host Club)
- Public Announcer (appointed by the Host Club)
- Sin Bin Operator (appointed by the Host Club)
- Game Day Operations support (appointed by the Host Club)

14.2. The role of the Game Day Operations team is to coordinate all Statewide Competitions Operations Manual requirements and enforce compliance on game day.

The QRL Ground Manager will lead the game day operations team and work alongside the Club Game Day Operations support.

14.3. The function of a QRL Ground Manager appointed by the QRL is to:

14.3.1. Ensure that all relevant Rules of the QRL are enforced whilst offering assistance to the competing clubs and match officials as necessary.

14.3.2. Enter and ensure all team list and scoring data is recorded correctly for each appointed match.

14.3.3. Ensure that the QRL Game Day Operations team have entered and facilitated all Interchanges, HIA's, Sin Bin's and Send Offs correctly.

14.4. QRL Ground Manager must arrive 90 minutes prior to the first kick off.

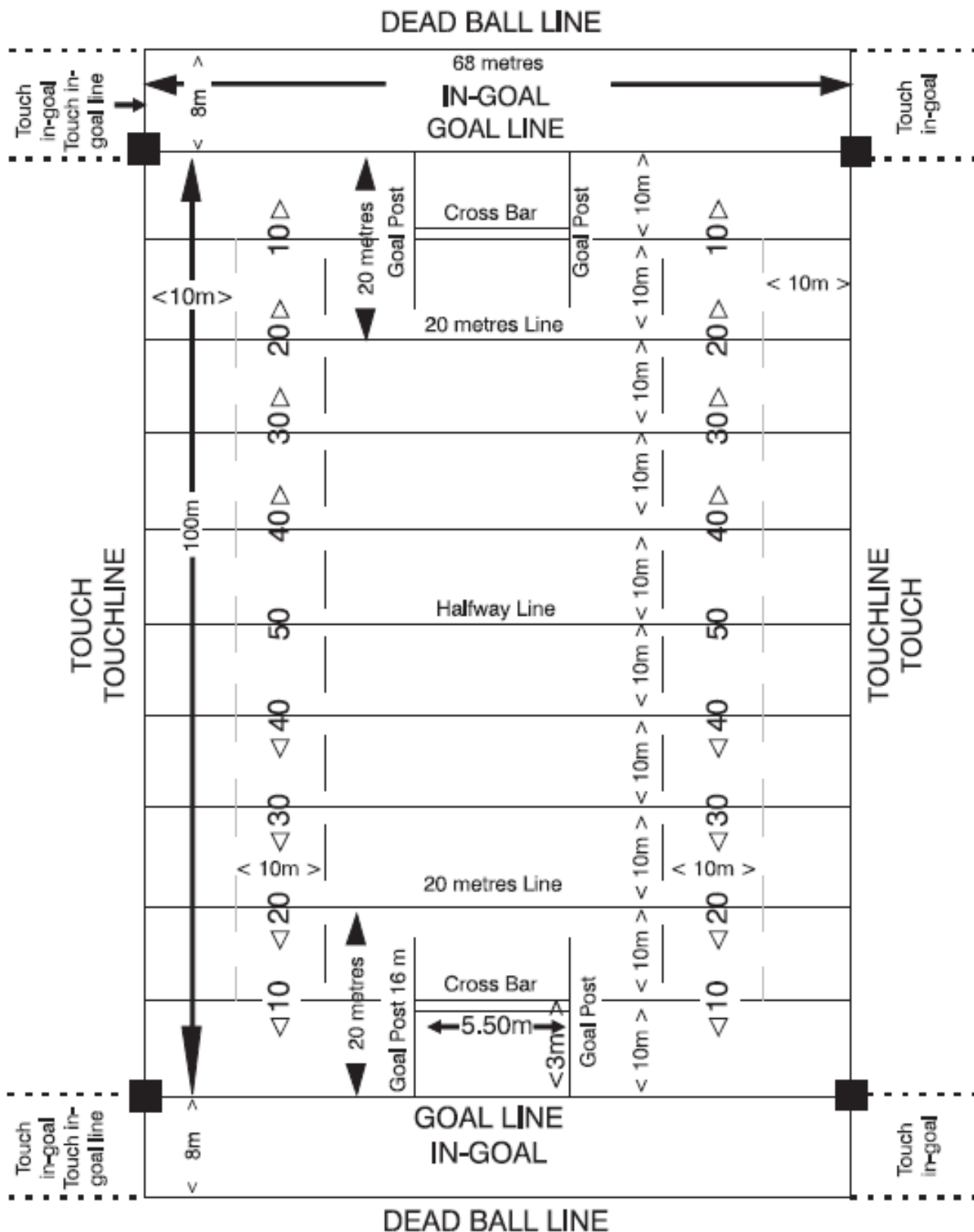


- 14.5. All other Game Day Operations team members must arrive at the ground at least 30 minutes prior to the start of the first appointed match.
- 14.6. All QRL Statewide Competitions clubs will be provided Club Equipment by the QRL for use by the QRL Game Day Operations Team appointed to their venue. This equipment will be utilised by the QRL Game Day Operations Team to record team lists, on-field incident reports, pre-and post-game inspection reports, HIA's and match results. These iPads remain the property of the QRL.
- 14.7. The appointed QRL Ground Managers on behalf of the QRL Game Day Operations Team must complete a full report including a Facilities and Safety Check, Club Equipment and Field Equipment check, compliance check and note all discrepancies to the QRL using the relevant reporting system.
- 14.8. QRL Game Day Operations team will be issued with distinctive clothing which must be worn when on duty.

15. GROUND MARKINGS & DIMENSIONS

- 15.1. The host club is responsible for having its field lines marked and painted in strict accordance with this manual.
- 15.2. Each 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.
- 15.3. The grid line marking shall be unbroken lines, white in colour and 10cm in width except 40m line (red).
- 15.4. Where possible, an unbroken red line must be marked 3m and parallel to the touchline closest to where team benches are located. All coaches and their staff must remain behind this line.
- 15.5. 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 2.0m in height:
 - 10m;
 - 20m;
 - 30m; and
 - 40m.
- 15.6. Each venue's playing surface shall also 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).
- 15.7. The broken lines in the diagram shall consist of marks or dots on the ground not more than 2 metres apart.
- 15.8. All transverse lines must be marked across the full width of the field.
- 15.9. Sponsors logos for grass signage shall be positioned in accordance with the QRL Brand Guidelines relevant to the year of competition.
- 15.10. These provisions set out the official markings and dimensions of the playing surface for all competition matches as per diagram below.





16.HEAT POLICY

- 16.1. For any match during any of the Competitions, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match;
 - 16.1.1. All matches shall have a compulsory drinks break as described in [16.1.2](#);
 - 16.1.2. Match Officials will call 1-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;
 - 16.1.3. The NRL Sports Trainers’ National Accreditation Scheme On-Field Policy will be relaxed so that all three (3) trainers may carry water;
 - 16.1.4. The half-time interval may be extended and shall be done so after consultation of both the match and team officials.
- 16.2. If in the event of severe heat conditions, and with the approval of the Competitions Manager, the commencement of a match may be delayed.
- 16.3. The implementation of the Heat Policy shall be at the sole discretion of the Competitions Manager (or their nominee).
- 16.4. Trial matches played before the end of February and **kicking off before 4.00pm** will also be subject to the following mandatory conditions:
 - 16.4.1. Maximum of 60-minute matches played in 15-minute quarters
 - 16.4.2. Three (3) Sports Trainers allowed to run water as per above

17.INSURANCE

- 17.1. The Club shall hold at least the minimum cover of insurance for each team that participates in the competitions as outlined in the QRL Insurance Handbook.
- 17.2. The Club shall hold a valid certificate of currency for public liability insurance to the value of not less than \$20 million.
- 17.3. Players must complete an online Trial Registration form via National Registration Database if they are not currently registered with the club they are trialling for.
HARVEY NORMAN U19 CUP / AUSWIDE BANK MAL MENINGA CUP / CYRIL CONNELL CHALLENGE ONLY
- 17.4. Players and team officials provided they hold a position and are registered with their Primary Club shall be covered by Insurance to the level effected by that Primary Club.
- 17.5. Where a team official does not hold any such position, the Club / Local League must ensure that the minimum QRL Insurance Cover is provided and the Official is informed accordingly.
- 17.6. The Club shall ensure that all venues nominated to host matches has, at a minimum, \$20 million Public Liability Insurance cover for such venues.

18.INJURY REPORTING / WORKPLACE HEALTH AND SAFETY

- 18.1. In the event of a serious injury to a player, spectator, or any other persons attending a game of rugby league it may be necessary to report the incident to Workplace Health and Safety (refer to Part 3 Incident Notification of the [Work Health and Safety Act 2011](#)). This act applies to persons conducting business and provides specific requirements in respect of notifiable incidents that occur in the conduct of that business.
- 18.2. In most cases the act will have no application however, there are severe penalties for people who fail to comply with health and safety duties. Thus, all incidents of serious injury should be recorded, and a summary referred to the Competitions Manager as soon as practicable after the event.
- 18.3. Regarding incidents that require reporting, see link to the online form [Work Cover QLD Incident Notification Form](#).
- 18.4. All clubs are encouraged to record all player’s injury in the QRL supplied Athlete Management System (AMS). This has the aim to establish patterns, level of cover and potential insurance premium reductions.



19.MATCH FOOTBALLS

- 19.1. Only official QRL Intrust Super competition footballs are to be used during Intrust Super Cup fixtures and trials. They are to be in a clean state and with no additional markings on them.
- 19.2. Only official QRL Hastings Deering competition footballs are to be used during Hastings Deering Colts fixtures and trials. They are to be in a clean state and with no additional markings on them.
- 19.3. Only official QRL FOGS competition footballs are to be used during BHP Premiership, Harvey Norman U19's, Auswide Bank Mal Meninga Cup and Cyril Connell Challenge fixtures and trials. They are to be in a clean state and with no additional markings on them.
- 19.4. Twenty (20) Intrust Super competition footballs are provided free of charge by the QRL to each Club competing in the Intrust Super Cup.
- 19.5. Fifteen (15) Hastings Deering competition footballs are provided free of charge by the QRL to each club competing in the Hastings Deering Colts competition.
- 19.6. Ten (10) FOGS competition footballs are provided free of charge by the QRL to each club to compete in the Harvey Norman U19 Cup, Auswide Bank Mal Meninga Cup and Cyril Connell Challenge competitions.
- 19.7. Ten (10) FOGS competition footballs are provided free of charge by the QRL to each club competing in the BHP Premiership competition.
- 19.8. Three (3) new footballs must be introduced after every second round of home matches i.e. 1st, 3rd, 5th, 7th and 9th home matches.
- 19.9. Home team Club Game Day Support Staff are to ensure they have ready access to footballs on match day.
- 19.10. The requirement for football pressure is 8-10 pounds per square inch (psi) or 5.5-6.5 kpi. The upper (10psi) and lower (8psi) guides are given to ensure correct pressure depending on the match day's prevailing weather conditions.
- 19.11. 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.
- 19.12. Match balls must always be clean with clear logos visible.
- 19.13. The QRL Ground Manager and the Match Officials must check the condition of the match balls prior to the commencement of the match.

20.MATCH OFFICIALS

- 20.1. The Match Officials for each competition will be appointed by the QRL who will also be responsible for the payment of those officials.
- 20.2. The Home Team 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.
- 20.3. Under no circumstances are Match Officials to be approached, questioned, or harassed in any way by club officials, coaching staff (incl. sports trainers), players or spectators either before, during, or after a match.
- 20.4. Under no circumstances on match day are Match Officials to be approached by a coach or a member of a clubs coaching staff prior to the game to discuss any matter relating to an upcoming match.
- 20.5. The Standby Referee will act as the HIA Official at all appointed matches. In lieu of a Standby Referee the Interchange Official and/or QRL Ground Manager will act as the HIA Official.
- 20.6. All issues regarding the performance of the Match Officials shall be lodged in writing to the QRL State Match Officials Manager prior to 9am on the second business day following the match, accompanied by specific timings of such complaints.



21.MATCH REPORTS

- 21.1. The QRL Ground Manager shall be responsible for the completion of the match report after consultation with all Game Day Operations Staff and the recording of match results through the game day management system apps.
- 21.2. All QRL Statewide Competitions clubs will utilise the three (3) iPads provided by the QRL for use by the QRL Game Day Operations Staff assigned to their venue to record team lists, on-field incident reports, pre-and post-game inspection reports, HIA's and match results. These iPads remain the property of the QRL.
- 21.3. Each club's final team listing shall be completed, through the NRL Sideline app, one hour prior to the advertised kick-off time and provided to the QRL Ground Manager.
- 21.4. The QRL Ground Manager in conjunction with section [14](#) shall;
 - 21.4.1. Complete and have both teams and referee verify via QRL Match Report;
 - 21.4.2. Lodge, via the game day management system apps, the full time scores, the individual match scorers, any dismissed and/or reported players, player of the year points and the Ground Managers report.
 - 21.4.3. Any technical difficulties that prevent lodgement through the game day management system need to be addressed and resolved immediately. Contact game day management system weekend support or the Competition Manager.

22.MATCH REVIEW / JUDICIARY

The following procedure is to be followed for all match day incidents;

- 22.1. All Match Officials must submit On-Field Incident Reports to the QRL (via relevant reporting system) immediately upon completion of the relevant match.
- 22.2. The QRL Match Review Committee will meet at 4.30pm on the first business day following the previous round (generally Monday).
- 22.3. Clubs must submit all incidents that they wish to be reviewed by the Match Review Committee to the QRL via Hudl no later than 2.00pm on the first business day following the match.
- 22.4. All charges by the Match Review Committee will be issued in writing via email to the Coach and CEO of the Club of the offending player by no later than 12.00 noon on the second business day (generally Tuesday).
- 22.5. Players / Clubs have until 8.30am on the third business day following the match to lodge their election to the relevant charge (generally Wednesday).
- 22.6. If the QRL has not received notification from the Player / Club within the required timeframe, it is deemed that the Player / Club has elected to accept the decision of the Match Review Committee and taken the Early Guilty Plea.
- 22.7. Any charges that may be contested or referred directly to the Judiciary will generally be held on Wednesday evening.
- 22.8. For further information, please refer to the [NRL Judiciary Code of Procedure – QLD Edition](#) on the QRL website.

23.MATCH TIMES

- 23.1. Match days and times will be determined and published by the QRL.
- 23.2. Once set, requests for changes to match days and times may be made up to twenty-one (21) days prior to the scheduled match.
 - 23.2.1. Any match alterations inside of twenty-one (21) days shall require the approval of the opposition club and QRL, which shall not be unreasonably withheld.
 - 23.2.2. Any additional cost incurred due to granting an alteration in accordance with [23.2.1](#) shall be the responsibility of the home team.
- 23.3. Curtain raiser fixtures, or similar, must be scheduled to finish at least fifteen (15) minutes before advertised kick-off times.



- 23.4. Each Intrust Super Cup and Hastings Deering Colts match shall be played in two (2) equal periods of forty (40) minutes with a ten (10) minute interval between those periods for half time.
- 23.5. Each BHP Premiership and Auswide Bank Mal Meninga Cup match shall be played in two (2) equal periods of thirty-five (35) minutes with a ten (10) minute interval between those periods for half time.
- 23.6. Each Harvey Norman U19 Cup and Cyril Connell Challenge match shall be played in two (2) equal periods of thirty (30) minutes with a ten (10) minute interval between those periods for half time.
- 23.7. Time off, as indicated by the match official, during those periods shall be permitted.
- 23.8. Suggested minimum time allocations between matches and example kick off times are as per below – this allows for time off, QRL Ground Managers to ensure correct team line ups, videographers time to change over etc:

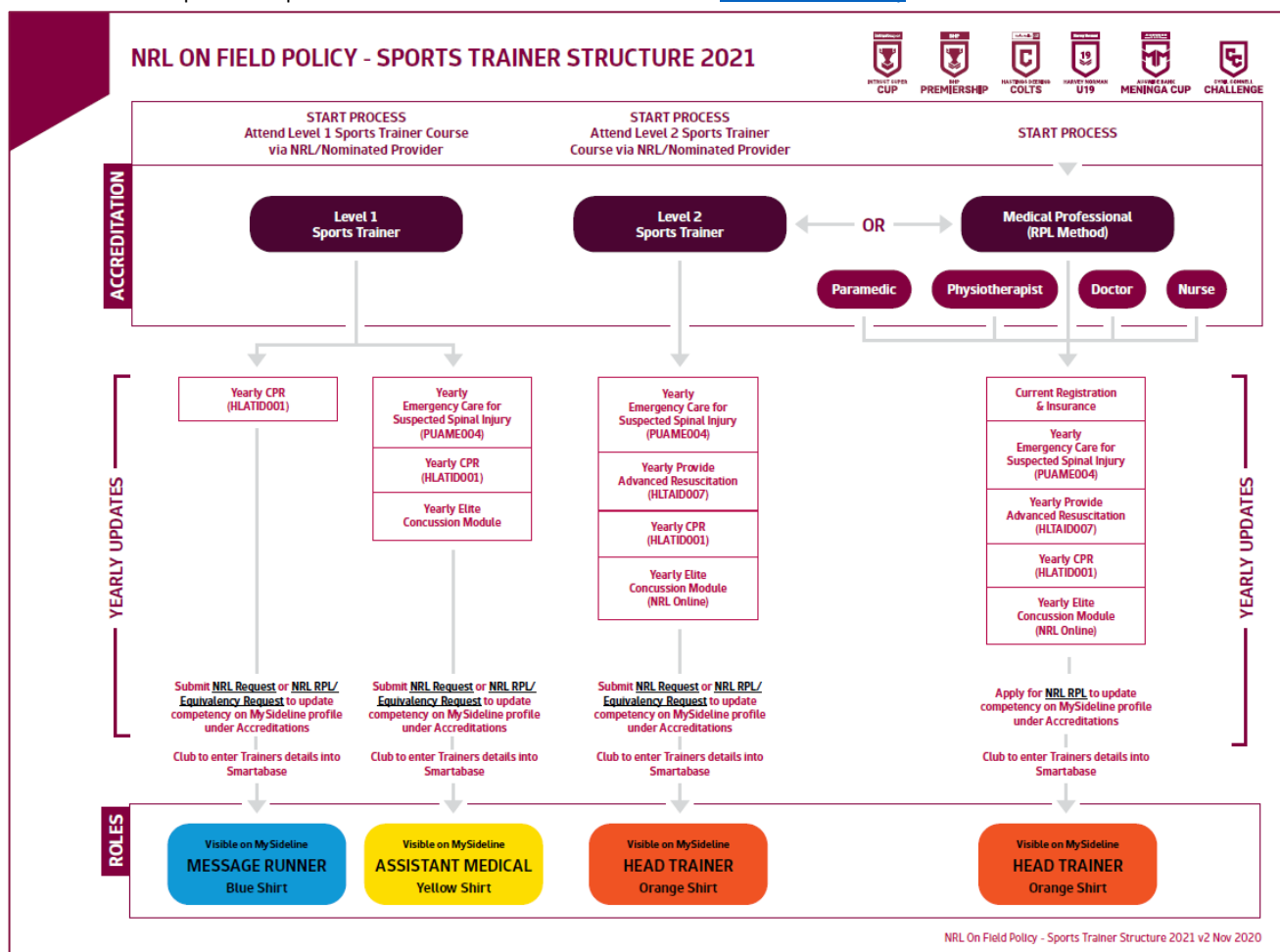
Auswide Bank Mal Meninga Cup → Hastings Deering Colts	90 minutes
Hastings Deering Colts → Intrust Super Cup/BHP Premiership	110 minutes
BHP Premiership → Intrust Super Cup	100 minutes
Intrust Super Cup → following match	120 minutes

Example Kick Off Times – Minimum break between matches

Auswide Bank Mal Meninga Cup	10.00am
Hastings Deering Colts	11.30am
BHP Premiership	1.20pm
Intrust Super Cup	3.00pm
Post ISC match	5.00pm

24.ON-FIELD POLICY - PERFORMANCE LEVEL

All Statewide Competitions operate under the “Performance” Level of the [NRL On-Field Policy](#).



LEAGUESAFE

- 24.1. A LEAGUESAFE qualification is **no longer sufficient accreditation** to access the field of play in any QRL Statewide Competitions.

LEVEL 1 & LEVEL 2 SPORTS TRAINERS

- 24.2. For all QRL Statewide Competition matches it is a requirement that all trainers are registered on the National Registration Database and a minimum NRL Level 1 or Level 2 Sports Trainer accreditation is attained to enter the field of play. [Refer to the NRL On Field Policy – Sports Trainer Structure 2020 for more information.](#)

GENERAL NOTES

- 24.3. As a requirement clubs are to field one Level 1 Sports Trainer (Blue - Message Runner), one Level 1 Sports Trainer (Yellow - Assistant Medical) and one Level 2 Sports Trainer/Head Trainer (Orange) for each match. Under no circumstance are there to be two of the same colour shirts for each match.
- 24.4. No person other than a NRL Accredited Level 1 Sports Trainer or Level 2 Sports Trainer, or those with pre-determined NRL acceptance, shall administer first aid or offer advice to an injured / ill player. Personnel with other qualifications must be ratified by the Sport Trainer Education Coordinator and equate with the NRL Sports Trainer Scheme, to receive a Statement of Attainment and an NRL ID Number;
- 24.5. All injuries / illnesses assessed by the qualified Sports Trainer must be recorded in the NRL Injury Report Booklet; and entered into the relevant QRL supplied Athlete Management System.
- 24.6. Each player shall complete the NRL Medical Advice Card before their first training or playing commitment. This will be the responsibility of the designated Accredited NRL Sports Trainer to ensure all cards are completed and kept up to date. As part of the Club's duty of care, this process should be fully supported by Club Officials. All Privacy Laws must be adhered to;
- 24.7. The Accredited NRL Sports Trainer shall, at all times (whilst a game is in progress) be in position to respond quickly should an injury / illness occur;
- 24.8. The Accredited NRL Sports Trainer shall have the final say on whether a player should continue in the game and, subsequently, when to resume playing in the game. However, the Game Day Doctor on duty at the venue, they can make this decision (in accordance with 28.45). Serious injuries requiring a Medical Clearance prior to the resumption of training / playing must be presented to the Club's Accredited NRL Sports Trainer;
- 24.9. If an Accredited NRL Level 1 or Level 2 Sports Trainer/Head Trainer is not in attendance, the game(s) shall not commence under any circumstances until such (qualified) person is available;
- 24.10. Anyone entering the field of play must wear appropriate, enclosed footwear at all times.
- 24.11. In the event of a clash of coloured shirts with team jerseys, on-field personnel may wear another colour (ONLY if there is a significant clash), HOWEVER the coloured shirt must not equate to a level above the persons level of accreditation. Liaison with the Match Official will determine the issue if there is a significant colour clash.
- 24.12. In the event of an altercation on and/or off the field of play, accredited NRL SPORTS TRAINERS / HEAD TRAINERS must not interfere in any way. They must move clear and totally distance themselves from the incident. The control of on / off field behaviour is the duty of the Match Officials.
- 24.13. The only exception to the above would be when an injured / ill player needs shielding from possible further harm.
- 24.14. On-field personnel must not, at any time, enter the line of sight of a player when they are attempting a kick for goal, or do anything which may in any way interfere with, or distract, an opposition player whilst they are participating in the match or constitute some disadvantage to the opposing team.
- 24.15. The Level 2 Sports Trainer / Head Trainer is the only person of the on-field personnel who may approach a Referee or Touch Judge in relation to player welfare-related concerns; they **cannot** instruct an official on how to referee a game but **only** express concerns directly related to player welfare. This is to be done in a respectful manner and only occur during technical stoppages of play (for example, when a try has been scored or at half-time).
- 24.16. If any on-field personnel abuse their roles or behave in a manner contrary to the NRL ON-FIELD POLICY or NATIONAL or QRL CODE OF CONDUCT, or bring the game of Rugby League into disrepute and/or their team / club into disrepute, they may be subject to sanctions and/or disciplinary action, up to and including removal from the NRL National Database.



- 24.17. Great care and diligence must be exhibited when assessing an injured / ill player and removing an injured / ill player from the field of play. Liaison with the match referee in a respectful manner will be of great assistance in such cases.

Each team may 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). These three (3) on-field personnel shall be the only on-field personnel permitted inside the playing area.

- 24.18. In all cases, when accredited NRL Sports Trainers enter the field of play to attend an injured / ill player, administer water, or deliver messages, they **must immediately leave the field** once their assigned task has been completed and return to the player's bench.
- 24.19. At all times, accredited NRL Sports Trainers must enter and leave the field of play as quickly as possible (i.e. running). Linger on the field of play will not be tolerated by QRL Ground Managers / QRL Interchange Official
- 24.20. If an accredited NRL Sports Trainer remains on the field of play or behind play, they will be Identified by the Match Officials or QRL Ground Manager by their team and shirt colour.
- 24.20.1. First Offence - Official Warning/Breach Notice
- 24.20.2. Second & every subsequent offence - \$100 Fine

ON-FIELD IDENTIFICATION - PERFORMANCE LEVEL COMPETITIONS

- 24.21. The NRL/SMA Accredited Sports Trainers are the only On-Field personnel who are to assist and manage an injured or ill player and are identified with the following coloured shirts on match day.
- 24.21.1. Blue Shirt - labelled as Sports Trainer on shirt
- 24.21.2. Yellow Shirt - labelled as Sports Trainer on shirt
- 24.21.3. Orange Shirt - labelled as Head Trainer on shirt
- 24.22. Following consultation with State Leagues - which operate under the NRL's Whole of Game On-Field Policy, and with changes to competition frameworks from 2018, there is a need to differentiate between the "Community" levels and "Performance" levels of the game.
- 24.23. The difference which currently exists between the "Community" NRL On-field Policy and the "Performance" level (which includes all QRL Statewide Competitions) is that the NRL has determined that Paramedics, Nurses, Doctors and Physiotherapists may act in the capacity of Head Sports Trainer in performance competitions provided that:
- 24.23.1. Their Paramedic/Nurse/Doctor/Physiotherapy qualifications are current, they are registered with their appropriate professional accreditation body, they have a current Approval to Practice, they have appropriate medical indemnity insurance; and
- 24.23.2. They undertake mandatory annual training in NRL approved Emergency Care for Suspected Spinal Injury, Advanced Resuscitation, First Aid, CPR and NRL online Elite Concussion Module.
- 24.24. **It is mandatory that a Medical Practitioner (Doctor) be in attendance at each of the Performance level matches, for a game to commence. If a Doctor is not in attendance, the Competitions Manager must be notified immediately.**
- 24.25. All trainers in the "Performance" levels of the game are expected to undertake training on an annual basis depending on their exact role; this includes NRL/SMA Level 1 and Level 2 Sports Trainers acting in these roles. This additional training is outlined within the NRL On-Field Policy.
- 24.26. Clubs must ensure that all Head Trainers have appropriate Rugby League-specific skills when undertaking this role (e.g. taping, wound management) as not all medical professionals are necessarily well equipped for these specific on-field roles; these are currently included as part of the NRL/SMA Level 2 Sports Trainer Course.
- 24.27. No Accredited NRL Sports Trainers are allowed on the field of play once a scrum formation or 5th tackle has been indicated. If they remain on the field of play while a scrum is being formed or the 5th tackle has been indicated, they will be identified by the Match Official or QRL Ground Manager by their team and shirt colour.
- 24.27.1. First Offence - Official Warning/Breach Notice
- 24.27.2. Second & every subsequent offence - \$100 Fine
- 24.28. Blue Shirt (Message Runner) Trainer will only be allowed to enter the playing field on three (3) occasions per half to carry messages to individual Team members when their team is in possession.



- 24.29. Each Blue Shirt (Message Runner) Trainer will be supplied with three (3) cards for each half. On each occasion Blue Trainers must hand a card to the QRL Interchange Official prior to entering the field of play.
- 24.30. Blue Trainers must only enter the field of play after their team gains possession of the football and leave the field at the completion of the 4th tackle, immediately returning to their team bench area (i.e running) without interfering with play or running behind the opposition team’s defensive line.

25.PUBLIC ANNOUNCEMENTS

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

26.REGISTRATIONS

BREAKDOWN OF REGISTRATION REQUIREMENTS FOR STATEWIDE COMPETITIONS

Competition	Registration Notes
NRL	Register player as Player Tackle to NRL Club (this will be the players Primary Club) To play ISC players must permit down to Statewide Competition club
Intrust Super Cup	Register player as Player Tackle to Statewide Competition Club (this will be the players Primary Club) To play Local League Players must permit down to local league clubs
BHP Premiership	Register player as Player Tackle to Statewide Competition Club (including those under 18 with exemptions) To play Local League Players must permit down to local league clubs
Hastings Deering Colts	Register player as Player Tackle to Statewide Competition Club (this will be the Players Primary Club) To play Local League Players must permit down to local league clubs
Harvey Norman U19 Cup	Register player as Player Tackle to Local League Club (this will be the Players Primary Club) Permit player as Player Tackle to Statewide Competitions Club
Auswide Bank Mal Meninga Cup	Register player as Player Tackle to Local League Club (this will be the Players Primary Club) Permit player as Player Tackle to Statewide Competitions Club
Cyril Connell Challenge	Register player as Player Tackle to Local League Club (this will be the Players Primary Club) Permit player as Player Tackle to Statewide Competitions Club

INTRUST SUPER CUP, BHP PREMIERSHIP & HASTINGS DEERING COLTS

- 26.1. All Intrust Super Cup, BHP Premiership and Hastings Deering Colts players must sign a QRL Player Agreement via DocuSign. A scanned digital copy must then be lodged with the QRL within ten (10) days of signing via Smartabase and prior to the player taking the field in any capacity.
- 26.2. All Intrust Super Cup, BHP Premiership and Hastings Deering Colts players must **also** be registered via the National Registration database (MySideline) prior to the player participating in any match.
- 26.3. These players can then be granted a Portability Permit back to their affiliate clubs.
- 26.4. If players aged 21 and under are selected from outside the club’s catchment areas listed in [Appendix 1](#) and on another clubs Development List, a Development Fee may be payable prior to that players registration being finalised with their new club.
- 26.5. In conjunction with Clause [26.3](#), QRL Rule 4.1.6 (Transfer of Junior Registration) shall take effect. A Club shall not register more than six (6) players in any one age group who were registered outside of the catchment areas in [Appendix 1](#) in the previous year. Of these six (6) players, no more than three (3) shall be from any one (1) Junior Rugby League Football Club. A Club may seek



exemption from this rule from the relevant Regional Manager where it considers there are Special Circumstances as defined in the QRL Rules.

- 26.6. A squad list of the following number of players for each competition shall be listed on the club's Team Nomination Form. The Team Nomination Form shall be lodged with the QRL no later than **COB Friday 12th February 2021**.

Intrust Super Cup	34 players
BHP Premiership	30 players
Hastings Deering Colts	32 players
Harvey Norman U19 Cup	30 players
Auswide Bank Mal Meninga Cup	30 players
Cyril Connell Challenge	30 players

- 26.7. Each player must complete the State of Origin Eligibility component of their registration via the National Registration database (MySideline)
- 26.8. Any additional players required by the club must be listed on the Team Nominations Form and lodged with the QRL before the COB on the Friday prior to each competition round.
- 26.9. A player is only deemed to be correctly registered when they are visible in the QRL's current Game Day Management System.
- 26.10. The above squad lists can only have a player added in the event of a season ending injury to an existing member with the submission of relevant medical confirmation and upon application to the Competitions Manager.

COACH, TRAINER & VOLUNTEER REGISTRATION

- 26.11. The club shall be required to register all coaches, trainers and volunteers (Managers etc) on the National Registration database prior to the commencement of the competition.
- 26.12. All coaches and trainers shall be listed via the QRL's relevant online portal (currently Smartabase) and shall be lodged with the QRL no later than **COB Friday 12th February 2021**.
- 26.13. All Head coaches shall be required to have attained a minimum Senior Club Coach accreditation for all QRL Statewide Competitions and are required to be correctly accredited in accordance with the NRL Coach Accreditation Scheme prior to the commencement of any competition.
- 26.14. All assistant coaches shall be required to have attained a minimum Club Coach or International Games Coach accreditation for all QRL Statewide Competitions and are required to be correctly accredited in accordance with the NRL Coach Accreditation Scheme.
- 26.15. 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 Coach or Sports Trainer until suitably accredited.

27.REPLACEMENTS (INTERCHANGE)

- 27.1. An interchange is the replacement of one (1) player in a team for another during the match.
- 27.2. Only thirteen (13) players from each team may be on the field of play at any one time.
- 27.3. All teams are required to list four (4) players as interchange players on their official team list.
- 27.4. A limited interchange system is used in all Statewide Competitions.
- 27.4.1. Intrust Super Cup, Hastings Deering Colts, Auswide Bank Mal Meninga Cup and Cyril Connell Challenge teams may use up to a maximum of eight (8) interchanges in ordinary time during a match.
- 27.4.2. BHP Premiership and Harvey Norman U19 Cup teams may use up to a maximum of ten (10) interchanges in ordinary time during a match.
- 27.5. At the start of the season each team will be provided with a set of official interchange cards numbered 1-8 (including HIA cards and free interchange cards). BHP Premiership & Harvey Norman U19 Cup teams will receive 1-10.



- 27.6. It will be the responsibility of each team to have these cards available for use during all matches.
- 27.7. In matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1 & 2 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 numbers are utilised.
- 27.8. A replaced player must have left the field of play prior to the interchange player taking their place on the field.
- 27.9. 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 [27.4](#).
- 27.10. 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 [27.4](#) provided that it is made without delay and, in any case, by the time the referee has acted on the incident.
- 27.11. The subsequent interchange, whether it is the return of the fouled player or another player, of the team of the fouled player will **not** be included for the purposes of calculating the number of interchanges pursuant to [27.4](#).
- 27.12. An Interchange Official will be appointed by the QRL to manage the interchange process for each team, however, they 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 QRL Interchange Official gave a particular direction or that they erred in some way.
- 27.13. The function of an Interchange Official employed by the QRL is to;
- 27.13.1. Ensure that all relevant Rules of the QRL are enforced whilst aiding the QRL Ground Manager, competing clubs and match officials as necessary.
- 27.13.2. Enter and ensure all interchange, HIA and incident data is recorded correctly for each appointed match.
- 27.14. Should an Interchange Official become aware of a breach of these Replacement / Interchange Provisions, they will address any non-compliance firstly with the Team Manager and QRL Ground Manager, secondly with the Player and thirdly, submit a written report to the Competitions Manager (or their nominee).
- 27.15. Each team will always be responsible for ensuring compliance with these Replacement / Interchange Provisions.

INTERCHANGE PROCESS

- 27.16. Before the commencement of the match the Interchange Official will hand the Interchange cards to each team.
- 27.17. 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. 8) for presentation to the Interchange Official. If a 'free' interchange is permitted under Rule [27.10](#) 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).
- 27.18. The interchange player must retain possession of the card until the Interchange Official approves their entry onto the field of play by taking the card from the player 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.
- 27.19. If a player reports to the Interchange Official without a card, the player will be sent back to the bench to obtain a card before the interchange will be allowed to proceed.
- 27.20. The Interchange Official will retain all cards until the end of the match to indicate the number of interchanges used by each team. Cards will then be returned to each club.
- 27.21. Only official interchange cards issued by the QRL may be used for the purposes of interchange. If a team loses or damages their cards, the Competitions Manager (or their nominee) must be contacted with a request to issue replacement cards.



- 27.22. 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.
- 27.23. 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.
- 27.24. Except for scrums (see [27.25](#) below), 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).
- 27.25. In the case of scrums:
- 27.25.1. Interchanges will only be permitted at scrums resulting from a touch line stoppage (i.e. a kick finds touch, or a player is tackled into touch), provided that the interchange player is already with the interchange official waiting to go on when the ball or the player crosses the touch line. Trainers will still be responsible for getting the player being replaced off the field before the interchange player can go on. The referee will not call a time-out or delay the recommencement to allow the interchange to take place.
- 27.25.2. Otherwise, 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.

HEAD INJURY ASSESSMENT (HIA)

- 27.26. HIA will take place during all Statewide Competition matches. Refer to [Appendix 5](#).
- 27.27. The Standby Referee will act as the HIA Official at all appointed matches. In lieu of a Standby Referee the Interchange Official and or QRL Ground Manager will act as the HIA Official.
- 27.28. In the event of any one or more of the following being observed by the Club Head Trainer, Game Day Doctor, or Game Day Operations Staff during a match, the player must be taken from the field immediately to be assessed by the Game Day Doctor:
- i) clinical features including abnormal neurological signs of a serious or structural head and/or neck injury requiring emergency management and hospital transfer;
 - ii) loss of consciousness or suspected loss of consciousness;
 - iii) no protective action in fall to ground (tonic or floppy; or cervical hypotonia);
 - iv) impact seizure or possible impact seizure, e.g. tonic clonic movements or tonic posturing;
 - v) confusion or disorientation;
 - vi) memory impairment (e.g. failed the Maddocks questions – [Appendix 5](#));
 - vii) motor incoordination (e.g. balance disturbance or possible balance disturbance, clumsiness with upper limbs or in getting up);
 - viii) Player reports significant, new or progressive concussion symptoms;
 - ix) dazed, blank / vacant stare or not their normal self (e.g. no facial expression, no apparent emotion in response to the environment, reduced conscious state (GCS<15), not responding appropriately to those around them including other Players, Match Officials or trainers / medical staff);
 - x) behavioural change atypical of the Player;
 - xi) slow to stand following a possible head injury (1st priority is to ensure that there is no neck injury present);
 - xii) loss of responsiveness (Player lying motionless for 2-3 seconds or until support staff arrives); or
 - xiii) suspected facial fracture.



NOTE: 'Balance disturbance' is defined as when a Player is unable to stand steadily unassisted or walk normally and steadily without support in the context of a possible head injury.

In addition, if the Game Day Doctor or Head Sports Trainer (following a sideline discussion with the Game Day Doctor) forms a clinical impression that the Player appears to display other signs that a head injury may have occurred following trauma / impact, the Player must immediately be taken from the field in a medically appropriate way to be assessed by the Game Day Doctor.

- 27.29. If a player is required to leave the field of play as a consequence of the identification of one or more of these features to complete a Head Injury Assessment (HIA) this interchange will not be included for the purposes of calculating the number of interchanges pursuant to [27.4](#).
- 27.30. The period of time in which the HIA is to take place is to be **no longer and no less** than a period of 15 minutes. To clarify, a HIA player cannot return to the field before 15 minutes has elapsed. The time period is to begin from the time at which the player is in the care of the Game Day Doctor. If the player has been cleared by the Game Day Doctor during the HIA, the player must report to the Interchange Official prior to or at the completion of the 15 minutes HIA to return to the field of play.
- 27.31. A HIA assessed player who is cleared must be the one to return to the field at the end of the 15 minutes **mandatory** period.
- 27.32. The mandatory 15 minutes period will not be assessed against the official match time or clock. The timing of the HIA period will be monitored by the HIA Official (Standby Referee or Interchange Official).
- 27.33. If a player is required to be assessed for a period longer than the specified HIA period, that player would then be adjudicated as an Interchange for the purposes of calculating the number of interchanges pursuant to [27.4](#). The Club will be required to hand over their next interchange card available in sequential order immediately to the Interchange Official.
- 27.34. Any player who is required to leave the field of play for any further HIA in the same match will not be allowed to return to play in that match.
- 27.35. In the event of an on-field incident which has required two players to be taken from the field of play for a HIA, the Game Day Doctor may request from the HIA Interchange Official an additional 10-minute period for one (1) of the HIA players to complete the necessary assessment.
- 27.36. If the player has suffered a concussive injury in an incident that was a consequence of foul play which resulted in the incident being placed On Report, Send Off or Sin Binned, this interchange will take place in accordance with the process pursuant to [27.10](#). The time limit associated with the HIA will not apply.
- 27.37. In the event that a HIA takes place in the 15 to 5 minute period prior to half time, the HIA period will be deemed to have been completed at the end of the half time period. The team must indicate to the HIA or Interchange Official immediately at the completion of half time whether the player is to return to the field of play.
- 27.38. In the event that a HIA takes place in the 5-minute period prior to half time, the HIA period will be determined by the Game Day Doctor and the Interchange Official. The player must return to the field before the 5th minute of the second half or it will be counted as an interchange as per [27.4](#).
- 27.39. In the event that a Club has used all of its allocated interchanges whilst a player is completing a HIA, and if that player is unable to return to the field of play at the completion of the HIA, the Club must immediately remove a player from the field of play and complete the match with 12 players.
- 27.40. At the completion of the match, the QRL Ground Manager is required to complete as part of their report to the QRL, details of any player who has completed a HIA during a match. Additionally, the Interchange Official will record the timing of each HIA in the relevant recording system.
- 27.41. The Game Day Doctor is to complete a HIA via the relevant QRL Concussion Assessment tool on any player who is suspected of suffering from a potential concussive episode. The Game Day Doctor is to add the outcomes and any HIA's to the Ground Managers report.
- 27.42. Clubs must only use HIA for the reasons set out in [27.28](#).
- 27.43. Any Club which is proven to have used a HIA for any reason other than that detailed in [27.28](#) will be deemed to have gained an unfair tactical advantage in the match and be subject to penalty.



- 27.44. All Clubs and persons bound by these Rules must comply in all respects with the provisions of the following policy statement. A breach of any of the provisions of this Policy may be enforced by the imposition of a penalty or penalties such as fines, suspensions and/or loss of competition points if a contravention of any of these provisions is found to have occurred.
- 27.45. Game Day Doctor directions take precedence over all others regarding player welfare.

28.SALARY CAP / CONTRACTING MODEL

All QRL Statewide Competitions are required to follow the guidelines regarding player payments as contained in [Appendix 4](#).

29.SIDELINE AREA AND BENCH LOCATIONS

- 29.1. Both the home and visiting team benches must be on the same side of the field.
- 29.2. Where team benches are located within the playing area (i.e. inside the fence) the following provisions must be adhered to:
- 29.2.1. 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.
- 29.2.2. Personnel on the bench may comprise only those people directly related to the conduct of the match itself (i.e. coaches, interchange players, trainers, team manager, medical officers).
- 29.2.3. There can be no more than twelve (12) persons on the bench from each team.
- 29.3. 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.
- 29.4. The Host club is asked to provide 4 x chairs placed between the team benches for use by the QRL Ground Manager, Interchange Official, Game Day Doctor and Standby Referee/HIA Official.
- 29.5. The QRL Ground Manager, Interchange Official and Match Officials may request any person on the bench to leave the bench area and may name that person in their Match Report.
- 29.6. Players and officials on the bench must always 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.
- 29.7. 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.
- 29.8. 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.
- 29.9. Under no circumstances is a suspended Player permitted on the sideline or bench area.
- 29.10. No members of the public or any other unauthorised persons are permitted within the playing area (i.e. inside the fence surrounding the field of play).

30. SPORTS INTEGRITY AUSTRALIA (SIA) – (formerly known as ASADA)

- 30.1. All QRL Statewide Competitions and its participants are bound by the Anti-Doping Policy of the Australian Rugby League Commission Ltd, as per details below.
- Anti-Doping Policy of the Australian Rugby League Commission Limited, National Rugby League Limited, the NSWRL, the QRL and our member and sub-member organisations, adopted by the Queensland Rugby League.
 - [Anti-Doping Policy](#)
 - The above document, in its most current form, is available for download from the Queensland Rugby League website – About – [Documents and Policies](#).



- 30.2. All players shall be required to complete the relevant (Junior or Senior) mandatory [Anti-Doping](#) online education module prior to taking the field in any competition match.
- 30.3. All clubs must notify SIA of their training schedules in the pre-season and during the season. If training varies in any way from this schedule SIA must be notified via (national.testing@sportintegrity.gov.au) and the relevant QRL online platform (currently Smartabase).
- 30.4. Failure to notify SIA of any changes to the clubs training schedule that results in a fine for a "Failed Mission" will be the responsibility of the club.

PLAYERS WHEREABOUTS

- 30.5. Clubs must provide the following Whereabouts Information, or any other information as requested, to the QRL and relevant Drug Testing Authorities:
- 30.5.1. By the first day of every month, each club must provide a current Squad list of Player contact and primary residential address details, including:
- First and Last Name
 - Residential Address
 - Mobile Phone
 - Email address
- 30.5.2. Clubs must provide a schedule providing time and location details of a week's training, club coordinated activities, competition, travel and accommodation (Team Schedule) by 9am AEST on the preceding Friday.
- 30.5.3. Clubs may provide Team Schedules which cover several weeks in advance, provided always that the details for a particular week are received no later by 9am AEST on the preceding Friday.
- 30.5.4. Any change to a scheduled activity must be communicated to the Drug Testing Authorities at least one (1) hour before that scheduled activity was due to begin. If the rescheduled activity begins before the original scheduled activity, the updated time must be communicated at least one (1) hour before the rescheduled activity commences.
- 30.5.5. At least one (1) hour before a scheduled training or club coordinated activity, clubs must provide a list of Players who will be absent from that Training or Club coordinated activity; and,
- 30.5.6. Player Temporary Address details six (6) days prior to the date the player will be residing at the Temporary Address.
- 30.6. Without limitation, a failure to provide Whereabouts information in the form and within the timeframe specified by the QRL will constitute a breach of the NRL/QRL Rules.

31. TEAM LIST SUBMISSION

- 31.1. All Clubs must submit a mid-week team list for each of their teams competing in all Statewide Competitions via Game Day Management System by **1.00pm on the Tuesday** prior to the scheduled fixture. This may be regularly updated until 1.00pm on Tuesday each week.
- 31.1.1. Mid-week team list to include 13 on-field players, 4 interchange players and any additional players are named as reserves.
- 31.1.2. Captains must be nominated
- 31.2. The release of teams to media outlets or on any form of media platform by either QRL or the Clubs shall not be permitted prior to 5.50pm on the Tuesday prior to the scheduled fixture.
- 31.3. Each player shall take the field in the jersey number that appears in the mid-week team list regardless of what position the player takes on the field.
- 31.4. On game day, all teams are required to submit a one hour before kick-off team list with the inclusion of three (3) trainers. This submission will be facilitated by the QRL Ground Manager but is the responsibility of each club to ensure it is correctly inputted in the Game Day Management System.



- 31.4.1. One hour before kick-off team list to include 13 on-field players, 4 interchange players and **no** reserve players.
 - 31.4.2. Three (3) Sports Trainers must be nominated - one trainer nominated for each respective Sports Trainer shirt colour. If they cannot be selected via the Game Day Management System, QRL Competitions & Innovations Coordinator (or their nominee) must be contacted.
 - 31.4.3. Captains must be nominated
- 31.5. If a player listed in the initial team list is subsequently not selected for that match, the replacement player may wear that player's jersey provided the replacement player is not already listed in the initial team list. It is preferable to use another number not already listed in the initial team list e.g. numbers 18-23.
- 31.6. Ensure suspended or concussion restricted players are not named in the initial line-up. Players unable to play must not be featured in their team's line-up on game day.

32. TIMEKEEPING

OFFICIAL MATCH TIME

- 32.1. It should be noted that the match clock on display at the venue does not necessarily accurately represent the official match time.
- 32.2. It is the responsibility of the home team to provide a Timekeeper/s.
- 32.3. 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.
- 32.4. All decisions of the official timekeeper(s) shall be final and not open to review or appeal unless the Competitions Manager, at their absolute discretion, so determines.

MATCH CLOCKS

- 32.5. Match clocks should be in good working order and showing second hand if analogue or indicating seconds if digital.
- 32.6. All clubs match clocks should be a countdown clock (i.e. 40 minutes to zero)
- 32.7. A back up system should also be available at all venues.

SIN BIN OPERATORS

- 32.8. Visiting clubs must nominate their personnel for timing of "temporary suspensions" and make themselves known to the QRL Ground Manager prior to the start of the match.
- 32.9. If a visiting club does not nominate anyone for this purpose, they must accept the timing of the home team sin bin operator and QRL Ground Manager
- 32.10. Operators must be provided with time pieces displaying minutes and seconds by their clubs.

TIMEKEEPING IN RELATION TO MATCH OFFICIALS

- 32.11. When a referee starts play, they will blow their whistle and indicate with one arm above their head and order the ball to be kicked off.
- 32.12. If, for any reason (e.g. an injury or caution), the referee orders time off by indicating with both arms above their head, vertical to their body, timekeepers must immediately stop their watches and time clocks.
- 32.13. When play is to recommence, the referee will indicate by waving one arm over their head. Timekeepers must recommence match clocks immediately. This procedure is to be carried out throughout the match.
- 32.14. Timekeepers shall have at least one additional time piece when keeping time for use in the event of the match clock malfunctioning.



SIRENS

- 32.15. At the completion of each half, the timekeeper must continue to sound the siren until such time as the match referee signals that they have heard it by raising their arm above their head. The referee will indicate a cessation (after the hooter is blown) by blowing their whistle and waving both their arms across their body.
- 32.16. If the venue siren fails to operate, the timekeeper must use the standby air horn issued to them. If, for any reason, the referee cannot hear the siren, the timekeeper must immediately alert the QRL Ground Manager and Home Team who shall advise the match officials.

END OF PLAY

- 32.17. In all cases the referee will be the sole judge of when play shall cease after the half or full-time siren has sounded.
- 32.18. The referee may extend the match to award a penalty or to complete the play currently underway at their discretion.

33. TRAVEL LOGISTICS

- 33.1. The QRL shall be responsible for the management and cost of transport, accommodation and meal allowances for teams travelling to all Statewide Competition and finals series matches as outlined in the Travel Schedule in [Appendix 2](#).
- 33.2. Any expenses incurred outside of the items allocated in the Travel Schedule including the cost of team assembly shall be the responsibility of the club.
- 33.3. The QRL will cover the costs of approved travel for a party of:

Intrust Super Cup teams	24 people
BHP Premiership teams	23 people
Hastings Deering Colts teams	23 people
Harvey Norman U19's teams	23 people
Auswide Bank Mal Meninga Cup teams	23 people
Cyril Connell Challenge teams	23 people

- 33.4. Any club travelling with more than the allocated members shall be responsible for all travel arrangements and associated expenses for those travel arrangements.
- 33.5. Travel for matches during Country Week will be allocated at the discretion of the Competitions Manager (or their nominee).
- 33.6. Any club that schedules a match at any venue other than its nominated home venue will be responsible for the cost of all additional travel above the allocated budget at the discretion of the Competitions Manager.
- 33.7. The club shall advise the QRL on the Travel Request form all travel detail requirements (Bus / Flights / Accommodation / Meals) for the travelling party. Forms shall be lodged via Smartabase prior to **1pm on the Tuesday preceding the match**.
- 33.8. For all travelling teams in the Intrust Super Cup competition and that have matches against the PNG Hunters, for the 2021 season QRL will be arranging the travel on behalf of the PNG Hunters. The travelling party will be as defined in [33.3](#).

AIR TRAVEL

The following rules apply to air travel for the Travelling Party.

- 33.9. The QRL shall be responsible for the cost of providing the Travelling Party economy class air tickets including all airport departure and arrival taxes.
- 33.10. The club shall be responsible for the cost of all excess baggage. The QRL will notify the club of the airline's baggage allowances prior to each flight.
- 33.11. The club shall advise the QRL on the Travel Request Form persons of the travelling party. Such form shall be lodged prior to;
- Virgin / Jetstar flights – **1pm on the Tuesday preceding the match**
 - Qantas flights – **12pm on the Friday in the week prior to the match (e.g. eight days prior to travel). If not received, flights will be cancelled by Qantas and the club will need to cover the cost to rebook the flight.**



- 33.12. The club may alter the Travelling Party nominated on the Travel Request Form up to twenty-four (24) hours prior to the scheduled flight. If changes are required inside of twenty-four (24) hours and those changes incur a fee the additional expenses will be the responsibility of the club.
- 33.13. Individual travellers will be entitled to retain, for their own use, any frequent flyer points accrued.
- 33.14. Upgrades from the economy class air tickets provided by the QRL will be at the expense of the club.

BUS TRAVEL

The following rules apply to bus travel for the Travelling Party.

- 33.15. In accordance with the Travel Schedule [Appendix 2](#), the QRL shall be responsible for the cost of providing for the Travelling Party on a coach / bus for the travel from a single nominated venue to the match and return as stated in [33.3](#).
- 33.16. Any additional stops charged by the supplier will be at the expense of the club, unless prior approval has been granted by the Competitions Manager (or their nominee).
- 33.17. Any excess seats on the coach / bus may be allocated to additional players, staff or supporters.
- 33.18. The QRL shall be responsible for the cost of providing nominated airport transfers between airport / venue / hotel.

ACCOMMODATION

The following rules apply to accommodation travel for the Travelling Party.

- 33.19. In accordance with the Travel Schedule, the QRL shall be responsible for the cost of providing accommodation for each member of the Travelling Party for the number of nights indicated in the Schedule.
- 33.20. Individual travellers will be entitled to retain, for their own use, any loyalty points accrued.
- 33.21. Upgrades in accommodation will be at the expense of the club.
- 33.22. The accommodation shall include provisions for breakfast. Where breakfast is not provided, an allowance shall be provided in accordance with section [33.27](#).

MEAL ALLOWANCES

- 33.23. The home club shall be responsible for providing a substantial post-match meal for each member of the Travelling Party, Match Officials and Game Day Operations Staff. A substantial meal is defined as per below:
 - 33.23.1. For teams that are required to travel via air or bus trip longer than 1 hour, a substantial meal consists of either a sit-down meal or similar containerised for takeaway purposes (e.g. Pasta etc.) plus a drink (water, soft drink etc.) per person.
 - 33.23.2. For teams that are considered local (e.g. Travel less than 1 hour) a sufficient meal is defined as a substantial sandwich/roll and drink per person.
 - 33.23.3. The away club is required to discuss directly with the home club if they will be requiring a post-match meal not less than 4 days prior to match day.
 - 33.23.4. For QRL Game Day Operations Staff (3), the home club is to provide the QRL Ground Manager with three (3) vouchers for use in your canteen.

For Match Officials, the home club is to provide vouchers (to be left in referees room) for use in your canteen for their post-match meal.

- 33.24. In accordance with the Travel Schedule ([Appendix 2](#)), the QRL is responsible for the cost of meals for each member of the Travelling Party.
- 33.25. Where required, an allowance for lunch for the Travelling Party of \$25.00 per person will be provided.
- 33.26. Where required, an allowance for dinner for the Travelling Party of \$35.00 per person will be provided.



- 33.27. In accordance with section [33.22](#), an allowance for breakfast for the Travelling Party of \$20.00 per person will be provided.
- 33.28. Where an allowance is incurred, the club shall be required to provide the Statewide Competitions department with a tax invoice (**with receipts attached**) for the provision of the allocated allowances within fourteen (14) days of incurring the expense.

34. TRIALS

- 34.1. All requests for trial matches shall be lodged on the Pre-Season Trial and Match Official Request form with the QRL Statewide Competitions department no less than fourteen (14) days prior to matches being scheduled.
- 34.2. For preseason and post season trials, other than intra club trials which may be approved upon application to the Competitions Manager, clubs shall refrain from playing games from the 3rd weekend of October to the 2nd weekend in January, inclusive.
- 34.3. Trials being played between the 2nd weekend in January and the end of February that kick off prior to 4pm are also subject to the following conditions:
- 34.3.1. Games are to be no longer than 60 minutes played in 15-minute quarters.
 - 34.3.2. 3 x Sports Trainers can be utilised to run water.
 - 34.3.3. Half time can be extended if deemed necessary.
- 34.4. All trial matches shall require the completion and subsequent lodgement of a Match Report. This shall be in written format utilising standard QRL Match Report sheets.
- 34.5. All trials for all Statewide Competitions must be videoed for assessment and judiciary purposes and the responsibility for organisation and cost rests with the host club.
- 34.6. All trials for all Statewide Competitions must have a doctor in attendance and the responsibility for organisation and cost rests with the host club.
- 34.7. Should clubs require referees for trials, payment will be \$1 per minute and responsibility for the cost rests with the host club.
- 34.8. Trials must be submitted via the Trials section on Smartabase.
- 34.9. Players must complete an online Trial Registration form via National Registration Database if they are not currently registered with the club they are trialling for.

35. VIDEOGRAPHY

- 35.1. The QRL has an exclusive agreement with a nominated QRL supplier for the videography of competition matches.
- 35.2. The nominated QRL supplier will record all competition matches and shall upload to the relevant cloud storage platform within 1 hour of match completion. Vision of all matches will be provided to all teams and Match Officials via Hudl.
- 35.3. The QRL will be responsible for the payment of the services provided by the nominated QRL supplier for all competition matches.
- 35.4. The cost to video trial matches shall be the responsibility of the Host Club and is mandatory for assessment and Judiciary purposes.
- 35.5. The Host Club must provide a suitable powered and elevated platform as close to the half way line as possible.
- 35.6. The QRL shall maintain exclusive rights to the intellectual property captured by nominated QRL supplier and shall be entitled to use such property in any manner it deems appropriate for the promotion and enhancement of the competition.

36. WARM UP AREA

- 36.1. The home team must ensure a safe, secure and suitable area is provided for warm up.
- 36.2. Both teams must return to the dressing room at least five (5) minutes prior to the scheduled kick off time.
- 36.3. Where a warm up area is not available and teams are required to use the playing field, allow thirty (30) minutes from the end of the preceding match.



37. WELLBEING AND EDUCATION

- 37.1. All players in all Statewide Competitions must complete and attend the relevant social welfare education seminars as directed by the QRL from time to time. Attendance and completion of any online Wellbeing and Education courses must be completed prior to the commencement of the competitions.
- 37.2. The completion of the relevant Junior (U16 – U19) and Senior (HDC, BHPP & ISC) modules is mandatory for all players and staff prior to round 1. **Players will not be considered for selection until these modules are completed and visible in their profile on MySideline.**
- 37.3. The relevant modules can be accessed by clicking on the links below. Feel free to forward both the links and the poster.
- 37.4. [Anti-Doping Junior Module 2021 – for U16-U19 players and staff](#)
- 37.5. [Concussion Junior Module 2021 – for U16-U19 players and staff](#)
- 37.6. [NRL Code of Conduct Quiz – Junior Module 2021 – for U16-U19 players and staff](#)
- 37.7. **Registration Instructions:** The set of instructions on the following page can be provided to your players/clubs to assist them in accessing and completing the modules.
- 37.8. **How do I know if my players have completed it?** These modules are accreditations in My Sideline. Once a player or staff member successfully completes the module it will automatically appear in their 'My Accreditations' and will remain there permanently. This allows you to see who has and hasn't completed the module. To view this information, you can either:
- Look at the player profiles in your squad and click on the Accreditations tab.
 - Use the Squad Accreditation Report – this will export all team staff assigned to a squad and their accreditations
 - Use the Accreditation Report – this will export all registered players and team staff, unfortunately this report won't be itemised by the squad they are assigned to so will need some sorting.
- 37.9. **All senior mandatory education modules (HDC, BHPP, ISC) are currently under development and will be released soon.**



NRL Junior Rep – Mandatory Digital Modules

1. Using your laptop/phone/device, open your web browser and go to <https://learn.playnrl.com/> and then click LOGIN in the top right-hand corner.
2. You will then be prompted to login to your NRL account. This can be your parents, or your own personal NRL account. If you don't have an NRL account click SIGN UP and complete the registration process.
3. Any existing MySideline profiles will then appear:
 - a. Select the players profile who will be completing the course
 - b. If no profiles appear follow the steps to create a profile for the player, and if the player name, and date-of-birth you enter is recognised you will be prompted to attach the existing profile.
4. Using a phone/device: Put your phone in camera mode and scan the QR code for the module you want to complete, your phone will direct you to the module enrolment page.

Using a laptop: Use the links provided to you by your club that will take you directly to the modules.



Anti-Doping Junior
Module 2021



Concussion Junior
Module 2021



Code of Conduct Quiz
JUNIOR 2021

5. Click ENROL and complete your participant details. Check to make sure that your JUNIOR REP Club name listed under *Rugby League Club/School Name*. If it isn't, please update this field.
6. Click on the module box under the heading Syllabus and the module will begin.
7. Complete ALL sections and achieve 100% on the knowledge quiz to successfully obtain the accreditation. You are allowed multiple attempts of the quiz.
8. Once complete exit the course and you will receive email notification of successful completion and the module will appear in the 'My Accreditations' area.

NRL Senior (HDC, BHPP, ISC) Mandatory digital modules – coming soon.



APPENDIX 1 - CATCHMENT AREAS

The following catchment areas will act as a boundary for clubs for the registration of players for the competitions and the determination of Development Fees.

A club may contract a player from outside of their area to compete with their club in the competitions. If the player is eligible for the application of a Development Fee (aged 21 and under and on a Development List) it shall be paid under the terms of the Development Fee policy ([Appendix 3](#)).

If a club chooses to maintain a relationship with a club outside of its catchment area it shall be entitled to do so, subject to QRL approval, however it shall remain bound by these areas for the purpose of player registration and any subsequent Development Fees.

Brisbane Tigers	Bundaberg Rugby League Clubs - shared with Wide Bay and Capras
	Brothers St Brendan's
	Carina
	East's Juniors
	East's Mt Gravatt
	East's Springwood
	Graceville
	North/Central Burnett Clubs – shared with Wide Bay
	Rochedale
	Yarrabilba
Burleigh Bears	Gold Coast Rugby League Clubs (except Tweed– shared with Tweed Seagulls)
CQ Capras	Bundaberg Rugby League Clubs - shared with Wide Bay and Brisbane Tigers
	Central Highlands Clubs
	Central West Clubs
	Gladstone Rugby League Clubs
	Rockhampton Rugby League Clubs
Ipswich Jets	Ipswich Rugby League Clubs
Mackay Cutters	Mackay District Rugby League Clubs
Northern Pride	Cairns District Rugby League Clubs
	Cape & Torres Strait Clubs
	Eacham Junior Rugby League Clubs
	Innisfail Junior Rugby League Clubs
Norths Devils	Aspley Devils
	Banyo Devils
	Brighton
	Brothers Juniors
	Norths Juniors
	Norths St Josephs
	Pine Central Holy Spirit
	Pine River Bears
	Samford Stags
	Valleys Diehards
	West's Arana Hills
	West's Mitchelton
	West's Panthers
PNG Hunters	PNG Rugby League Clubs
Redcliffe Dolphins	Albany Creek Crushers
	Beachmere – shared with SC Falcons
	Bribie Island – shared with SC Falcons



	Burpengary
	Caboolture – shared with SC Falcons
	Dayboro
	Deception Bay
	Narangba
	North Lakes
	Redcliffe
Souths Logan Magpies	Browns Plains
	Centenary
	Flagstone
	Forest Lake
	Greenbank
	Logan Brothers
	Mustangs
	Normanby
	Souths Acacia Juniors
	Souths Sunnybank
	Waterford
	West Inala
Sunshine Coast Falcons	Sunshine Coast / Gympie Rugby League Clubs
	Except Caboolture, Beachmere and Bribie Island – shared with Redcliffe
	South Burnett Clubs – shared with Western Mustangs and Wide Bay
Townsville Blackhawks	Gulf Clubs
	Mid-West Rugby League Clubs
	Mt Isa Rugby League Clubs
	Townsville Rugby League Clubs
Tweed Seagulls	Gold Coast Rugby League Clubs – except Burleigh
	Northern NSW to Lismore
Western Mustangs	Toowoomba Rugby League Clubs
	Border Rugby League Clubs
	Roma & District Rugby League Clubs
	South Burnett Clubs – shared with Wide Bay and SC Falcons
	South West Rugby League Clubs
Wide Bay	Bundaberg Rugby League Clubs – shared with Capras and Brisbane Tigers
	North / Central / South Burnett Clubs – shared with Western Mustangs, SC Falcons and Brisbane Tigers
	Fraser Coast Clubs – shared with Wynnum
Wynnum Manly Seagulls	Beenleigh
	Capalaba
	Eagleby
	Edens Landing
	Fraser Coast Clubs – shared with Wide Bay
	North Stradbroke Island Sharks
	Redlands
	Russell Island
	Slacks Creek
	Wynnum Manly



APPENDIX 2 - TRAVEL SCHEDULE

INTRUST SUPER CUP AND BHP PREMIERSHIP

The following shall be provided for each member of the Travelling Party.

Host Region	Visiting Region	Transport	Accommodation	Meals
Cairns	Townsville	Bus	1 night	3
	Mackay / Rockhampton	Air / Bus	1 night unless Charter	3 unless Charter, then as required
	South East QLD^	Air / Bus	1 night	3
Townsville	Cairns / Mackay	Bus	1 night	3
	Rockhampton	Air / Bus	1 night unless Charter	3 unless Charter, then as required
	South East QLD^	Air / Bus	1 night	3
Mackay	Cairns	Air / Bus	1 night unless Charter	3 unless Charter, then as required
	Townsville / Rockhampton	Bus	1 night	3
	South East QLD^	Air / Bus	1 night	3
Rockhampton	Cairns / Townsville	Air / Bus	1 night unless Charter	3 unless Charter, then as required
	Mackay	Bus	1 night	3
	South East QLD^	Air / Bus	1 night	3
South East QLD	Cairns/ Townsville/ Mackay/ Rockhampton	Air / Bus	1 night	3
	TIG/RED/WYN/NTH/STH	Nil	Nil	Nil
	BUR / TWE / PNG / SUN / IPS	Bus	Nil	Nil
Gold Coast & Tweed	EAS/RED/WYN/NTH/STH	Bus	Nil	Nil
	Sunshine Coast / Ipswich	Bus	Nil	Nil
	BUR / PNG / TWE	Nil	Nil	Nil
Sunshine Coast	South East QLD	Bus	Nil	Nil

*Note: Burleigh, Tweed & PNG will come under Gold Coast & Tweed as a Host Region.

^Note: Airport Transfers will only be provided for the following clubs to & from Brisbane Airport – Sunshine Coast Falcons, Ipswich Jets, Burleigh Bears and Tweed Seagulls.

HASTINGS DEERING COLTS

The following shall be provided for each member of the Travelling Party.

Host Region	Visiting Region	Transport	Accommodation	Meals
Cairns	Townsville	Bus	Nil	2
	Mackay / Rockhampton	Air / Bus	Nil	1
	South East QLD^	Air / Bus	Nil	1
Townsville	Cairns / Mackay	Bus	Nil	2
	Rockhampton	Air / Bus	Nil	1
	South East QLD^	Air / Bus	Nil	1
Mackay	Cairns	Air / Bus	Nil	1
	Townsville / Rockhampton	Bus	Nil	2
	South East QLD^	Air / Bus	Nil	1
Rockhampton	Cairns / Townsville	Air / Bus	Nil	1



	Mackay	Bus	Nil	2
	South East QLD^	Air / Bus	Nil	1
South East QLD	Cairns / Townsville / Mackay / Rockhampton	Air / Bus	Nil	1
	Burleigh / Tweed	Bus	Nil	Nil
	TIG/RED/WYN/NTH/STH	Nil	Nil	Nil
	Sunshine Coast	Bus	Nil	Nil
	Toowoomba	Bus	Nil	Nil
Burleigh / Tweed	South East QLD	Bus	Nil	Nil
	Sunshine Coast	Bus	Nil	Nil
	Toowoomba	Bus	Nil	Nil
	Burleigh / Tweed	Nil	Nil	Nil
Sunshine Coast	All teams	Bus	Nil	Nil
Toowoomba	All teams	Air / Bus	Nil	Nil

^Note: Airport Transfers will only be provided for the following clubs to & from Brisbane Airport – Sunshine Coast Falcons, Ipswich Jets, Western Mustangs, Burleigh Bears and Tweed Seagulls.

HARVEY NORMAN U19 CUP, AUSWIDE BANK MAL MENINGA CUP AND CYRIL CONNELL CHALLENGE

The following shall be provided for each member of the Travelling Party.

Host Region	Visiting Region	Transport	Accommodation	Meals
Cairns	Townsville	Bus	Nil	2
	Mackay	Bus	1 night	3
Townsville	Cairns / Mackay	Bus	Nil	2
Mackay	Cairns	Bus	1 night	3
	Townsville	Bus	Nil	2
Pool B^	Pool B^	Bus	Nil	1
Pool C^	Pool C^	Nil	Nil	Nil
Burleigh / Tweed	STH / IPS	Bus	Nil	Nil
	BUR / TWE	Nil	Nil	Nil
Souths / Ipswich	STH / IPS	Nil	Nil	Nil
	BUR / TWE	Bus	Nil	Nil

^Note: Pool B – CQ Capras, Sunshine Coast Falcons, Western Mustangs & Wide Bay. Pool C – Brisbane Tigers, Norths Devils, Redcliffe Dolphins & Wynnum Manly Seagulls.



APPENDIX 3 - DEVELOPMENT FEES – POLICY OF THE NATIONAL RUGBY LEAGUE

1. OBJECTIVES

This Policy and accompanying Schedule of Fees have the following objectives:

- a) Fair compensation for the development investment of a Player and to encourage the continuance of that investment.
- b) Discourage recruitment Clubs from 'cherry-picking' and the development Clubs from 'stockpiling' while still providing Players with an opportunity to develop and progress their rugby league career;
- c) Consider the needs of NRL Clubs who have suffered due to changing demographics and need to recruit more vigorously.
- d) Ensure the Schedule of Fees reflects the special needs of the NZRL ('player drain').
- e) Place wellbeing and playing opportunity at the forefront of decisions, in relation to the movement of Players across organisations.

2. DEFINITIONS

The following definitions apply to this Policy (including any appendix to this Policy):

"Affiliated States" – means the States and Territories of Australia that do not currently have an NRL Club based within their territorial limits plus Victoria;

"Age Limit of Fees" – Development fees do not apply to players who have exceeded the age required to be eligible to participate in the highest level of age-restricted representative competition offered within the State League (or NZRL) where they are registered.

The age limit of fees is equal to the level of the highest age-restricted competition within each State League (or NZRL).

For clarity, the age limit of fees for each League is outlined in Schedule 3. Once a player has exceeded the age eligibility in the League where they are registered, a development fee will not be applicable.

"Geographical Border" – means the boundaries that separate the recognized locations of the State and Territory Leagues of Australia and the NZRL and NRL.

"Club" – means a Club who fields a team in the junior representative competitions at U16/17 or U18/19 in the NSWRL, QRL, or NZRL and a Club who fields a team in the NSWRL or QRL State Under 21s competition or the State Rugby League competition.

"Cross Border" – means the movement of a player from a club in one recognised State League border or NZRL, to a club playing within another State League Border, NRL Club or NZRL.

"Development Area" – means an area which has been allocated to a Club who is a participant in the competitions under the auspices of the NRL or a Governing League.

"Development Fees" – means a fee(s) payable under this Policy by an SRL Club or NRL Club for the development of a player as outlined in the Schedule of Fees in Schedule 1 to this Agreement.

"Development Program" – means a program delivered by an SRL/Region/District that aims to deliver additional coaching and development to selected players as outlined in the Governing Leagues policy and part of their minimum standards.

"Disputes Adjudicator" – means a person appointed by a Governing League to resolve development fee disputes.

"Disputes Panel" – means a panel of 4 people that will convene in the event of a dispute that has arisen due to the signing of a player from one Governing League to another, one Geographical location to another or with an NRL Club. This panel will rule on Category 1 and 2 disputes and be made up of the following:

- a) NRL Head of Football - Participation, Pathways and Game Development (Chairperson);
- b) NRL Salary Cap Auditor;
- c) Representative of the Governing League that player is clearing from; and
- d) Representative of the Governing League that player is clearing to.

"District" - means a geographical area defined by a Governing League for the purposes of organising development programs

"Governing League" – means, with respect to a player, the League that is responsible for the administration of the competition in relation to which the player's junior rugby league club was or is a participant;

"JRA" – means Junior Representative Agreement in the standard format attached for Junior Players contracting to a Junior Representative Team.

"Junior Player" – means a player who has not attained the age of 18 years before 1 January of each year;

"Junior Representative Team/Club" – means a Team or Club playing in the Harold Matthews Cup, SG Ball Cup, Cyril Connell Challenge, Mal Meninga Cup, Andrew Johns Cup, Laurie Daley Cup, NZRL U18s and NZRL U16s and representing a League;

"Leagues" – the NZRL, the QRL, the NSWRL, the NRL Victoria, the NRL WA, the NRL NT and the NRL SA.

"MySideline" – means the online system used by the National Rugby League for player registration and player clearance purposes.

"NRL" – means the National Rugby League, being the administrative body responsible for the NRL Premiership competition.

"NRL Club" – means one of the 16 clubs competing in the NRL Premiership competition;



“NRL Development List” – has the meaning given to that expression by the NRL PCR Rules.

“NRL Development List Contract” – means a contract between a Club on the one hand and a Player on the other hand by which the Player agrees to be a Development List Player and plays Rugby League for the Club in the NRL Competition, and/or the Related Competitions.

“NRL Top 30 List” – has the meaning given to that expression by the NRL PCR Rules.

“NRL Top 30 Playing Contract” – means a contract between a Club on the one hand and a Player on the other hand by which the Player agrees to play Rugby League for the Club in the NRL Competition, and/or the Related Competitions.

“NRL Premiership” – means the top-level men’s National rugby league competition organised by NRL and contested by the NRL Clubs and includes the finals series and grand final.

“NRL Salary Cap Auditor” – means the person appointed pursuant section 12 on the NRL PCR Rules.

“NSWRL” – means the New South Wales Rugby League. **“NZRL”** – means the New Zealand Rugby League. **“Player”** – means a Junior Player or Senior Player.

“NZRL” – means the New Zealand Rugby League.

“Player” – means a Junior Player or Senior Player.

“Playing Contract” – means a playing contract which has been lodged for registration and / or clearance with the Governing League responsible for the State Rugby League competitions or the NRL Competition.

“Policy” – means this policy including any schedules or annexures.

“Protected Player List” – means the squads notified to the NRL Salary Cap Auditor by 1 October of each season, listing those players who are subject to a development fee as a result of the rules stated in this Policy.

“QRL” – means the Queensland Rugby League.

“Region” – for the purpose of this policy, has the same meaning as “District”

“Senior Player” – means a player who has attained the age of 18 years before 1 January of each year;

“Schedule of Fees” – means the Development Fees outlined in the Schedule to this Policy.

“SRL Club” – means a Club who participates in the state-based competitions including competitions at U21s and/or the most Senior Open Age competition.

“State Cup Contract” - means a contract between an SRL Club on the one hand and a Player on the other hand by which the Player agrees to play Rugby League for the Club in the Intrust Super Cup, Canterbury Cup, Hastings Deering Colts or Jersey Flegg Competitions.

“State Rugby League” – means any competition run by the NSWRL, QRL, NZRL, or affiliate states.

“Team” – means a Team entered into the Junior Representative Competitions or the State Under 21s competition or the State Rugby League competition as representing a League.

“Truly Developed” – means players who have been within the District/Junior Representative Club/Region Development Programs (as defined earlier) for a minimum period of two (2) consecutive years.

“Written Offer” – means a letter sent to a player, informing them of the Club/Region’s desire to have them as part of their Development Program. This offer can be in the form of a written letter or email that appears on appropriate letterhead, and is signed and dated by the appropriate person representing the Club/Region

3. POLICY

Calculation of Development Fees

- a) Development Fees will be calculated and paid in accordance with the Schedule of Fees.
- b) Development Fees will be charged at the applicable level outlined in the Schedule of Fees, to the recruiting NRL Club or SRL Club/Team where a Player signs a JRA or a Playing Contract with an NRL Club or SRL Club/Team unless:
 - i) the player has exceeded the Age Limit of Fees;
 - ii) the player has not been ‘truly developed’ by the District/Junior Representative Club/Region claiming the Development Fee;
 - iii) the player is not listed on the relevant Protected Player List; or
 - iv) there has been an agreement reached between the NRL Club or SRL Club/Team signing the player and the Club/Region/District from which the player is transferring, to waive the fee in a particular circumstance. The Governing Leagues of both parties must approve this process.
- c) All Junior Representative Teams/Clubs, NRL Clubs and Leagues will be required to nominate their Protected Player Lists in line with the policies in place for their respective Governing League. Development Fees will be applicable for those Players who are nominated on the Protected Player List. Details relating to the structure of Protected Player Lists for each Governing League can be found in the “Protected Player List Details” in Schedule 2 of this policy.
- d) If a player appears on a Protected Player List and moves to a Club/Team within another Governing League at a level of competition that does not attract a Development Fee and that player subsequently signs a JRA, State Cup Contract, NRL Development List Contract or NRL



Top 30 Playing Contract within two years from the date of the original clearance, a Development Fee will be payable to the Governing League that the player relocated from.

- e) For a player to be part of the District/Junior Representative Club/Region Development Program, they must have been given a written invitation to be part of the program. An offer to 'trial' is not considered being part of a Development Program. For clarity, if a player receives a written offer and refuses to attend, a development fee is still applicable.
- f) The final Protected Player List will be circulated to NRL Clubs by the NRL Salary Cap Auditor. The final Protected Player List will be circulated to NSWRL, QRL, NZRL Clubs by the relevant Governing League.
- g) Where a Player registers a contract defined in a particular category, and then subsequently registers a contract in a higher category in the same season of registering the initial contract, an additional fee will be charged by the applicable Governing League who charged the original Development Fee. This additional fee will be the difference between the Development Fee on the initial contract and Development Fee on the subsequent contract.
- h) Once a Development Fee in a particular category is invoiced, no further Development Fee will be applicable for that Player in that particular category if he remains at the same club/district/region or their associated affiliates.
- i) A Development Fee is not payable when a player signs a contract defined in Category 2 of the Schedule, having previously signed a contract defined in Category 3 or 4.
- j) Furthermore, where a Player signs an:
 - i) NRL Development List Contract and has previously been signed to an NRL Development List Contract; or
 - ii) NRL Top 30 Playing Contract and has previously been signed to an NRL Top 30 Playing Contract then no Development Fee will apply unless the incumbent club has offered the player a contract at or above the current contract value.

4. REGISTRATION OF CONTRACTS

- a) A Club or Teams who sign a Player to a JRA or Playing Contract must register the agreement with the Governing League or the NRL within 5 business days of the player signing the JRA or Playing Contract.
- b) It is the Clubs/Leagues responsibility to check whether a player is on a Protected Player List prior to signing and/or registering a JRA or Playing Contract.
- c) The Governing League of a Club/Team that signs a player to a JRA or Playing Contract that requires an international clearance from New Zealand, will advise NZRL as part of the international clearance process that the player has had a JRA or Playing Contract registered with the Governing League.

5. NOTIFICATION OF DEVELOPMENT FEES

- a) Clubs or Teams who sign a JRA or SRL Playing Contract with a Player with a Development Fee applicable will be notified by the Governing League who registers the agreement that a Development Fee is applicable within 10 business days of the Club/Team lodging the JRA or SRL Playing Contract for registration.
- b) NRL Clubs who sign a player to an NRL Top 30 or NRL Development List contract with a Development Fee applicable should be invoiced within 10 working days of the release of the NRL Top 30 List and NRL Development List on 1 November, 1 March and 30 June each season.
- c) The Governing Leagues are required to advise the NRL weekly of any newly contracted Players at each level and the NRL will advise all Leagues of any newly contracted Players in the NRL Top 30 List and NRL Development List.
- d) Notifications will be made by the Governing Leagues to NRL via MySideline and notifications from NRL to Governing Leagues via the clearance application process on MySideline.

6. PAYMENT OF DEVELOPMENT FEES

- a) The invoice shall be raised by the applicable Governing League, SRL Club or NRL Club. The Governing League, SRL Club or NRL Club is required to document the break-up of the payment with respect to the various recipients and their portion of the payment. This is to allow Governing Leagues and Clubs to provide development acknowledgement if so desired.
- b) Arrangements made by NRL Clubs, SRL Clubs and their local Leagues associated with the Club (Development Area) to waive Development Fees for the use of Players during the course of a season is a matter for negotiation between the NRL Club/SRL Club and the local League with the approval of the relevant Governing League in the State/NZRL.
- c) Development Fees should be paid in full prior to a clearance being provided, however, if a clearance is provided irrespective of payment, the Player is clear to play. The NRL Disputes Adjudicator and/or the Disputes Panel may intervene to ensure payment is received by the appropriate Club/Team.
- d) Retrospective fee disputes greater than 12 months old will not be dealt with under the provisions of this Policy and will be deemed null and void unless the necessary documentation and supporting information was lodged with the Disputes Adjudicator by 5pm on 31 October in the season of which the dispute relates (i.e. the last day of the contracting year).

7. DISPUTES RESOLUTION – CATEGORY 1 & 2

- a) Any disputes as to the liability to pay a Development Fee or the quantum of a Development Fee for a Player moving within a Geographical Border must be promptly referred to the Disputes Adjudicator within that Governing League, or their nominee, for determination in their absolute discretion.
- b) If a Player is registered in one of the Governing Leagues and signs a contract with another Governing League or in another geographical location, and there is any dispute, the matter will be referred to the Disputes Panel.
- c) If a majority decision cannot be reached by the members of the Disputes Panel, the casting vote will be afforded to the Chairperson.
- d) If the NRL Head of Football - Participation, Pathways and Game Development or the NRL Salary Cap Auditor is unavailable to sit on the Disputes Panel for any reason, they may appoint a proxy.



- e) The Disputes Adjudicator (or their nominee) or the Disputes Panel, whichever is relevant to the Development Fee, may determine that some or all or none of the Development Fee is payable. That determination will be final and binding.
- f) Where a Development Fee is determined by the Disputes Adjudicator (or their nominee) or the Disputes Panel, whichever is relevant to the Development Fee, to be payable by a Club/Team, the amount of that Development Fee shall be remitted as directed by the Disputes Adjudicator (or his nominee) or Disputes Panel, whichever is relevant to the Development Fee, within 14 days of the date of the determination. However, should a Club/Team fail to remit a Development Fee – or any part of a Development Fee – within that time period, the Development Fee may be deducted from the annual grant payable by the Governing League to the Club/Team and remitted by the Disputes Adjudicator or Dispute Panel, whichever is relevant to the Development Fee, on behalf of the Club/Team.

8. DISPUTES RESOLUTION – CATEGORY 3 & 4

- a) Any disputes as to the liability to pay a Development Fee or the quantum of a Development Fee for a player registered in the NRL Premiership (Category 3 and 4) must be promptly referred to the NRL Salary Cap Auditor, or their nominee, for determination in his absolute discretion.
- b) The NRL Salary Cap Auditor, or their nominee, may determine that some or all or none of the Development Fee is payable. That determination will be final and binding.
- c) Where a Development Fee is determined by the NRL Salary Cap Auditor, or their nominee, to be payable by an NRL Club, the amount of that fee shall be remitted as directed by the NRL Salary Cap Auditor, or his nominee within 10 days of the date of the determination. However, should an NRL Club fail to remit a Development Fee – or any part of a Development Fee – within that time period, the Development Fee shall be deducted from the annual grant payable by the NRL to the NRL Club and remitted by the NRL Salary Cap Auditor, on behalf of the NRL Club.

9. SCHEDULES

9.1 Schedule 1 – Schedule of Fees (Development Fees).

Category	Development Fee	Amount
One (1)	Development Fee on JRA	\$5,000
Two (2)	Development Fee on State Cup Contract–Regional, Interstate and International Transfers Only	\$7,500
Three (3)	Development Fee on NRL Development List Contract	\$12,500
Four (4)	Development Fee on NRL Top 30 Playing Contract	\$25,000

9.2 Schedule 2 – Protected Player List Details

NSWRL	Competition	Teams	List Number	Total
U15	Harold Matthews/Andrew Johns Clubs	25	30 or 20% of District/Region, whichever is higher ¹	750+
U16	Harold Matthews/Andrew Johns	25	30	750
U17	SG Ball/Laurie Daley Clubs	25	30	750
U18/19	SG Ball/Laurie Daley	25	30	750
U20/21	Jersey Flegg	12	30	360

¹ Based off NSWRL Minimum Standards and policies

QRL	Competition	Teams	List Number	Total
U15	SRL Club Aligned Academy	14	30	420
U16	SRL Club Aligned Academy	14	30	420
U17	SRL Club Aligned Academy	14	30	420
U18	Mal Meninga Cup clubs	14	30	420
U19/U20/U21	Hastings Deering Colts clubs	14	30	420



NZRL	Competition	Teams	List Number	Total
U15	National Youth Tournament	8	30	240
U16	NZRL Zones	8	30	240
U17	National Youth Tournament	8	30	240
U18	NZRL Zones + Warriors SG Ball team	n/a	240	240
U19/20	NZ U19's and Senior Comps	n/a	240	240

NRL VIC	Competition	Teams	List Number	Total
U15	Rep Squad or Academy	1	30	30
U16	Rep Squad or Academy	1	30	30
U17	Rep Squad or Academy	1	30	30
U18/U19	SG Ball	1	30	30
U20/21	Jersey Flegg	1	30	30

NRL WA	Competition	Teams	List Number	Total
U15	Rep Squad or Academy	1	30	30
U16	Rep Squad or Academy	1	30	30
U17	Rep Squad or Academy	1	30	30
U18	SG Ball	1	30	30

NRL NT	Competition	Teams	List Number	Total
U15	Rep Squad or Academy	1	30	30
U16	Rep Squad or Academy	1	30	30
U17	Rep Squad or Academy	1	30	30
U18	Rep Squad or Academy	1	30	30

NRL SA	Competition	Teams	List Number	Total
U15	Rep Squad or Academy	1	30	30
U16	Rep Squad or Academy	1	30	30
U17	Rep Squad or Academy	1	30	30
U18	Rep Squad or Academy	1	30	30

9.3 Schedule 3 – Age Limit of Fees

Competition	
QRL	the calendar year where the player turns 21 years of age
NSWRL	the calendar year where the player turns 21 years of age
NRL WA	the calendar year where the player turns 18 years of age



NRL SA	the calendar year where the player turns 18 years of age
NRL NT	the calendar year where the player turns 18 years of age
NRL Victoria	the calendar year where the player turns 18 years of age
NZRL	the calendar year where the player turns 18 years of age

10. APPENDIX

5.1 Example of Clause 3.1.b.i

If a player signs a NSW State League Contract for a club for the year he turns 22 after playing more than 2 years with another NSW State League Club then no development fee is applicable

5.2 Example of Clause 3.1.g

A player signs a State League contract at a new Club for 2021 and a development fee of \$7500 is paid by the recruiting club. If that player is then upgraded to an NRL Development List Contract for 2021, an additional \$5000 would need to be paid to the club the player was recruited from.

5.3 Example of Clause 3.1.h

A player signs a QLD or NSW State League Contract and plays 2 years with a club. Before his 22nd year, he then signs another State League Contract with a different club. If his current club has made an offer to the player on terms no worse than their previous contract, then a development fee would be applicable.

5.4 Example of Clause 3.1.i

If a player is on an NRL Development List contract (Cat 3) and then signs a State League Contract (Cat 2), then no Development Fee is payable.



APPENDIX 4 - SALARY CAP / CONTRACTING MODEL

PART 1 - INTRODUCTION

1. Purpose of Document

The purpose of this document is to provide clubs with guidelines to allow management of the QRL Open Age (Intrust Super Cup) and Under 21's (Hastings Deering Colts) Salary Cap.

2. Commencement

The provisions of these rules commence in operation from midnight on 31 October 2020. This coincide with the commencement of the QRL 2021 financial year.

PART 2 – THE SALARY CAP

3. Salary Cap Values

The salary cap for each club is as follows:

- a) The club salary cap is \$400,000 for the **2021 playing season onward**.
- b) The salary cap is estimated at the beginning of the season based on contracts received and using the formulas detailed in section 8.
- c) The salary cap estimation is based on the highest paid 17 player plus all guaranteed player payments outside the Top 17 including but not limited to the following:
 - a. Player & Training Fees
 - b. Relocation allowance
 - c. Travel allowance
 - d. Meal allowance
 - e. Accommodation
 - f. Any additional player benefits/payment
- d) **The salary cap actuals at the end of the season will be used to determine the final figure.**
- e) The actual figure calculated at year end includes all payments in all competitions – Intrust Super Cup, Hastings Deering Colts & Auswide Bank Mal Meninga Cup.

4. Minimum Salary Cap Value

Clubs are not expected to meet a minimum salary cap value.

5. Maximum Wages

- a) Maximum Wage for an Intrust Super Cup player is \$30,000.
- b) Maximum Wage for a Hastings Deering Colts U21s player is \$5,000.

6. Salary Cap Administration

- a) A club is bound by the team and individual salary cap values.
- b) If a club's team salary cap value breaches the salary cap of \$400,000, the Club will face the following sanctions:

Breach Level	Monetary Sanction	Competition Points Sanction
\$400,001 - \$410,000	\$1 for \$1 over \$400k	No loss of competition points
\$410,001 - \$415,000	\$1 for \$1 over \$400k	Loss of 6 competition points in current season
\$415,001 <	\$1 for \$1 over \$400k	Loss of 6 competition points in current season, plus an additional 2 competition points for every \$5,000 (or part thereof) over \$415k

- c) If a club's individual player salary cap value breaches \$30,000, the Club will face the following sanctions:

Breach Level	Sanction	Points Sanction
\$30,001 and above for Intrust Super Cup	Player ineligible for selection once income exceeds \$30k	If club plays a player who is over the individual cap, loss of 4 competition points per breach in current season
\$5,001 and above for Hastings Deering Colts	Player ineligible for selection once income exceeds \$5k	If club plays a player who is over the individual cap, loss of 4 competition points per breach in current season

- d) Any breaches or conflicts regarding salary cap will be heard by the salary cap committee.
- e) The salary cap committee will be comprised of the following positions;
 - a. QRL Statewide Competitions Clubs Director
 - b. QRL Chief Financial Officer
 - c. QRL Chief Operating Officer
 - d. QRL Statewide Competitions Manager
- f) The salary cap committee will assess and make a determination for any breaches or conflicts and their decision will be final.

7. Foreign Currency

- a) The salary cap value for contracts written in foreign currency will be converted to Australian Dollars (AUD).
- b) The value will be converted using an average of the daily exchange rates published by the Reserve Bank of Australia for 3 years ending on 31 October of the season preceding the upcoming QRL season.



PART 3 – SALARY CAP COMPONENTS / REMUNERATION

8. Salary Cap Inclusions

- a) The QRL salary cap is calculated as the value of all benefits provided to players, unless specifically listed under “exemptions”- point 9
- b) All benefits must be assigned a dollar value in a player’s QRL playing contract – if not, nominal values will be acquitted against the item.
- c) All remuneration stated in a player’s QRL playing contract must be stated inclusive of PAYG and superannuation.

Remuneration / Benefit Provided	Assessed Value
Playing/Sign On Fee	Total sign on fee – includes any Sign on fee paid to any player regardless of whether they are in the 17 highest paid players at the club and regardless of competition.
Match Fee	For estimate purposes, this is the value based on 19 regular season matches and 3 finals matches for the 17 highest paid players. For actual purposes, this is the value of all match fees paid to all players for all matches.
Results Fee	For estimate purposes, this is the value based on 19 regular season wins plus 3 finals matches wins for the 17 highest paid players. For actual purposes, this is the value of all results fees paid to all players for all matches.
Marquee Player Maximum Individual Wage Exemption	Clubs can sign <u>one</u> marquee player whose total contract value is not limited to the maximum \$30,000. However, the total amount of the contract will be included in the salary cap calculation. Marquee Player Definition: - Over the age of 25 and; - Played 50 or more NRL and/or Super League games and/or played 1 or more Internationals for Tier 1 or Tier 2 Nation Designation as the Marquee Player under this exemption is to be approved on application to the Competitions Manager.
Education/employment grants & payments	Total education payment/grant as stated in contract.
Housing allowance / Accommodation	Housing allowance as stated in contract. If no value provided, this will be based on \$200 per week x 52 = \$10,400.
Meal Allowance	Payment as stated in contract.
Travel Allowance	Payment as stated in contract.
Relocation Allowance	Payment as stated in contract.
Medical Insurance	Any value over \$3,000 (e.g \$3,500 cover, \$500 is included in the salary cap).
Other benefits including cars	As stated in contract. (EG: Residents, PNG Nationals Selection etc). Cars provided will be a nominal \$5000 figure.
Bonuses	Unearned bonus’s (e.g. number of games played, rep bonus) will be assessed prior to the season based on 22 matches / wins. Actual figures will be re-assessed at seasons end and included in the current year’s salary cap.
Finals payments	All Finals payments and Bonuses (excluding any Prize Money shared with players as stated below).

9. Salary Cap Exemptions

Remuneration / Benefit Provided	Assessed Value
Private Health Insurance	Private health insurance is compulsory for all QRL contracted players (that is all players contracted to play in QRL Statewide Competitions). It is not compulsory for Clubs to pay for medical insurance for players but payment of a private health insurance policy by a club will be excluded from the capped value. Any payment over \$3,000 is included in the salary cap (e.g \$3,500 cover, \$500 is included in the salary cap).
Employment	The amount paid to players employed by the Club or a sponsor of the Club will be excluded where the player is paid at a commercial “arms-length” rate of pay commensurate with the duties the player is performing. Review of what constitutes an “arms-length” commercial rate will be undertaken during the Pre- and Post- Season Salary Cap Assessment.
Prize Money	Any Prize money from QRL Statewide Competitions that is shared with the players.
NRL Contracted Players	Includes Top 30 and NRL Development List players. However, any money or benefit paid to or for the player by the Statewide Competitions Club is included in the Salary Cap.
National Final	Any payments and bonuses are excluded from the Salary Cap.
BHP Premiership players	Any payments and bonuses are excluded from the Salary Cap.

PART 4 – PLAYER LIST & REGISTRATIONS

10. Players Included in Salary Cap

- a) The QRL Salary Cap covers all players registered under a QRL standard player agreement.
- b) Players who participate in QRL Statewide Competitions and are in the NRL “Top 30” or “NRL Development List” are not included in the salary cap unless they receive any payment from the Statewide Competition club.
- c) The number of players included under the Salary Cap is limited to the following:
 - i. Intrust Super Cup 34 players
 - ii. Hastings Deering Colts 32 players
 - iii. Auswide Bank Mal Meninga Cup 30 players
- d) Any player added to the above squads due to injury or other reason.



- e) Clubs can apply to have a player replaced due to injury or other valid reason by applying for an exemption to the Competitions Manager.

11. Other Competitions

- a) From 2020, clubs must only sign the above number of players in each relevant competition.
- b) Only those players nominated by the club can be selected at Hastings Deering Colts U21s or Intrust Super Cup level.

PART 5 – SALARY CAP ASSESSMENT

12. Record Keeping Obligations

- a) Each club must submit, maintain and make available for inspection a database of player contracts, contract values & payments in a format provided or approved by the QRL.

13. Pre-Season Salary Cap Assessment – Estimated

- a) Prior to 1 February of the QRL playing season each club and the QRL shall agree the estimated salary cap contract value.
- b) Where applicable the “marquee player” will be nominated at this time.
- c) All contracts must have been registered prior to this date.
- d) Each club must submit their listing of players and contract values via the current QRL Salary Cap Assessment tool (Smartabase).
- e) Any underaged player payments will be assessed in the competition relevant to their age. If they play a higher grade, their payments will be assessed against that competition.

14. Post-Season Salary Cap Assessment - Actuals

- a) Prior to 31 October each year, or as soon as practicable after the end of the QRL playing season, each club and the QRL shall come together to agree the final salary cap contract value based on actual player payments for that year.
- b) After a review is conducted, a final salary cap value will be agreed.
- c) **All payments, including Finals payments and bonuses (excluding National Final), will be included in the Salary Cap.**

2021 Contract Submission Guidelines

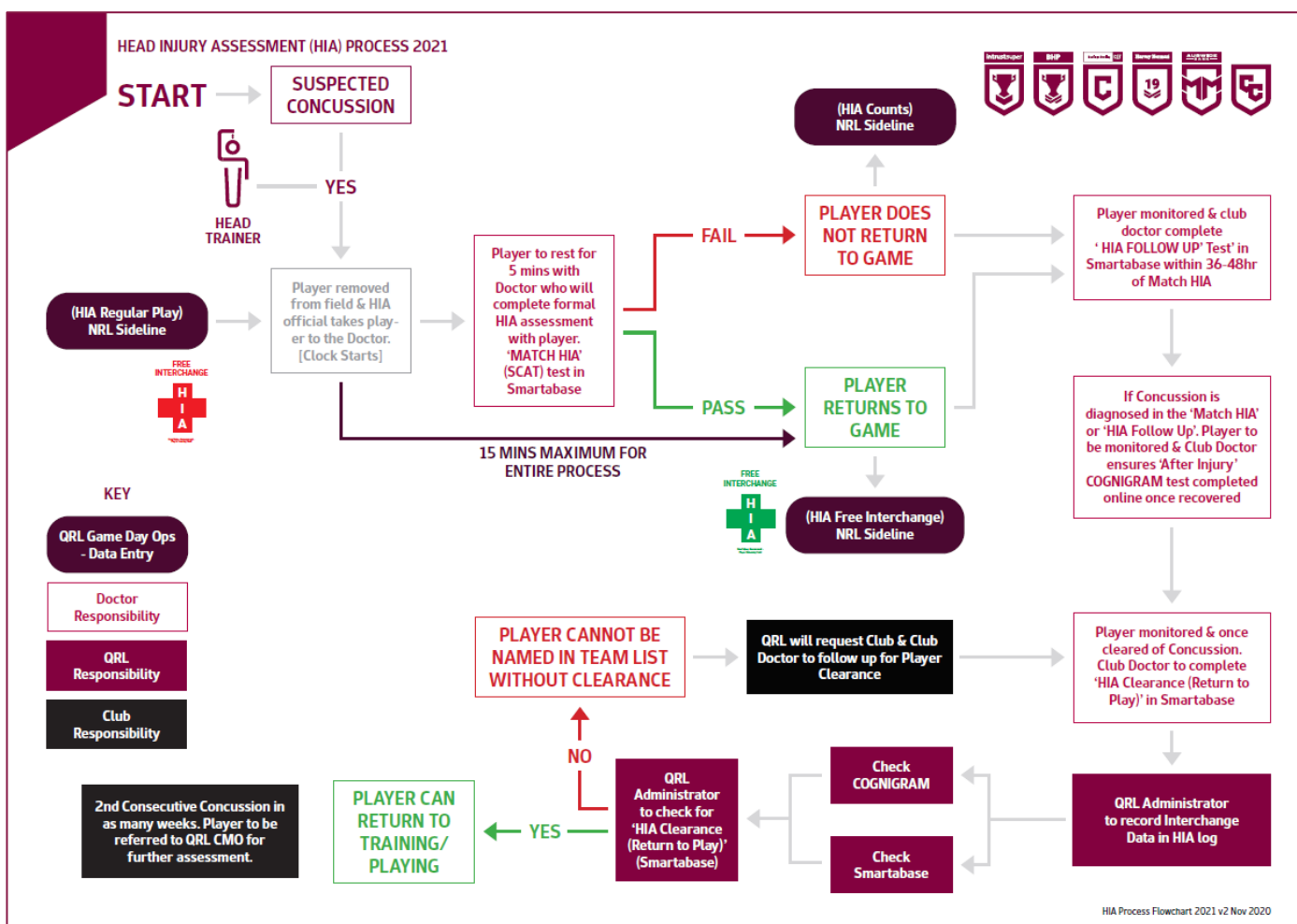
QRL Player Agreements will need to be signed by all players over the age of 18 (Hastings Deering Colts, BHP Premiership & Intrust Super Cup) and Junior Rep Agreements (JRA) will need to be signed for all Auswide Bank Mal Meninga Cup players if they are receiving any benefit/s.

A player’s contract is only successfully lodged and registered when all the following criteria are met:

1. The player is visible and registered as an “Active” participant in your club on MySideline.
 - a. The player has been added to your team list in MySideline.
2. The contract is correct as per below:
 - a. Each contract is submitted individually via DocuSign and Smartabase.
 - b. All pages sent as a PDF
 - c. PDF contract file named “**SURNAME_Firstname_Seasons_Competition**” (e.g. SMITHJohn_2019-2020_ISC)
 - d. All pages initialled by player.
 - e. All players contracts have witness signatures and printed name
 - f. All “Date” sections have been filled in
 - g. All “Signature” sections have been signed by the appropriate people
 - h. Schedule 1 has been completed
 - i. Additional information must be added to Schedule 1 on Page 25 if space not available.
 - j. Schedule 2 has been completed in its entirety including Country & Origin eligibility
 - k. Your club receives an email confirming successful lodgement of the contract.



APPENDIX 5 - CONCUSSION MANAGEMENT POLICY AND PROCEDURE



BACKGROUND

All Clubs and persons bound by these Rules must comply in all respects with the provisions of the [NRL Guidelines for Management of Concussion in Rugby League](#). As well as the following QRL Policy and Flow Chart, a breach of any of the provisions of the NRL Guidelines and QRL Policies may be enforced by the imposition of a penalty or penalties if a contravention of any of these provisions is found to have occurred.

QRL CONCUSSION POLICY

The following is to be the protocol of management of Concussion in all Queensland Statewide Competitions.

CONCUSSION AND RETURN-TO-PLAY DECISIONS

Any player with a suspected concussion should immediately be removed from the field of play by the HIA process and should not be permitted to return to play the same day unless the Doctor attending to the player allows him to continue in the match.

It is recommended that the SCAT 5 tool (Sport Concussion Assessment Tool 5) be used by the Doctor in the clinical assessment of concussion on game day via the relevant QRL provided Concussion management system (Smartabase) HIA process.

Return to play after a concussion should only take place after a thorough evaluation process by the Club Doctor via the relevant QRL provided Concussion management systems (Cognigram & Smartabase) HIA Follow-Up process. This should confirm that the player is free of all signs and symptoms of a concussion.

The diagnosis of concussion remains a clinical decision based on a number of factors including symptoms, signs, cognitive impairment and behavioural changes.

If a player is diagnosed as having a concussion, the player must not be allowed to return to play or training on that day until cleared by the Club doctor via the relevant QRL provided Concussion management system (Smartabase) Return to Play Sign Off process.

STEP 1 – BASLINE COGNITIVE TESTING

- For each Player, establish a preseason baseline for normal psychometric state via the use of Cognigram. Each club is to appoint administrator/s to conduct the testing and notify the QRL of these administrators. On the rare occasion, that a baseline cannot be achieved, either obtain formal



neuropsychometric testing or accept the “invalid” test as that Player’s baseline. Cognigram testing should be done annually on all players registered with the club and any Player who had an invalid baseline.

2. Each Player must also undertake a Smartabase cognitive baseline test in order for game day SCAT5 comparison tests to be performed.

Conduct preseason education of players, coaching and training staff to emphasise that concussion is not a trivial injury and repeat concussions can lead to long-term consequences which can be prevented if concussion is managed appropriately.

STEP 2 – ON-FIELD ASSESSMENT – SPORTS TRAINERS

Identifying a concussion as early as possible is paramount and Trainers should be competent in this very important aspect of their duties. The assessment by the Trainer should include the use of Maddocks Score modified questions.

Maddocks Score:

“I am going to ask you a few questions, please listen carefully and give me your best answer;

- What ground are we at today?
- Which half is it now?
- Who scored last in this game?
- What team did you play last week?
- Did your team win the last game?

Incorrect response indicates that the player should be removed from the field.

In addition, the player should be immediately removed from the field of play if any of the following signs are present after a direct or indirect blow to the head:

- a) loss of consciousness (LOC)
- b) player lying motionless on the ground or slow to get up
- c) player exhibits balance or motor coordination problems (player stumbles, has slow / laboured movements or unsteady gate)
- d) player is disoriented or confused (inability to respond appropriately to questions; not aware of plays or scores)
- e) player exhibits a loss of memory
- f) player has dazed, blank or vacant look on face
- g) player has visible facial injury in combination with any of the other signs.

WHEN IN DOUBT THE DOCTOR IS IN CHARGE.

Note: If the Player is unconscious or has neck pain, the player should be immobilised and treated as a spinal injury.

Smelling salts (ammonium carbonate) or similar substances must never be used following a head injury.

STEP 3 – HEAD INJURY ASSESSMENT (HIA) BY THE GAME DAY DOCTOR

- i) The Player should be allowed to rest for 5 minutes. This is included in the total 15-minute HIA period.
- ii) The Medical Officer ascertains any concussive symptoms, performs a cervical and neurological examination and performs an online SCAT 5 via Smartabase.
- iii) The Game Day Doctor may add an exercise challenge.
- iv) If the clinical diagnosis of concussion is made the Player will not return the field of play on the same day.
- v) Please note: HIA’s are to be conducted over a **mandatory** 15-minute period.

While the Player is being assessed for a concussion the team will have a free interchange.

If the Player is deemed to not have a concussion, the player may be allowed to return to the field of play but must be regularly re-evaluated by the Head Sports Trainer throughout the remainder of the game.

STEP 4 – POST CONCUSSION ASSESSMENT TO BE CONDUCTED BY THE CLUB DOCTOR

- a) **Post-Match:**
 - i) Medical review regarding ongoing symptoms;
 - ii) Assign the Player to the care of a responsible adult i.e. family member, sports trainer or club official and it should be noted that the injured player should not be alone for at least the next 24hrs. If the situation arises the medical officer may need to determine if or when the player can take a scheduled flight home;



- iii) Give the caregiver a head injury sheet (e.g. SCAT, UPMS) and advise them to monitor the Player particularly over the next four hours;
- iv) Advise the carer of the warning signs and symptoms of deterioration;
- v) Advise the Player to avoid alcohol and non-steroidal anti-inflammatory medication the day after injury;
- vi) Following a concussive episode, the Player should not be allowed to drive that day.

b) The next day and the following week:

- vii) Evaluation is conducted by the club doctor within 36-48 hours (via QRL provided concussion management system – Smartabase, HIA follow up). Analysis is performed to enquire about ongoing symptoms.
- viii) All players with a diagnosed concussion during Match HIA or Follow Up HIA must complete an online Cognigram After Injury Cognitive test (directed by Club Doctor) to an acceptable level before returning to training and playing.
- ix) The evaluation to return to play may include a post injury cognitive test as well as other neurological and physical tests.
- x) If Cognigram cognitive tests have not returned to normal within 10 days of the incident consideration must be given to referring the patient to specialist services.
- xi) In the recovery period, it is important to emphasise to the player that the player requires physical and cognitive rest.
- xii) It should be noted that return to sport is only after the 'Return to Play Sign Off' medical clearance (via QRL provided concussion management system – Smartabase) by the Club Doctor after thorough assessment including SCAT and not limited by a further Cognigram test returning to baseline.
- xiii) The above 'Return to Play Sign Off' medical clearance must be completed before the player can return to training and/or playing.
- xiv) Only the Club Doctor can clear a player to return to training and play after a concussion. If other medical opinions and clearances are sought the club doctor must give the final clearance.
- xv) Numerous failed HIA's may result in the QRL Chief Medical Officer requesting further analysis

