

# NRL SA 2018 Operations Manual



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## DEFINITIONS AND INTERPRETATION

### DEFINITIONS

The following definitions apply in this Manual unless expressly stated otherwise or unless the context otherwise requires:

**Affiliate** has the same meaning as set out in the ARLC SA Ltd Constitution.

**Anti-Doping Policy** means the anti-doping rules adopted by the NRL SA set out at Schedule 7 to the NRL SA Rules.

**ARL Commission** means Australian Rugby League Commission Limited, ACN 003 107 293.

**General Manager** means the general manager of the ARLC SA limited.

**Club** means an organisation, which is the holder of an ARLC SA Ltd Club licence.

**Competition** means rugby league tournaments, competitions, matches and fixtures conducted by the NRL SA with the approval, and under the auspices of, the ARLC SA Limited

**ARLC SA Ltd Constitution** means the constitution adopted by ARLC SA Board.

**Cup Competition** will typically mean a knock-out style rugby league Competition.

**NRL SA Rules** means the rules, regulations, by-laws, policies, determinations and decisions of the NRL SA which are made and amended from time to time.

**Director** has the same meaning as given to that term in the ARLC SA Ltd Constitution.

**First Grade Competition** means the highest grade Senior Grade Football Competition conducted by the League.

**Ground Manager** means the person appointed to act as the controller of a venue at which Competition matches are played.

**Junior Grade Competitions** means aged-limited Competitions conducted by or under the auspices of the League.

**Junior Grade Football** means age-limited rugby league Competitions.

**Laws of the Game** means the Rugby League Laws of the Game – International Level with Notes on the Laws and NRL Telstra Premiership Interpretations as approved by the ARL Commission.

**Match Official** includes Referees, touch judges, in-goal touch judges, video Referees, interchange officials and other persons involved in the conduct and control of a rugby league match.

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**Affiliates** has the same meaning as set out in the Constitution.

**Mini and Mod Laws of the Game** means the rules for mini and modified rugby league adopted by the NRL SA and set out in Schedule 6 to the NRL SA Rules.

**Mini League** has the same meaning as given to that term in the Mini and Mod Laws of the Game.

**Mod League** has the same meaning as given to that term in the Mini and Mod Laws of the Game.

**NRL** means National Rugby League Limited, ACN 082 088 962.

**Player** means a person who is Registered by the NRL SA to play rugby league in Competitions conducted by or under the auspices of Constituent Bodies.

**Referee** means a properly qualified referee appointed to control a Competition match.

**Region** has the same meaning as given to that term in the NRL SA Constitution.

**Representative Match** means any game of rugby league conducted and organised by or under the auspices of the NRL SA which involves teams selected to represent the NRL.

**Reserve Grade Competition** means the second-highest Senior Grade Football Competition conducted by the NRL SA.

**Senior Grade Football** means open-age rugby league Competitions.

**Team** means any rugby league team which represents a Club in a Competition.

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## INTERPRETATION

Unless expressly stated to the contrary:

1. The indexes and headings to the clauses and schedules of this Schedule are for reference only and shall not otherwise affect the construction of its contents.
2. Any reference in this Schedule to a clause is, unless otherwise stated, a reference to that clause which appears in this Schedule.
3. Any reference to a clause of an annexure or incorporated document (including the ARLC SA Ltd Constitution) is a reference to that clause as it appears in that schedule or incorporated document.
4. Where the context so admits, any gender shall include the other gender, and the singular shall include the plural and vice versa.
5. The expression 'person' means and includes any individual, firm, company, incorporated association, partnership, organisation, government, state, agency of state or joint venture.
6. Where a term is a defined term, grammatical derivations of that term shall be ascribed the corresponding meanings.
7. References to the NRL SA Rules or this Schedule mean the NRL SA Rules and this Schedule as amended from time to time in accordance with the powers of the ARLC SA Ltd set out in the Constitution.
8. Any reference to a time or date for the performance by any party of any obligation or the doing of any act or thing is a reference to that date or time in South Australia, by reference to the *Standard Time Act 1987 (SA)*.

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## **1.1 ADMISSION PRICES, GATES AND SEASON PASSES**

- 1.1.1 The NRL SA is responsible for setting maximum ticket prices for matches played in Competitions conducted by them (including all pre-season, trial and finals series matches). NRL SA is responsible for setting ticket prices and policies for all Representative Matches.
- 1.1.2 The NRL SA shall be responsible for setting ticket prices for adults, concessions, aged pensioners and children under the age of 16 years.
- 1.1.3 Season passes may be distributed by the NRL SA at the commencement of each season and shall be recognised by all licenced Clubs during that season subject to any terms and conditions imposed by the NRL SA. The NRL SA has the discretion to allow or disallow the use of season passes at finals series matches.
- 1.1.4 All entry and exit gates at match venues shall be controlled to the satisfaction of the NRL SA. The NRL SA may appoint a representative to supervise some.
- 1.1.5 Season passes will not be recognised or be able to be used for entry at Representative Matches.
- 1.1.6 Season passes issued by the NRL SA shall be recognised by, and be able to be used for entry at, all venues hosting Competitions.

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## 1.2 BALL / SAND-KICKING TEE PERSONS

1.2.1 A maximum of two ball / sand-kicking tee persons may be used by each Club during a Competition match. Further:

For any finals series match (where both teams are considered as “away” teams) the NRL SA may appoint ball / sand-kicking tee persons

1.2.3 Ball persons must place and leave the ball on the touchline at the point where the ball crossed the line and next to the touch judge. Ball persons **MUST NOT** under any circumstances, throw the ball into the field of play or to a Player close to the touch line.

1.2.4 Ball / sand-kicking tee 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. If a kicking tee is used, after the kick has been taken a trainer must remove it from the field.

1.2.5 Minimum clothing requirements for ball / sand-kicking tee persons are shorts, closed footwear, socks (in Club colours) and shirts / jerseys which meet the following requirements:

- a) Shirt/Jersey: White, long sleeve or short sleeve. Designs without the Club’s dominant colour prevailing will be accepted. The Club’s sponsor’s logo can be displayed with the exception of alcohol and gambling / betting product.
- b) Footwear: Footwear shall be enclosed and be in the form of joggers / runners / football boots.

1.2.6 Ball / sand-kicking tee persons must be a minimum of ten (10) years of age.



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## **1.3 BLEEDING PLAYERS**

- 1.3.1 The NRL SA adopts the NRL Infectious Diseases Policy ( See play NRL .com.au – documents) The NRL Infectious Diseases Policy applies and must be followed in respect of any instance of any bleeding Player.

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## 1.4 CANCELLATION, POSTPONEMENT, ABANDONMENT

1.4.1 After the commencement of any match, the Referee may suspend play if he is of the opinion that the continuation of play would place the safety of Players and / or the Match Officials at risk or if an Emergency Circumstance exists or is imminent.

1.4.2 For the purposes of rule 1.4.1, “**Emergency Circumstance**” includes, without limitation:

- a) Natural disasters, including earthquakes, floods, storms, cyclones and fires.
- b) A situation where the safety of players or match officials is potentially or actually at risk (such as lightning or excessive heat).
- c) Serious injury suffered by any person.
- d) Such other event or circumstances declared by the Referee, Ground Manager or NRL SA to be an Emergency Circumstance.

1.4.3 In the event that an Emergency Circumstance is declared, the procedures set out in section 1.8 shall be followed.

1.4.4 Results of a suspended match:

- a) In any Competition match which is suspended under this rule 1.4 before the end of the first division of time, which is not resumed because of any circumstances referred to in rules 1.4.1 or 1.4.2, that match shall be replayed at a time and venue to be determined by the NRL SA.
- b) If a Competition match is suspended under this rule 1.4 after the end of the first division of time, and where the match is not resumed because of any circumstance referred to in rules 1.4.1 or 1.4.2, the match shall be deemed completed, with the result of the match being the result which stood at the time that play was suspended.
- c) In any Competition match that does not record “time out”, and where play is suspended under this rule 1.4, the time clock shall continue to run and record each division of time including half time. In such circumstance the NRL SA has the discretion to make any rulings or take any further action that it deems appropriate, whether such action includes directing the result stands as at the time that play was suspended, or directing that the match be replayed at a later date.

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- d) In any finals series match, where play is suspended under this rule 1.4, the NRL SA has the discretion to make any rulings or take any further action that it deems appropriate, whether such action includes directing the result stands as at the time that play was suspended, or directing that the match be replayed at a later date.

1.4.5 In the event that a Representative Match is suspended in accordance with rule 1.4, any determination as to the cancellation, postponement, rescheduling or abandonment of the Representative Match shall rest with the General Manager.

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## 1.5 COIN TOSS AND TEAM RUN-ON

- 1.5.1 The captains of each Team must make themselves available for the coin toss in the presence of the Referee at half time of the preceding match or as otherwise advised by the Ground Manager. If the captain is unavailable to attend the toss he must appoint and authorise another player from the team to attend in his place.
- 1.5.2 Clubs must not authorise any other person to be present at the coin toss without the prior written approval of the NRL SA.
- 1.5.3 The toss may be broadcast. Team captains are required to comply with any reasonable requests from the host broadcaster for a brief interview immediately after the toss has been completed.
- 1.5.4 In all cases the visiting Team in a match will take the field first when directed by the Ground Manager, followed by the home team also when directed by the Ground Manager.
- 1.5.5 Under no circumstances are fireworks, or any similar device, to be placed on the field of play at any time before any Competition match without the prior approval of the NRL SA General Manager or his nominee. Further, for safety reasons, no fireworks or any similar device are to be placed anywhere near the players' entry to the field as the Players or any other persons (such as Match Officials) enter the field.

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## 1.6 COMPETITION FORMAT, DRAW AND POINTS SCORE

1.6.1 Competition draws shall be made by the NRL SA prior to the commencement of the season. The NRL SA shall distribute the draw to all participating Clubs. Subject only to any other provisions of the Competition Rules regarding the deduction of competition points, Teams participating in the Competition regular season matches will be allocated two (2) competition points for a win (or a bye), one (1) competition point for a draw, and zero (0) competition points for a loss.

1.6.2 At the conclusion of regular season Competition matches, all Teams will be ranked in descending order according to the number of competition points accrued during the regular season series of matches, subject only to any other provisions of the NRL SA Competition rules regarding the deduction of competition points. Positions in the finals series will be determined on this basis, subject to the number of teams to be included in the finals series as determined by the rules of NRL SA Competitions.

1.6.3 If two or more Teams have an equal number of competition points at the end of the regular season of Competition matches, the rankings of Teams shall be determined by applying the following criteria:

- a) greater positive difference between points scored for and against; and if still equal then
- b) greater percentage of points scored for and against, determined by the following formula:  $(\text{points scored} \times 100) / (\text{points conceded} \times 1)$ ; and if still equal then
- c) most tries scored; and if still equal then
- d) most goals kicked; and if still equal then
- e) most field goals kicked; and if still equal then
- f) a toss of a coin in the case of two teams; or some other method determined by the NRL SA in the case of more than two teams.

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## 1.7 DISMISSED PLAYERS

- 1.7.1 Any Player who, during the course of a match, is temporarily dismissed (i.e. sin-binned) must return to the official table so the period of temporary suspension can be monitored by the sin bin operator(s). The temporarily dismissed Player(s) will be given notice with two (2) minutes remaining of their suspension. Those Player(s) must not enter the playing area until indicated by the sin bin operator(s) or timekeepers.
- 1.7.2 Any Player permanently dismissed during the course of a match (i.e. sent-off), must immediately retire to their own dressing room until he has changed out of his playing uniform. The Player is thereafter suspended from playing until his case is determined by the judiciary which has jurisdiction in respect of that match. Under no circumstances may a dismissed Player return to the players' bench unless the players' bench is situated outside the area bounded by the fence surrounding the playing area.  
A player that has been dismissed to the sin bin three (3) times in a season will serve a 1 match suspension.
- 1.7.3 The Referee shall, within twenty four (24) hours after the conclusion of a match, deliver to the Leagues Operations Manager or General Manager of the NRL SA, a report which includes all relevant details of any instance of rough or foul play, and any instance of misconduct, occurring during a match or otherwise, regardless as to whether such misconduct led to a Player being dismissed from the field temporarily, permanently or not at all.
- 1.7.4 Any Club which fields a Player currently under a suspension, temporary suspension, disqualification or other sanction which has the effect of the Player not being eligible to play in a Competition shall be determined by the NRL SA to have lost the match in which that Player participated. Further, the NRL SA may make further provisions in its rules as to other sanctions which may be imposed on Clubs that field Players in Competitions in breach of this rule 1.7.4.

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## **1.8 EMERGENCY CIRCUMSTANCE PROCEDURES**

1.8.1 If a match is stopped under rule 1.4, the Referee shall, in conjunction with the Ground Manager, make any decision as to the resumption or cancellation of play.

1.8.2 Where a match is stopped under rule 1.4, the following steps must be taken:

- a) As the stoppage is a “time out”, a record will be made by the Referee regarding the score, field position, possession and tackle count at the time of the cessation of play;
- b) If the match recommences as a result of a decision made under rule 1.8.1, play will continue as with any other “time out”, including with respect to the same field position, possession and tackle count.
- c) If any match cannot be continued, then the circumstances will be reported to the NRL SA by the Ground Manager, and thereafter the provisions of rule 1.4 shall apply.

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## 1.9 EXTRAORDINARY WEATHER CONDITIONS

1.9.1 The following represent special provisions for extraordinary weather conditions:

- a) The home Team shall be responsible for ensuring that the match venue has adequate equipment, facilities and people on hand to handle wet, icy or very hot / humid conditions.
- b) The home Team shall be responsible for having a sufficient amount of paint or dye available for line markings in a colour to contrast as sharply as possible with the playing surface.
- c) The Referee and Ground Manager will jointly be responsible for directing the implementation of all corrective procedures intended to combat any abnormal or extraordinary weather conditions.

1.9.2 Wet weather:

The following represent special Provisions for wet weather:

- a) Field markings, particularly touch lines, goal lines and dead ball lines, should be “touched up” at half time and / or just prior to the first grade match, if the markings have deteriorated because of wet weather conditions.
- b) No other re-marking procedures will be permitted during the course of a match without the prior approval of the Ground Manager.



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1.9.3

Heat:

- a) Pre-season and trial matches should only proceed when the clubs head trainer for each Team agree that, in their joint opinion, the prevailing weather conditions are considered safe for play.
- b) During any Competition match during a season, if the clubs head trainer for each Team agree that, in their joint opinion, the prevailing weather conditions necessitate some relief from normal playing conditions, the Referee may approve the following concessions to apply for that match only:
  - 1) Referees will call a one minute 'time-out' at quarterly intervals, 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 on the team list. No coaching staff will be permitted on the field.
  - 2) After the break, play will resume in the normal manner (i.e. play the ball, scrum, penalty or otherwise, depending on the state of play immediately before the stoppage).
  - 3) Trainers' provisions will be relaxed so that all three (3) trainers can carry water throughout the match subject to the provisions of Section 1.40.3 and 1.40.5.
  - 4) Half-time break will be extended to 15 minutes.
  - 5) Unlimited Interchange will apply.

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## 1.10 FINAL SERIES – FORMAT AND DRAWN GAMES

- 1.10.1 The format for finals series matches will be determined by the NRL SA prior to the commencement of the season. Examples of finals series formats' set out in rule 1.10.8.
- 1.10.2 The Teams to participate in any finals series shall be determined in accordance with rule 1.6.
- 1.10.3 There shall not be any “playoffs” to decide the Teams which participate in the finals series of any Competition.
- 1.10.4 In all cases, finals series matches will be played at venues determined by the NRL SA.
- 1.10.5 In respect of **Semi – final** matches in which scores are level at the end of regular time the following provisions shall apply:
- a) If scores are equal at the conclusion of normal time in any semi -final series match, a period of extra time shall follow whereby the first scorer of any point or points (e.g. field goal, penalty goal or try) will immediately be declared the winner.
  - b) 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.
  - c) If no point or points have been scored after a first extra time period of five (5) minutes, the Referee shall cease play and teams shall immediately change ends. The Team that did not kick-off to commence the first period of extra time will kick-off to commence the second period of extra time. 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.
  - d) If a try is scored in that period of extra time, the conversion kick will not be permitted.
  - e) Grand Final: If Teams are even at full time a period of 5 minutes each way extra time will apply. If scores are still equal at the completion of the extra time the Golden point rule will apply with the next team to score declared the winner.
- 1.10.6 As all finals series matches are under the control of the NRL SA , the matches are deemed “neutral”. The NRL SA will issue specific requirements (“**Final Series Host Clubs Requirements**”) to each Club which hosts a finals series match in the NRL SA Competition. The NRL SA may make provisions in its rules regarding penalties which can be imposed on Clubs in the event that Finals Series Host Club Requirements are not met by Clubs.

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- 1.10.7 The NRL SA shall be entitled to all revenue if required, including gate receipts, derived in relation to a finals series match.

## Finals Series Formats

- 1.10.8 The format for the matches to be played in any finals series will be as determined by the relevant NRL SA prior to the commencement of the Competition season. Further to rule 1.10.1, the recommended formats for a four Team finals series are set out below:

### Four Team Finals Series

- a) The four highest ranked teams, as determined under rule 1.6 shall meet in the semi-finals.
- b) In the first week of the finals series:
  - 1) (“**minor semi-final**”) The third and fourth highest-ranked Teams shall play, with the loser eliminated.
  - 2) (“**major semi-final**”) The first and second highest-ranked Teams shall play. The winner shall advance to the grand final played in the third week of the finals series. The loser shall advance to the preliminary final, played in the second week of the finals series.
- c) In the second week of the finals series:
  - 1) (“**preliminary final**”) The winner of the minor semi-final shall play the loser of major semi-final, with the loser of the preliminary final eliminated. The winner of the preliminary final shall advance to the grand final which shall be played in the third week of the finals series.
- d) In the third week of the finals series:
  - 1) (“**grand final**”) The winner of the major semi-final shall play the winner of the preliminary final in the grand final with the winner of the grand final declared the winner of the Competition.

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## 1.11 GROUND CONDITIONS

The fitness, safety and condition of a ground and playing surface in which any match is to be played on shall be decided by the Referee in accordance with policies adopted by the NRL SA from time to time and communicated to the affiliated clubs.

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## 1.12 GROUND MANAGEMENT AND GROUND MANAGERS

### Ground Manager

1.12.1 The function of a Ground Manager is to ensure that all applicable rules of the NRL SA Rules are complied with and enforced while offering assistance to the competing Clubs and match officials as necessary.

1.12.2 The general responsibilities of Ground Managers include:

- a) Having and maintaining a thorough knowledge and understanding of all relevant rules.
- b) To provide all reasonable assistance to Players, officials, Match Officials and media.
- c) To co-operate with police, other emergency services and security personnel.
- d) Act in accordance with any directions issued by or on behalf of the relevant NRL SA.
- e) To refrain from making any public comment (to the media or otherwise) in connection with any matter which is or might become the subject of any investigation undertaken by the NRL SA.
- f) To provide all necessary assistance in respect of any requests made by doping control officers and other persons authorised under the Anti-Doping Policy.
- g) To wear the distinctive clothing provided to him by the NRL SA or ARLRA.

1.12.3 Further to the general responsibilities of Ground Managers set out in clause 1.12.2, the following specific responsibilities of Ground Managers include:

### Pre Match

- a) To make themselves known to the visiting Club officials, the Referee, coaches, managers and sports trainers.
- b) To sight a completed pre game safety checklist from the home Club.
- c) To check the suitability of playing conditions with the Referee.
- d) To ensure that each of the time clock and siren are operating correctly.
- e) To ensure the area for sin bin operations is available.

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- f) To identify the location of the ambulance access and ensure that it is free and maintained free at all times.
- g) Prior to the commencement of a match, to ensure that match balls are collected from the home Club and their condition is verified as within the requirements of rule 1.18, and then that the match balls are returned to the home Club at the end of the match.
- h) To ensure that each Team is as stated on the team list given to the Ground Manager (no late changes may be made without prior notification).
- i) To ensure that timekeepers and interchange officials are briefed before every match to ensure they fully understand their roles and responsibilities. Also, with at least five minutes of normal time remaining, should it appear possible a match could go into extra time, the Ground Manager shall make contact with the timekeepers and reconfirm that the correct timing procedures will be implemented in accordance with the NRL SA Rules.

## During the match

- j) Be visible at all times and communicate where necessary with all match officials.
- k) Provide all necessary support to match officials in respect to the control of sin-binned and sent off Players;
- l) To confer whenever necessary with match officials with respect to the application of the provisions set out in rule 1.9 and the NRL Risk Management Guidelines in respect of extraordinary weather conditions.
- m) Take all necessary steps to enforce applicable codes of conduct.
- n) To remove people from the ground and surrounds in appropriate circumstances.
- o) To notify police in the event that the Ground Manager suspects the engaging in of criminal behaviour.
- p) To monitor electrical storm activity in accordance with the NRL SA Rules.
- q) Complete any necessary or required incident report forms.

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- r) Attach any incident report forms to the match sheet for return to the NRL SA General Manager depending on local requirements (should the Ground Manager deem it necessary to submit a report regarding any breach of the NRL SA Competition Rules or any rules of the NRL SA the Ground Manager should also verbally notify the NRL SA General Manager of the details of the alleged breach as soon as possible after the match).
- s) Return pre-match checklists to the home Club's appointed representative.

## 1.12.4 Crowd Control Officer:

The Crowd control officers will be required to report to the Ground manager 15 minutes prior to the commencement of the scheduled game.

- a) Each Club will provide a two (2) crowd control officer for each game including juniors
- b) The NRL SA will provide clubs with 2 x Red Vest to be worn by the Crowd Control officer.
- c) Crowd Control Officers will be responsible for the control of their clubs supporters behaviour.
- d) When required seek the assistance of the ground manager to assist with non - cooperative supporters
- e) Use the National Code of Conduct as a reference
- f) Each club should ensure all supporters are provided with a copy of the national code of conduct.

## 1.13 GROUND MARKINGS AND DIMENSIONS

1.13.1 This rule 1.13 sets out the official markings and dimensions of the playing surface for Competition to which the NRL SA Competition Rules apply.

1.13.2 The home Club is responsible for having its home field lines marked, numbered and painted strictly in accordance with rule 1.25.

### 1.13.3 Dimensions

The playing surface will have the following dimensions:

- a) Field Width: 68 metres (unless otherwise approved by the NRL SA ).
- b) Field Length: 100 metres from goal line to goal line.
- c) In-goal areas: Refer to rule 1.13.5.
- d) Goal posts: Refer to rule 1.36.

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## 1.13.4

### Markings

Each venue playing surface will include the following markings:

- a) Grid Line Markings: unbroken lines 15cm in width and white in colour for the following (except 40m line):
  - 1) 10m;
  - 2) 20m (must be dissected at the midpoint by a perpendicular line 45cm in length);
  - 3) 30m;
  - 4) 40m (Red Line);
  - 5) 50m;
  - 6) Goal line;
  - 7) Dead ball line; and
  - 8) Touch line.
- b) Distance Markings: distance markers will be placed at the following lines and will be white in colour with a red outline and 2.0m in length:
  - 1) 10m;
  - 2) 20m;
  - 3) 30m;
  - 4) 40m; and
  - 5) 50m.
- c) Media Lines: each match venue shall have a red media restraining line marked out on either side of the field, which is not closer than 1.5 metres the touch line and, subject to the size of the venue a red media restraining line which is not close than five (5) metres to dead ball line.
- d) The 10, 20, 30, 40 metre and half-way lines will be marked at both 10m and 20m in from the touchline. These lines are to be 10cm in width and white in colour, to a length of five (5) metres (2.5m either side of cross line for free kicks, and 5m between cross lines for scrum marks).
- e) In-goal areas:



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- 1) The maximum depth of all in-goal areas in Competitions played under the NRL SA Rules shall be eight (8) metres, except as otherwise approved in writing by the General Manager or his nominee.

## **1.14 GROUND SIGNAGE**

1.14.1 Home Clubs are responsible for ensuring that all temporary signage (including scrolling, A-frames, bolsters, etc) is positioned so that it does not present a potential safety risk to Players and Match Officials. Further, in inclement and wet conditions home Clubs must ensure that all signage is positioned in relation to the field of play in a manner that does not pose any safety risk to a sliding Player.

1.14.2 Home Club's must ensure that all signage installed (on a permanent or temporary basis) at a match venue does not obstruct any lines of sight to the existing perimeter fence signage.

1.14.3 Home Club's must ensure that all signage installed at a match venue does not either cause the Club or any person to breach the ARLC SA Ltd Rules or contain any content which might reasonably be considered to be illegal; discriminatory; inflammatory; offensive; derogatory; in bad taste; of a kind likely to bring into disrepute the NRL SA any Club, any Player or the game of rugby league.

## **1.15 JERSEYS**

### **1.15.1 Jersey Clashes**

- a) All Clubs must have their playing strips approved by the relevant NRL SA prior to the commencement of the season.
- b) All on-field playing apparel is to be purchased from the NRL SA sole licensee of the NRL SA logo, ISC Teamwear. All club jerseys must bear the NRL SA logo on the right hand side chest. The NRL SA also require all teams participating in the NRL SA Senior competition to display the NRL SA Major Sponsors logo on its jumper (on a sleeve is preferred) if required.
- c) In all Competition matches played under the NRL SA Competition Rules the home Team shall be entitled to wear the approved playing strip of its choosing. The away Team must wear an approved playing strip which does not cause confusion for the Referee, match officials and spectators in differentiating between the two Teams.
- d) In matches played at "neutral" venues (such as finals series matches) both participating Clubs may apply to the NRL SA for approval to wear their preferred playing strip. After consideration of such requests, the NRL SA will advise the competing Clubs of the approved playing strips that each Team must wear for that match.

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## 1.15.2 Jerseys (Traditional)

Any proposed use of traditional or modified jerseys for particular matches or occasions must be approved by the NRL SA at least one (1) month prior to the date of the match at which the Club wishes that its team wear that jersey.

## 1.15.3 Jersey Numbering

Clubs must use the numbering system, which is consistent with the numbering system set out in Section 4 of the Laws of the Game, that being (numbers in brackets denote jersey numbers):

- (1) Fullback
- (2) Right wing
- (3) Right centre
- (4) Left centre
- (5) Left wing
- (6) Five-eighth
- (7) Halfback
- (8) Prop forward
- (9) Hooker
- (10) Prop forward
- (11) Second row forward
- (12) Second row forward
- (13) Lock forward
- (14) Interchange / substitute
- (15) Interchange / substitute
- (16) Interchange / substitute
- (17) Interchange / substitute

1.15.4 Replacements, outside of advertised/programmed teams, may wear jerseys numbered from 18 to 25.

1.15.5 Jersey numbers must be of a size, style, design and colour as approved by the NRL SA from time to time.

## 1.16 KICKING TEES

1.16.1 The ARLC SA Ltd may from time to time publish a list of approved kicking tees. In Competitions played under the auspices of NRL SA or otherwise under the NRL SA Competition Rules the only kicking tees which are permitted to be used are those which are approved by the NRL SA.

1.16.2 Kicking tees may only be used by Players for kicks at goal and starts / restarts of play from the half-way (50m) line.

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## 1.17 MATCH DURATION

- 1.17.1 Subject to rule 1.17.2, matches shall be played in two equal divisions of time, each division to be not less than thirty (30) minutes and not more than thirty five (35) minutes in duration, with an interval of not more than ten (10) minutes between the two divisions.
- 1.17.2 A single time division in a match played in a First Grade Competition shall be thirty five (35) minutes in duration.
- 1.17.3 Subject to any other provision of the NRL SA Competition Rules, regular-season Competition matches shall not be decided by any period of extra time play (whether “golden point” or otherwise).

## 1.18 MATCH FOOTBALLS

- 1.18.1 No competition or training football is to be used in Competitions (including trial matches, pre-season matches, regular season matches and finals series matches) unless it is of a type and kind that complies with the requirements of the Laws of the Game, and which is approved by the NRL SA .

Competition match balls bearing the NRL SA Trademarks shall be supplied to all Clubs from time to time. The NRL SA shall (or shall cause to) invoice Clubs for the costs of the balls supplied. These match balls are for use in all trial matches, pre-season matches, regular season matches and finals series matches.

The NRL SA will sell sponsorship rights in respect of footballs used in their Competitions provided that the footballs bearing the sponsor’s logo or trademark does also bear the NRL SA Trademark.

- 1.18.2 Home Club nominees must ensure they have ready access to match footballs on match days and ensure a deputy nominee is available if the usual person is unavailable. It is the responsibility of the home Club to supply match footballs.
- 1.18.3 The requirement for football pressure is between 8 and 10 pounds per square inch (psi) or 55.16 and 68.95 kilopascals (kPa).
- 1.18.4 The upper (10 psi) and lower (8 psi) inflation limits are given to ensure correct pressure depending on the match day’s prevailing weather conditions.
- 1.18.5 Only official NRL SA footballs are to be used during Competition matches. They are to be in a clean state and with no additional markings on them, other than the manufacturer’s usual logo, the NRL SA Trademark and any sponsor’s logo.
- 1.18.6 At the conclusion of the day’s proceedings, the footballs will be collected by the Leagues nominee (ARLRA), cleaned and secured for the next home match.
- 1.18.7 Match balls must be clean with clear logos visible at all times.

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- 1.18.8 The Ground Manager will be responsible for collection of match day footballs.
- 1.18.9 The Ground Manager will check the condition of the match balls prior to the commencement of the match.

## **1.19 MATCH OFFICIALS**

- 1.19.1 A Referee and other Match Officials shall be appointed for each Competition match by the ARLRA the appointments will be passed on to the Leagues General manager for approval. In the event of a Referee or Match Official so appointed not attending the match venue within fifteen (15) minutes after the time fixed for the commencement of the match, the Referee or Match Official (as the case may be) will be replaced by the next highest ranking accredited Referee or Match Official (as applicable) available to officiate in the match.
- 1.19.2 When a Referee or Match Official is unable to continue to officiate in a match due to injury, illness or for any other reason, the most suitably qualified Referee or Match Official (as the case may be) present shall be appointed to complete the match. If injury or illness renders the Referee incapable of blowing his whistle to temporarily stop play, play shall be deemed to have stopped at the time the injury or illness was sustained.
- 1.19.3 The NRL SA shall have power to annul a match and order it to be replayed on the grounds of misconduct of the Referee.

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## **1.20 MATCH RESULTS**

- 1.20.1 The NRL SA shall make appropriate rules regarding the timely reporting of match results to it, and the manner in which such results are to be reported. Clubs shall ensure that match results are reported to the NRL SA in the prescribed manner.
- 1.20.2 Match results and point scores in matches shall be recorded and maintained by the Leagues register in the manner prescribed by the NRL SA from time to time.

## **1.21 MATCH TIMES**

- 1.21.1 Match days and times will be as determined and published by the ARLC SA Ltd.
- 1.21.2 Once set, match days and times can only be altered with the prior approval of the NRL SA General Manager or Operations Manager.
- 1.21.3 The duration of matches is as per the requirements of rule 1.17.

## **1.22 MATCH VENUES AND MATCH COMMENCEMENT**

Matches shall commence at such times, and be played at such venues, as may be directed by the NRL SA.

Any team not prepared to commence a match within fifteen (15) minutes after the time directed shall be deemed to have forfeited that match unless satisfactory reasons for the delay are given to the League.

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## 1.23 MATCH FORFEITS

1.23.1 If a Club forfeits to another, whether pursuant to rule 1.22 or otherwise, the match shall count as a match played and be declared in favour of the Club receiving the forfeit. NRL SA will impose a fine of \$500 on a Club forfeiting a First or Reserve grade match. For a club forfeiting Colts (U/18's) / Youth Grade (U/16's) / Junior A (U/14's) Grade Match a \$300 fine will be imposed on the forfeiting club. The forfeiting club will also be required to reimburse the opposition club / ARLRA for any loss incurred due to the forfeit if 3 days notice is not provided.

1.23.2 For the purpose of points scores in respect of a forfeited match, the team receiving the forfeit shall receive the competition points for a win as determined in accordance with rule 1.6.

1.23.3 For the purpose of for and against differentials, the aggregate average of the competition round shall be used in the following formula:

([sum of points scored by winners in all matches] minus [total number of points scored by losers in all games]) divided by the number of matches played.

When determining the points differential, fractions and decimals shall be rounded down to the nearest whole number.

1.23.4 For the purposes of finals qualifications, a team receiving a forfeit must complete a match sheet for that forfeited match and lodge that match sheet with the NRL SA in the approved manner and prescribed time.

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## **1.24 NATIONAL ANTHEM**

- 1.24.1 Clubs wishing to play the Australian National Anthem at their home venue prior to the First Grade Competition match or otherwise, must make provision to do so in the match day running sheet.
- 1.24.2 At NRL SA controlled events (including but not limited to Representative Matches, final series and grand finals) the National Anthem may be factored into the Match Day Running Sheet before or after the players take the field, at the discretion of the League.
- 1.24.3 At major events, should the National Anthem be played after Players take the field, all Players, Match Officials and other people on the field, in the bench area, or in the players' enclosure, should stand and show respect for the National Anthem until it has been completed.
- 1.24.4 The National Anthem, if played, is to be a high quality rendition no longer than two (2) minutes in duration. It is to begin on schedule and may be performed live or a recorded performance.
- 1.24.5 Approval to conduct any pre-match ceremonial or cultural performances (e.g. Haka, celebrity kick-off, etc.) must be sought and obtained in writing from the NRL SA before such performances shall be permitted. The NRL SA may either grant or refuse such approval in its absolute discretion but, if approved, such performances must be factored into the match day running sheet.

## **1.25 PLAN OF FIELD**

- 1.25.1.1 Refer to the diagram which is set out in the International Laws of the Game.

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## 1.26 PLAYER EQUIPMENT

### 1.26.1 Player Equipment

- a) A Player must not wear any item that might prove dangerous to other Players. If in doubt a Player must have any such item approved by the Referee prior to the commencement of the match. ( No Rugby Shorts with Pockets)
- b) A Player's normal gear shall consist of a jersey of distinctive colour and / or pattern (numbered in accordance with the NRL SA Competition Rules), a pair of shorts, socks of distinctive colour and / or pattern and studded boots or shoes.
- c) Protective equipment may be worn provided it contains nothing of a rigid nature. The Referee will make a final decision in areas of doubt relating to what is "rigid". The term "protective equipment" includes shoulder pads, arm bands, rib covering, head gear and hip pads. The key phrase is "of a rigid nature".
- d) The use of gloves or mittens is prohibited.

### 1.26.2 Dangerous Equipment

- a) The Referee may order a Player to remove any item or any part of his equipment which might be considered dangerous and shall not allow the Player to take any further part in the match until the item or equipment is removed.
- b) Such a Player affected by a decision under rule 1.26.2(a) must retire from the playing field to remove the offending item if the start or re-start of the match would otherwise be delayed.
- c) The Referee or other on-field Match Official should check all equipment prior to the commencement of each match.

### 1.26.3 Studs

- a) Studs on boots or shoes must be no less than 8mm diameter at the apex and, if made of metal, must have rounded edges.



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## 1.26.4

### Apparel

- a) All playing strips both seniors and juniors will be required to carry the NRL SA logo on the right hand side of the teams jumper.
- b) The NRL SA require the Leagues major sponsor to be placed on either the sleeve (preferred) or front of its Senior teams jumper.
- c) 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.
  
- d) Jerseys must be of a type, style, and fabric as approved by the NRL SA.
  
- e) In a match environment, compression garments may only be worn if the following provisions are satisfied:
  - 1) Compression garments may not extend past the elbow or below the knee of the Player, above the lower part of the neck of the Player, or higher than the playing sock.
  - 2) Compression garments must be one colour only, and may not be any colour other than black or skin tone.
  - 3) Visible branding, logos and insignia printed, sublimated or otherwise affixed onto the compression garment may be placed in no other place than on the base of the right leg of the garment worn under the shorts of the Player.
  - 4) Players must ensure that no adhesive tape, patch or any other material covering up the manufacturer's logo is visible on any compression garment worn in a match.
  - 5) Stitching devices may be shown and not required to be blacked out.
  - 6) Identification on any head gear (other than one manufacturer logo on the exposed side) is prohibited. The dimension of any such manufacturer's logo is not to exceed 50cm<sup>2</sup>.
  - 7) Identification of manufacturer on non-standard apparel or protective equipment (other than head gear) is prohibited.
  - 8) Any items of non-standard or modified equipment must first be approved for use by the NRL SA before that item may be used by a player in a match.

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## 1.27 PLAYER FACILITIES

1.27.1 The following facilities should be provided for Players:

- a) Dressing rooms (Home & Visiting Teams). The room for the visiting team must be clean and available for the exclusive use of that club at least sixty (60) minutes prior to the scheduled kick-off time.
- b) Showers.
- c) Urinals and toilets or ready access to toilets.
- d) Rub down tables and strapping benches where possible.
- e) Non-slip surfaces.

1.27.2 It is the responsibility of the Club whose Team is occupying a dressing room to organise and provide adequate security to safeguard the belongings of Players.

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## 1.28 PLAYER QUALIFICATIONS FOR FINALS SERIES

- 1.28.1 For the purpose of Semi-Finals, Preliminary Final, Grand Final and Play Offs. The player qualifications shall be:
- 1.28.2 Players are eligible to play in NRL SA senior grade finals series matches if they have played a minimum of 5 competition games in any grade throughout a season.
- 1.28.3 The qualification period for the purposes of rule 1.28.2 shall end at the finish of the regular season competition rounds.
- 1.28.4 If a players participates in more than 50% of the scheduled first grade competition games he will be ineligible to play in the RESERVE Grade Finals regardless to how many reserve grade games he has played.
- 1.28.5 The qualification of players for Senior Grade Football finals series matches must be submitted to the NRL SA (or its qualification committee if so nominated) for review and approval at least three days' prior to the first week of the finals series. The decision of NRL SA (or its qualification committee) shall be final in respect of the eligibility of any Player to play in any Team for a Club in a finals series.
- 1.28.6 A club can make an application to the NRL SA to have a player qualified for the finals if he is employed in the Armed Services or has sustained an injury that has prevented him from playing the minimum 5 competition games in the season. A letter from the employer or a doctor's certificate in the case of an injury. To submit an application for an injury the injury must have been reported on the match sheet at the time of the injury.
- 1.28.7 Matches forfeited shall be deemed to be matches played for the qualification of players for Semi-Finals, Finals and Grand Finals, provided team sheets are received within the time prescribed by the NRL SA Rules. However, no more than the permitted number of players (dependant on grade) may sign the team sheet and be qualified in respect of a forfeited match.
- 1.28.8 Junior players qualifications for finals participation players are required to have played 3 competitions games prior to finals.
- 1.28.9 The qualification of players for Junior Grade Football finals series matches must be submitted to the NRL SA (or its qualification committee if so nominated) for review and approval at least three days' prior to the first week of the finals series. The decision of NRL SA (or its qualification committee) shall be final in respect of the eligibility of any Player to play in any Team for a Club in a finals series.

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## 1.29 PRE MATCH TRAINING AND WARM UP FACILITIES

### 1.29.1 Warm Up Facilities

- a) All Clubs are entitled to warm-up on the field of play if they elect to do so, unless otherwise advised by the ground manager or NRL SA (subject to the completion of any preliminary matches and the requirements of sub-rule (c) below). Venues with separate warm-up areas available as an optional alternative to each competing team should ensure such areas are safe, secure, and suitable for warm-up purposes as detailed in sub-rule (b) below.
- b) Suitable warm up areas must include the following:
  - 1) Appropriate lighting;
  - 2) Close proximity to dressing rooms;
  - 3) Access and egress without crossing main roads; and
  - 4) Fencing or rope to prevent possible injuries to Players, children and other people;
  - 5) Even grassed surface; and
  - 6) Security if it is necessary to move through spectators.
- c) Should any team decide to warm-up on the field of play they will be restricted to the area at one end of the field between the 20 metre line and dead ball line. If available, the area immediately behind the dead ball line can also be used.
- d) Both teams must return to the dressing room at least two (2) minutes prior to the two minute warning alarm.

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## 1.30 PRIZE MONEY ( If Applicable)

- 1.30.1 The NRL SA Senior Competitions are conducted as Amateur competitions and have no prize money allocated to the programs.

### WHERE PRIZE MONEY IS PAID

- 1.30.2 Prize money payable to any Club participating in any finals series, including any prize money for the minor premiership, shall be as determined by the NRL SA Subject to any other provisions of the NRL SA Competition Rules (including any provisions allowing for the deduction of fines or other sums of money from prize money amounts). Any prize money won by a Club will be paid by the NRL SA no later than 31 October in the year in which it is won.

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## **1.31 PUBLIC ANNOUNCEMENTS**

- 1.31.1 No public announcements on any public address or loudspeaker system or otherwise are permitted to be made while a player is preparing for, or in the process of, kicking for goal.
- 1.31.2 No public announcements of any kind are permitted to be made in relation to the decisions of, or the performance of, Referees and other Match Officials.
- 1.31.3 No public announcements of any kind are permitted to be made where a reasonable person would consider the announcement to be derogatory, insulting, discriminatory towards, abusive towards or otherwise damaging to any Club, Player, Referee or other Match Official, official or spectator.
- 1.31.4 Any Club that wishes to make any public announcement to the crowd for purposes other than normal match day announcements (such as, without limitation political addresses, special awards or presentations, etc) must first obtain the written permission of the NRL SA.

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## **1.32 REFEREES SECURITY**

- 1.32.1 The home Club is responsible for providing adequate security for the Referees' dressing room to safeguard the belongings of Referees.
- 1.32.2 A police, security guard or other suitable escort must be provided to the Referee and Match Officials for their exit from the field at both half time and full time.
- 1.32.3 After the completion of matches a police, security guard or other suitable escort must be provided for Referees and Match Officials from their dressing room to their vehicles.
- 1.32.4 Adequate parking spaces are to be made available for the Referees and Match Officials as near as possible to the venue's dressing room area, so that the necessity to move through public thoroughfares and public areas is kept to an absolute minimum.
- 1.32.5 Under no circumstances are Referees and Match Officials to be approached, questioned, or harassed in any way by Club officials or Players either during, or after a match.

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## 1.33 REPLACEMENTS (INTERCHANGE)

1.33.1 An interchange is the replacement of one (1) Player in a team for another during the match.

1.33.2 Only thirteen (13) Players from each Team may be on the field of play at any one time.

1.33.3 Each Team must list four (4) Players as interchange Players on the official team list prior to the commencement of the match. (First Grade)

1.33.3 will also apply to the Reserve Grade competition with seven (7) listed interchange Players.

1.33.4 An Unlimited interchange system is used in Competitions played under the auspices of the ARLC SA Ltd.

1.33.5 A replaced Player must have left the field of play prior to the interchange Player taking his place on the field.

1.33.6 An Interchange official will be appointed by the ARLRA from time to time to manage the interchange process for each Team, however the appointed interchange official will not be responsible for ensuring Clubs comply with these provisions, as this is the sole responsibility of the Club.

### 1.33.7 Interchange Process

a) Except for scrums (which are dealt with in sub-rule (b) 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).

b) In the case of scrums:

1) Interchanges will only be permitted at scrums resulting from a touchline stoppage (i.e. where 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 the field 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.

2) Otherwise, interchanges must not be made after the Referee has ordered a scrum until after the scrum has been completed (the



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Referee may use his/her discretion to allow a seriously injured or bleeding Player to be interchanged). 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.

- c) At the start of the season each Club will be provided with a set of official interchange cards with the Letter R.
- d) It is the responsibility of each Club to have these interchange cards available for use during all matches.
- e) Immediately before the commencement of the match an official from each Club should remove the interchange cards from the folder and retain the cards on the bench for use during the match.
- f) As each interchange is to be made, the interchange Player must report to the interchange official hand over the interchange card. In all cases it is the interchange Player who must personally present the interchange card to the interchange official (i.e. trainers are not permitted to carry or present an interchange card on behalf of a Player).
- g) The interchange Player must retain possession of the card until the Interchange official approves his entry onto the field of play by taking the card from him after the replaced Player has left the field of play. The acceptance by the interchange official of the card provides the only valid authorisation for the interchange Player to take the field. Unless and until the interchange official accepts the card, the interchange Player has no approval to enter the field of play and must not attempt to do so under any circumstances. Interchange Players must not under any circumstances pressure or attempt to influence the interchange official to take the interchange card, irrespective of whether the replaced Player has already left the field of play.
- h) If a Player reports to the Interchange official without an interchange card, the Player will be sent back to the bench to obtain an interchange card before the interchange will be allowed to proceed.
- i) The interchange official will return the card to the team bench.
- j) Only official interchange cards issued by the NRL SA may be used for the purposes of interchanges in Competition matches. If a Team loses or damages their cards, the NRL SA must be contacted, and the issue of replacement cards requested.
- k) 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.
- l) 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 effected.

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## 1.34 SIGNING ON TO TEAM SHEETS

- 1.34.1 Team sheet information must be completed in full by both of the participating club. The host club is responsible for providing the Match day book for both teams once completed by the host club the match book is to be handed to the visiting clubs team manager to have signed. It is the responsibility of the visiting club to hand it to the ground manager prior to the commencement of the match in accordance with any other rules made by the NRL SA regarding the period of time before the commencement of a match that the team sheet must be delivered to the ground manager.
- 1.34.2 All Players named in a Team for a Club must be named (initial and Surname), numbered and signed on when the team sheet is submitted. Blank spaces or notations such as "TBA", "TBC" etc are unacceptable.
- 1.34.3 Clubs are responsible for ensuring that all Players take the field in the jersey number indicated on the team sheet.
- 1.34.4 Players must enter the field of play and start the match as indicated on the team sheet.
- 1.34.5 Players who arrive late for the game shall be permitted to participate in the game provided the player's name appears on the Match Sheet prior to the half time kick off and the player signs the Match Sheet prior to the player taking the field. No player may sign-on after half time.

## 1.35 SIDELINE AREA AND BENCH LOCATIONS

- 1.35.1 Both the home and visiting Team benches must be on the main broadcasting / timekeeping side of the field unless otherwise approved by the ARLC SA Ltd.
- 1.35.2 Where Team benches are located within the playing area (i.e. inside the fence or other boundary separating the field of play area from spectators) the following provisions must be adhered to:
- a) A team bench or Chairs to seat all replacement players must be provided for each Team and placed in a single row parallel to the touch line.
  - b) Personnel allowed to be seated on the bench may comprise only of those people directly related to the conduct of the match itself (i.e. coaches, interchange Players, trainers, team managers, medical officers, etc). There can be no more than twelve (12) persons on the bench from each Team.
  - c) Under no circumstances is "barracking" or "abuse" from the bench permitted. This not only refers to abuse, but any conduct which might

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reasonably be considered as a person “offering advice or assistance” to the Match Officials in relation to any matter.

- d) The ground manager may request any person on the bench to leave the bench area and may name that person in his match report. Breaches in this area may not only incur a financial penalty on the Club concerned, but may also result in a suspension of playing area access privileges for individual offenders. Such suspension may not only be for the remainder of that match, but also for a number of future matches to be determined by the NRL SA.
- e) Players and officials on the bench must at all times remain at the bench allocated to their Team (except for Player warm-ups). Any Players warming up must remain behind the red media line so they cannot inadvertently become involved in play. Whilst 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.
- f) No Player may temporarily leave the field of play and subsequently re-enter the field of play without the permission of the Referee or a touch judge.
- g) Under no circumstances, is a suspended Player permitted on the sideline or bench area (see rule 1.37.1).
- h) A Player who is temporarily suspended (i.e. sin binned) must proceed in accordance with rule 1.7.

1.35.3 No members of the general public or any other unauthorised persons are permitted within the playing area (i.e. inside the fence surrounding the field of play which separates the field of play from spectators) without the prior approval of the NRL SA.

## 1.36 STANDARD EQUIPMENT & SERVICES

1.36.1 The following equipment and services must be provided at all venues:

- a) Corner posts (plus spares): of a type approved by the NRL SA. Corner post pads may be no wider than the width of the touch line in compliance with section 1.13.4(a).
- b) Goal post pads: of a design and material approved by the NRL SA to a maximum width and depth of 50cm to ensure that the pads do not become more of an obstruction than necessary to ensure safety.
- c) Goal post: must be white in colour and meet the following dimensions:

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- 1) Height – 16m (minimum).
- 2) Width – 5.5m.
- 3) Cross Bar - Must be white in colour with a black centre indicator;  
Height – 3m
- d) Goal posts are not to carry any signage or advertising (including flags on uprights) unless approved by the NRL SA
- e) Field security.
- f) Police (if required, as determined by the Ground Manager or home Club).
- g) Sand or soil bins - safely positioned on both sides of the ground.

1.36.2 No item of equipment (excluding approved medical supplies and Players' equipment) may be taken onto the field of play without the prior written approval of the NRL SA.

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## 1.37 SUSPENDED PLAYERS AND OTHER PERSONS

- 1.37.1 Any Player or other person who is disqualified, suspended (or otherwise sanctioned) from playing in or otherwise participating in a match or matches pursuant to the provisions of the NRL SA Rules, the NRL SA Rules, the Anti-Doping Policy or any other applicable rules or policies shall not participate in any Competition until that sanction has been served in full. This includes being prohibited from entering the playing field or area inside the fence prior to, during or after a match.
- 1.37.2 Any Player or other person who is disqualified, suspended (or otherwise sanctioned) from or participating in rugby league by any disciplinary body with jurisdiction, including the ARL Commission, NRL, NSWRL and QRL, CRL,NRL NT,NRL VIC,NRL WA ,shall not be eligible to participate in any Competition conducted under the auspices of the NRL SA until that sanction has been served in full. This includes being prohibited from entering the playing field or area inside the fence prior to, during or after a match.  
(a) NRL SA hold an agreement with other football codes including the South Australian Rugby Union (SARU) Ltd in regards to submitting serial offenders for breach of code of conduct. This may result in a player also being disallowed from competing in other football codes throughout their suspension.
- 1.37.3 A Player subject to a suspension may (unless the terms of the sanction impose otherwise state) continue to train with his Club during the period of his suspension so as to ensure that he retains fitness levels, and so as the Player continues to have the use of the coaching staff to assist him with technique correction and / or with medical monitoring.

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## 1.38 TIME KEEPING

1.38.1 At all matches, the host Club will appoint an official time keeper(s).

1.38.2 Should the appointed time keeper be unable to undertake or complete his/her duties on match day for any reason, the ground manager will appoint a substitute time keeper for that match.

1.38.3 Match Clocks:

- a) Match clocks should be of a type which is approved by the NRL SA, showing second hand if analogue or indicating seconds if digital.
- b) A back up system should also be available at all venues, and the requirements of rule 1.38.8(e) must be complied with by the timekeepers.

1.38.4 Official Match Time:

- a) The official match time shall be the time controlled directly by the official timekeepers. It should be noted that the match clock on display at the venue, and / or the time displayed by the host broadcaster on the video screen, does not necessarily accurately represent the official match time. All decisions of the official time keeper(s) shall be final and not open to review or appeal unless the NRL SA , at its absolute discretion, determines otherwise.

1.38.5 Sin Bin Operators:

- a) Visiting Clubs must nominate their personnel for timing of “temporary suspensions” and make themselves known to the home Club nominee and ground manager prior to the start of the match.
- b) If a visiting Club does not nominate anyone for this purpose they must accept the timing of the Home team sin bin operator.
- c) Operators’ Clubs must provide the operator with a timepiece displaying minutes and seconds.

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## 1.38.6 Temporarily Suspended Players:

- a) In accordance with rule 1.7.1, Any Player who, during the course of a match, is temporarily dismissed (i.e. sin-binned) must return to a dressing room on the official bench side of the field so the period of temporary suspension can be monitored by the sin bin operator(s). The temporarily dismissed Player(s) will be called into the tunnel with two (2) minutes remaining of their suspension. Those Player(s) must not enter the playing area until indicated by the sin bin operator(s) or timekeepers.
- b) The time of suspension begins only when the Referee restarts play or indicates time on. If more than one Player is temporarily suspended in relation to the same incident, the ten minute periods commence at the same time and the Players will return to the field together.
- c) Players re-entering the field of play after a period of temporary suspension must enter the field of play from an onside position.

## 1.38.7 Lapsed Playing Time:

- a) The lapsed playing time for the purposes of temporary suspension does not include any period of "time off", the half-time period or any similar period of stoppage (i.e. the ten minutes is the actual time that the ball is in play).

## 1.38.8 Timekeeping in Relation to Referees:

- a) When a match is in progress it is important that playing time is kept correctly by the official timekeepers. Time clocks should be visible to officials, Players and patrons where possible.
- b) When a Referee starts play, he will blow his whistle and indicate with one arm above his head and order the ball to be kicked off.
- c) Timekeepers must have at least two stop watches each when keeping time. On occasions, time clocks break down and it is essential that timekeepers have the matter under control by the manual use of their stopwatches.

## 1.38.9 Continue to Sound Siren

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

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## 1.38.10 Siren Fails to Sound

- a) If the venue siren fails to operate, the timekeeper must use the standby air horn. If for any reason the Referee cannot hear the siren, the timekeeper must immediately alert the touch judge who will verbally advise the Referee to end the play.

## 1.38.11 End of Play

- a) In all cases the Referee will be the sole judge of when play shall cease after the half or full-time siren has sounded.
- b) The Referee may extend the match to award a penalty, or to complete the play currently underway, at his/her discretion.



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## 1.39 TIME OFF DURING MATCHES

1.39.1 In respect of Competition matches in the First Grade Competition, “time off” will be signalled by the Referee and will apply in the second half of all matches.

1.39.2 Subject to rule 1.39.3, in all other grades, the time clock will continue regardless of the Referee’s signals or stoppages for whatever reason.

1.39.3 “Time off” will apply in all grades in all finals series matches.

Note: If a ground manager notices that the Referee forgets to order “time on” or “time off”, the ground manager must bring the matter to the notice of timekeepers immediately and, at an appropriate time, the Referee.

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## 1.40 TRAINERS ROLES / TREATMENT OF INJURED PLAYERS

1.40.1 Each Team may engage and use a maximum of three trainers during matches. A maximum of two trainers may be on the field of play during general play at one time. In no case shall the head coach of a Club or Team act as a trainer in any match. All league safe officials and sports trainers must hold a NRL accreditation.

1.40.2 In all cases when trainers enter the field of play, either to attend to an injured player, carry water, or deliver individual messages, the trainer must leave the field immediately once their assigned task has been completed. Thereafter the trainer must return to the bench. Trainers must remain at the bench area until their Team regains possession or until they accompany an interchange Player and the interchange official to the touchline in preparation to effect an interchange. There are no other circumstances under which it is permissible for trainers to move away from the bench area.

1.40.3 At all times trainers must enter and leave the field as quickly as possible (i.e. running) without interfering with play or running behind the opposition Team's defensive line.

1.40.4 Trainers are not permitted on the field during scrums, except in the case of a serious injury in which case the "orange" trainer may attend. Once the scrum has been called, all other trainers on the field must leave immediately.

1.40.5 The specific roles and responsibilities of each trainer are as follows:

a) ACCREDITED NRL LEAGUESAFE – YELLOW SHIRT (minimum qualification to enter the field of play). NOTE the words "NRL LEAGUESAFE" must be printed on the back of the shirt. Access to the field:

- 1) When his / her team is in possession to conduct interchange and to administer water only.
- 2) When a try has been scored.
- 3) During a "time out" called by the Referee for an injury.
- 4) During technical stoppages in play (EXCEPT SCRUM).

On-field personnel are not allowed on the field of play after the Referee has ordered a scrum until the ball has emerged and a team is in possession.

Must enter and leave the field of play from an on-side position.

The duties of the "yellow" trainer are to:

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- 1) To administer water.
- 2) To assist in the interchange process.
- 3) To convey messages.

NOTE: Messages must NOT be given to the team whilst play is in progress.

## **ON-FIELD COACHING WILL NOT BE TOLERATED BY MATCH OFFICIALS**

Special conditions:

If an Accredited NRL Sports Trainer is busy attending a player, the Leaguesafe on-field person may assist an injured / ill player UNDER THE GUIDELINES OF LEAGUESAFE TRAINING until a person of higher training arrives.

The Leaguesafe person must report all incidents to the Accredited NRL Sports Trainer.

If an Accredited NRL Sports Trainer is present and is not attending to an injured or ill player, Leaguesafe personnel are under no circumstances to assist / manage or provide advice to any player. This is the role of the Level 1 or Level 2 Sports Trainer / HEAD TRAINER.

- b) ACCREDITED SPORTS TRAINER – BLUE SHIRT / VEST  
(Minimum qualification is NRL Sports Trainer Level 1).

Access to the field: Unlimited access to attend an injured / ill player and to administer water.

The duties of the “blue” trainer are to:

- 1) To assist by observing and monitoring players during play as well as those who have been removed from the field of play through injury / illness.
- 2) To assist an injured / ill player on and off the field of play.

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- c) ACCREDITED SPORTS TRAINER – ORANGE SHIRT / VEST  
(Minimum qualification is NRL Sports Trainer Level 2).

Access to the field: Unlimited access to monitor players & administer water during play and attend to an injured / ill player.

Duties:

- 1) The “orange” trainer will be the most senior person within the Team’s trainers, and will supervise all on field personnel, including Leaguesafe.
- 2) The “orange” head trainer will make the final decision on a player’s welfare in the absence of a medical professional.
- 3) Coaches / Administrators / Players must comply with the decision of the NRL Head Trainer at all times.

All directions given to on field personnel by the Level 2 Sports Trainer / Head Trainer must be adhered to at all times.

1.40.6 Serious injuries: only Players, Match Officials and registered sports trainers are permitted on the field of play while a match is in progress. Should an injury necessitate a doctor coming onto the field, the head trainer who carries out the initial assessment is to attract the attention of the nearest touch judge who can electronically communicate with the Referee to advise him that the injury is serious. The Referee must stop play before a doctor or any other medical assistance can enter the field of play. Under no circumstances is a trainer to chase the Referee to advise him of an injury whilst play is still underway. Any trainer who attempts to unnecessarily stop play for tactical reasons will not only be liable to sanction, but may also be ordered from the playing area for the remainder of the match.

1.40.7 Trainers must not at any time enter the line of sight of a Player when he is attempting a kick for goal, or do anything which may in any way unnecessarily interfere with or distract an opposition Player whilst he is participating in the match or constitute some disadvantage to the opposing Team.

1.40.8 All Sports Trainers are required to be registered and accredited in accordance with ARL Commission’s Sports Trainers National Accreditation Scheme.

1.40.9 Apparel:

- a) Trainers’ shirts must be fluorescent in colour and comply with the following NRL PMS colour specifications:

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b)

- 1) Orange PMS 804 2X Fluoro.
- 2) Yellow PMS 803 2X Fluoro.
- 3) Blue PMS 801 2x Fluoro.

In cases where the NRL SA deems that there may be a clash of trainer's colours with the colours of either Team, the NRL SA may direct the trainers of both Clubs to swap colours to reduce confusion.

## 1.40.10 Registration:

- a) Trainers must be registered on the NRL's national database in order to perform a role in any Competition match.
- b) A trainer will not be registered without the necessary accreditation.
- c) Each trainers name is to be recorded on the team list for each match with the trainers name corresponding with the colour worn on-field.

## 1.40.11 On-Field Trainer Communication Equipment

- a) No Trainers' communication equipment is allowed on-field during any match.

## 1.40.12 Comply with Instructions

- a) Trainers must at all times comply with any direction or instruction from Match Officials and Ground Managers. Trainers must not at any time while carrying out their duties make argumentative, disparaging, derogatory, or offensive comments to any match officials or Ground Managers.

## 1.40.13 Trainers must not become involved in any match, including approaching or having any contact with players, other than in strict compliance with their specific role and responsibilities as detailed in Section 1.40 of this Manual.

## 1.40.14 Under no circumstances are trainers permitted to approach or become involved in an altercation or melee involving players from either competing team. This includes not attempting to separate or restrain players who may be attempting to become involved in the incident.

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## **1.41 TROPHIES**

- 1.41.1 All trophies awarded as part of the Competition or finals series, are the property of the NRL SA.
- 1.41.2 The holders of any trophies, shields, cups or the like shall be responsible for the safekeeping of the same and shall, on request, hand them back to the NRL SA.
- 1.41.3 The trophy, shield, cup or the like shall be in good order and condition, having regard to the order and condition in which it was received and shall give receipt to this effect to the NRL SA.
- 1.41.4 Any Club in possession of a trophy, shield, cup or the like shall, on becoming defunct or inoperative, through any reason, return same to the NRL SA.
- 1.41.5 Any damage whatsoever caused to the trophies whilst in the care of the said Club or Team must be rectified and repaired at the cost / expense of the Club / Team. This includes irreparable damage which may involve the total replacement cost of the trophy.
- 1.41.6 Any trophy misplaced and /or lost whilst in the care of the said Club / Team will necessitate the production of a new trophy at the cost / expense of the Club / Team.

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## 1.42 UNIFORM

- 1.42.1 Players in all Competitions (Senior Grade Football, Junior Grade Football, Women's Tackle, Mod League, Mini League and League Tag) shall wear proper football uniform which complies with the NRL SA Rules, consisting of shorts and numbered jerseys bearing the NRL SA logo on the right hand side chest, the West End logo on the jumper (on a sleeve preferred for the Senior Grades only), and made in the registered colours and design of the Member Clubs together with approved shorts, socks, boots or shoes. All on-field playing apparel is to be purchased from the NRL SA sole licensee of the NRL SA logo, ISC Teamwear.
- 1.42.2 In the absence of any explanation considered acceptable to the NRL SA , any team wearing apparel not in accordance with sub-rule 1.42.1 shall forfeit any Competition points earned in the match and be liable to such other penalty as the NRL SA shall determine at its discretion.
- 1.42.3 Referees in all Competitions (Senior Grade Football, Junior Grade Football, Women's Tackle, Mod League, Mini League and League Tag) shall wear the proper Referee's uniform consisting of shorts and jerseys bearing the NRL SA logo and made in the registered colours and design of the Adelaide Rugby League Referees' Association together with approved shorts, socks, boots or shoes.
- 1.42.4 In the absence of any explanation considered acceptable to the NRL SA, any Referee wearing apparel not in accordance with sub-rule 1.42.3 shall be liable to such other penalty determined by the NRL SA at its discretion.

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## **1.43 UNQUALIFIED PLAYERS**

1.43.1 Any Club which fields in any Team a person who is not properly qualified and Registered under the NRL SA Rules as a Registered Player shall lose the match in which such person participated. The non-offending clubs for and against shall be calculated in accordance with the NRL SA Competition Rules as if the match was forfeited by the offending Team.

1.43.2 The NRL SA may make any further rulings or take any further action that it, at its sole discretion, deems appropriate in the event that a Club / Team breaches rule 1.43.1.



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## 1.44 VENUES

### 1.44.1 A Club must:

- a) Maintain and have the use of a home ground approved by the NRL SA.
- b) Ensure that its venue has facilities suitable for the conduct of the Competition as prescribed by the NRL SA Rules and any rules made by the NRL SA.
- c) Ensure that its venue hiring agreements comply with any commitments the Club has to the NRL SA.

### 1.44.2 Competition matches may only be played at the approved home venue of each Club.

### 1.44.3 Any request for permission to play a home match at a place other than the approved home venue of the applicant Club must be sought from the NRL SA at least fourteen (14) days prior to the day of the relevant match.

### 1.44.4 Whether or not approval of a request made in accordance with rule 1.44.3 will be granted by the NRL SA will be based upon the following criteria:

- a) The suitability of facilities for players, and spectators.
- b) Any additional costs associated with ensuring the venue meets NRL SA requirements, are to be met by the Club and/or match sponsor/promoter.
- c) Sufficient notice of the proposed change enabling the NRL SA to consider the request and then provide adequate notification to the media, sponsors, and the general public.
- d) Any other factors which the NRL SA deems relevant.

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## SECTION 2

All of the following Forms and Policies are uploaded on the NRL SA website and are also available from the NRL SA Office or General Manager

### **ARLC SA Ltd Club Licence**

All Affiliated Clubs participating in the ARLC SA Ltd administered competitions will be required to hold a Club licence.

### **Competition Age Groups**

*Please refer to Age Group' document*

This document details the date of birth's that players must fall in to be eligible for each available NRL SA Age Group.

### **Age Dispensation Policy**

*Please refer to the NRLSA 2015 Age Dispensation Policy' document*

This document is to be used for any player that wishes to participate in an Age Group under their designated Age (ie. 11 year old wanting to play U10's).

### **Parent / Guardian Consent Form**

*Please refer to the NRL SA Parent Guardian Consent Form' document*

This document is to be used for any player that wishes to participate in an Age Group above their designated Age (ie 10 year old wanting to play U12's)

### **Judiciary Policy**

*Please refer to Judiciary Procedures and Penalties' document*

This document details the suspension process and penalties when a NRL SA Referee submits a 'Charge'. This generally relates to on-field incidents.

### **National Code of Conduct**

This document covers simple rules concerning expected standards of behaviour within the game.

### **Representative Player Policy**

The policy outlining selected club player both and junior and senior obligations to the NRL SA Representative Program.

### **Risk Management Policy**

This policy outlines the requirements for clubs to ensure the safety and wellbeing of members and volunteers.

### **NRL On Field Policy**

This policy set out the requirements and guidelines for Sports trainers and the accreditation requirements for the games medical requirements.

### **Logo Usage Policy**

This policy outlines the requirements and guidelines of the usage of the NRL SA logo on playing strips, in print and digital media.